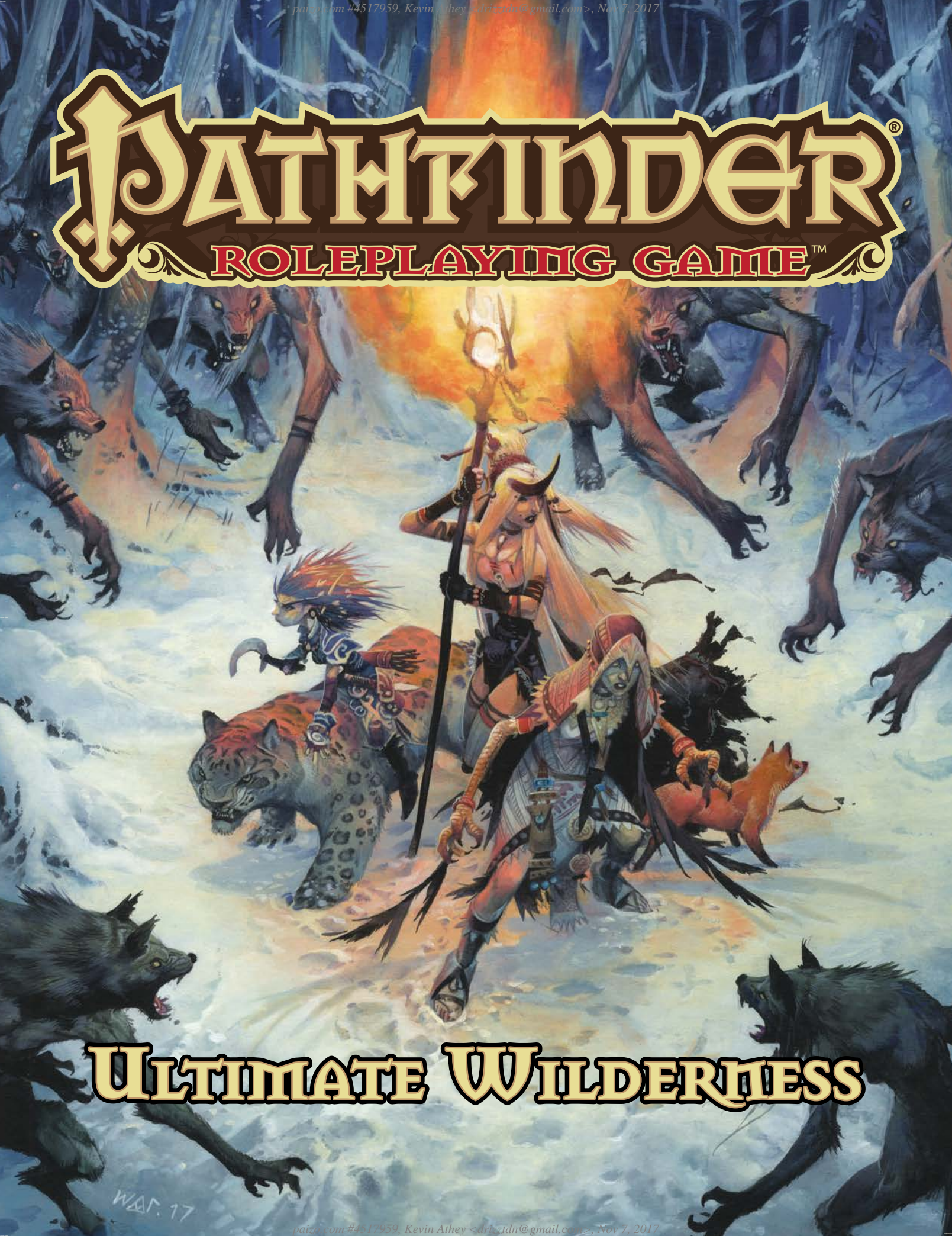


PATHFINDER[®]

ROLEPLAYING GAME™



ULTIMATE WILDERNESS

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson, and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



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INTRODUCTION

Since the first campfire, as the first myths were spun, the wilderness has been where heroes find adventure. While people huddle behind walls, locking their doors at night, the creatures and perils of the world abound in a harder, meaner existence. This is what makes the vast expanses of wildlands truly dangerous. The only wild things that accept the presence of outsiders see such interlopers as exotic meals. Surviving in the wilderness often requires the aid of one who knows its ways and its dangers, as well as careful planning and the ability to improvise. This book prepares you for such challenges. Within you will find allies, equipment, and other tools to confront the wilderness and not only survive but thrive.

Pathfinder RPG Ultimate Wilderness contains a wealth of new options for those wishing to bring the wilderness to life. Players can choose a new class, the shifter, which allows a character to harness the power of nature and transform her body. There are archetypes for nearly every class in the game, including a bounty of archetypes for the shifter. Players can also find new feats, items, and spells aplenty, as well as extensive entries on new animal companions and familiars. Game Masters can find compelling new options to round out their villains and NPCs in those sections, as well as new tools for exploring the wilderness and bringing its wonders and dangers to life. *Ultimate Wilderness* is a companion book to *Pathfinder RPG Ultimate Combat*, *Pathfinder RPG Ultimate Intrigue*, and

Pathfinder RPG Ultimate Magic, each of which provides new options and tools relevant to that book's theme in the same way this one deals with the theme of wilderness.

NAVIGATING THIS BOOK

Each chapter in this book contains rules grouped by type or theme for easy reference. The following overview summarizes the new options you'll find in each section. If you're looking for a specific topic, check the index located on page 252.

Chapter 1—Wilderness Heroes: *Ultimate Wilderness* features three new PC races: gathlains, ghorans, and vine leshys. Each race features a special connection to the wilderness and presents unique opportunities to play a creature unlike most others. Each of these races is presented in an expanded write-up similar to those found in the *Pathfinder RPG Advanced Race Guide*, presenting the basic information for the race followed by sections of options either specific to or complementing the new race. A section detailing this book's feature class—the shifter—follows the new races. These shapechanging warriors of the wildlands are closely tied to druid circles and enclaves. Serving as the protectors of sacred groves and other sites revered by primal religions, they're aided in this goal by their ability to take the shape of and gain advantages from their aspects, each of which is keyed to a specific type of animal. The shifter is tailor-made for those who want to both dabble



in the strange magic of nature and tear across the battlefield with animalistic might.

Chapter 2—Archetypes and Class Options: Within this chapter is a bevy of options for various classes. The more robust sections grant greater options for the barbarian, druid, hunter, ranger, and shifter, but this chapter also features sections for the bard, cavalier, kineticist, monk, paladin, skald, witch, and others. Each new section, especially those for classes not typically connected with the wilderness, features archetypes and options that allow these classes to interact with, fight against, or harness the power of nature. If there is not a full section for a class, new options for it can likely be found in the Other Archetypes and Class Options section at the end of this chapter.

Chapter 3—Feats: One's ability to survive in the wild often depends on having the right training. From combat, style, and teamwork feats that imitate the ferocity of nature to metamagic feats that exploit its rules or empower spells with its essence, many of the feats presented here allow you to gain the unflinching savagery of nature. Rounding out the chapter is a new magic item creation feat—Cultivate Magic Plants—that grants the power to grow magic.

Chapter 4—Mastering the Wild: This chapter presents a number of ways to enhance adventures into the wilderness.

Discovery and Exploration: When you want to challenge PCs as they explore a section of wilderness, whether through a dense jungle or amid the rubble of remote mountain passes, this section presents rules on how to do that narratively. It can even be used with the hex-based exploration rules presented on page 154 of *Pathfinder RPG Ultimate Campaign*.

The First World: The mysterious land of the fey holds many treasures and great peril. This section provides details about this strange plane, including guidance on running adventures within it and a sampling of some of its dangers.

Foraging and Salvaging: Far from civilization, adventurers can find raw materials for crafting or repairing hard to come by. This section gives guidelines on foraging for materials and reclaiming items through salvage.

The Green Faith: A primordial religion older than most gods, the Green Faith is the chosen philosophy of many druids, hunters, rangers, and shifters. This section gives an overview of the faith and a look into its goals, hierarchies, practitioners, and tenets.

Harvesting Poisons: Herbs, toxic substances, and venoms that can be distilled for nefarious purposes abound in wildlands. This section provides details on harvesting poisons and creating antivenoms, as well as a list of new poisons.

Hazards and Natural Disasters: While the creatures of the wild are often fearsome challenges, the environment itself can rise up to thwart interlopers. This section provides rules for some of the most dangerous aspects of nature.

Herbalism: While some herbs can contain deadly poisons, others can provide beneficial power. This section details useful plant life in the wild and how to harvest its benefits.

Spells of the Wild: Many spells have the power to grant succor within the wild or can be used against your enemies

BOOK REFERENCES

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers who don't have access to the Pathfinder RPG hardcovers referred to in this book can find the complete rules of these resources available online for free at paizo.com/prd.

When a rules element presented in *Ultimate Wilderness* appears in a spell list, ability, or other location in this book, it is noted with an asterisk (*).

<i>Advanced Class Guide</i>	ACG
<i>Advanced Player's Guide</i>	APG
<i>Advanced Race Guide</i>	ARG
<i>Bestiary 2</i>	B2
<i>Bestiary 3</i>	B3
<i>Bestiary 4</i>	B4
<i>Bestiary 5</i>	B5
<i>Bestiary 6</i>	B6
<i>Horror Adventures</i>	HA
<i>Occult Adventures</i>	OA
<i>Ultimate Combat</i>	UC
<i>Ultimate Equipment</i>	UE
<i>Ultimate Intrigue</i>	UI
<i>Ultimate Magic</i>	UM

with devastating effect. This section provides information on how spells can enhance or thwart adventures in the wild.

Trophies and Treasures: Raw materials harvested from monsters can be worth as much as any treasure trove. Many are provided in this section.

Weather: One of the chief challenges of adventuring in the wilderness is dealing with the elements. This section provides a system of generating weather in a region and details the dangers the extreme manifestations of weather present.

Wilderness Traps: This section presents a number of traps that survivalists and trappers can deploy in the wild.

Chapter 5—Animal Companions and Familiars: This chapter expands your choices for both animal companions and familiars. Not only does it provide you with dozens of each type of companion, but it also presents guidance on magic item slots for animal companions and familiars, guidelines on plant and vermin companions, and a number of archetypes and feats for companions and familiars.

Chapter 6—Spells: Magic thrums through places that are undefiled by civilization. This chapter presents new spells that either tap into the primal powers of nature or aid in conquering it, as well as new nature rituals that use the rules for occult rituals found in *Pathfinder RPG Occult Adventures*.

Chapter 7—Gear and Magic Items: The line between survival and death in the wilderness often depends on how equipped one is to face it. This selection of new gear and magic items includes many items wilderness adventurers will find indispensable for forays into the rough. It also presents the full rules and numerous examples for the cultivation of magic plants.



WILDERNESS HEROES



*A*nother of Adowyn's arrows struck home, lancing through the creature's palm, yet the monster barely seemed to notice. She roared in frustration. "It's not working! They're not even hurting it!"

"Well, what did you expect?" Behind the creature, Zova launched herself onto its back, using the protruding branches to climb it like a ladder. "It's a mosslord. Your arrows are just adding more wood to it."

Adowyn raced forward, following Leryn as the wolf leapt for the mosslord's nonexistent throat. "Got any suggestions?"

From atop the monster's back, Zova smiled. With one talon, she grabbed a handful of the mosslord's head-twigs and ripped.

"Sometimes, you've just got to get your hands dirty..."

While cities spawn innovation and ingenuity through the works of artisans and philosophers, nature breeds strange diversity through the persistent processes of life itself. This chapter presents four examples of such evolution and natural magic, consisting of three races and a new class called the shifter that serves as a druidic defender of the wilderness.

NEW RACES

The first part of this chapter details three races to use in your campaigns. Here, you'll find the rules you need to play these races, including expanded options like those presented in *Pathfinder RPG Advanced Race Guide*, so you can add them seamlessly to your game—these include alternate racial rules, racial class options, and additional racial rules. The races covered in this chapter include the mysterious fey gathlains, the delicious vegetable ghorans, and the curious vine leshys.

Alternate Racial Rules

Alternate racial rules allow you, with your GM's permission, to exchange existing racial traits for new ones or gain new favored class rewards based on your character's race. The general rules for alternate racial traits and favored class options are summarized below.

Alternate Racial Traits: To take one of these alternate racial traits, you must exchange one or more of the standard racial traits available to the race. You can exchange one or several of the standard racial traits, but you can't exchange the same racial trait more than once.

Favored Class Options: These rules allow each race to take alternate rewards when a member of that race gains a level in her favored class. Each of these replaces the normal reward for having a level in a favored class—either gaining 1 extra hit point or 1 extra skill rank each time a member of the race takes a level in that class. Unlike those general rewards, the alternate favored class options usually speak directly to the features and options of the class in question.

PLANT CHARACTERS

The plant type features immunities that, when granted to a player character race, can be disruptive and overpowered. Both plant races presented in this chapter, ghorans and vine leshys, feature modifications to the plant type and, in the case of the vine leshys, to the leshy subtype. This opens up these races to expanded play experiences (for instance, without these modifications, neither race could fully interact with the new shifter class or aspects of other classes and archetypes that use wild shape due to the plant type's immunity to polymorph effects), and ensures they're compatible with classes and effects that rely on granting morale bonuses and other mind-affecting effects. Lastly, it puts them on an equal footing with the other playable races in the game.

When choosing one of these favored class options, the reward is gained at each new class level attained. Unless otherwise noted, these benefits always stack with themselves.

In some cases, these rewards have a fixed numerical limit, after which selecting such a favored class option again has no effect. In these cases, you can always select the standard reward for taking a level in a favored class.

Some of these favored class options add only $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, or $\frac{1}{6}$ of a benefit (rather than a full benefit) each time the reward is selected. When applying this type of benefit, always round down (minimum 0). For example, a vine leshy with alchemist as her favored class can add a $+\frac{1}{4}$ bonus to her natural armor while affected by her mutagen each time she selects that favored class bonus. The net effect is +0 after she selects it once, twice, or three times (because a fraction rounds down to 0). After she selects it four times, however, this benefit gives the vine leshy a +1 bonus to her natural armor while under the effect of her mutagen (in addition to the base value from the class itself); after she selects it 20 times, it grants her a +5 bonus.

Racial Class Options

This section presents new class options and archetypes for a race. Typically, only members of that race can take the listed archetype, bloodline, or subdomain, though such options rarely interact with that race's racial traits or alternate racial traits. An archetype usually features a thematic link to the race, granting it class features that complement the abilities and background of the race. Because adventurers are often societal outliers, these archetypes sometimes feature a theme that is the exception to the norm for racial tendencies.

Additional Racial Rules

Additional racial rules are split up into four sections, each described below.

Equipment: The equipment section provides new rules for standard and alchemical equipment available to members of the race. Often such equipment is available on the open market and members of other races can purchase it, but many times, especially in the case of alchemical equipment, it has no effect, lesser effects, or even detrimental effects on members of other races.

Feats: This section provides new feats for members of this race. These feats often play off a particular theme of the race and in many cases expand or empower the race's racial traits. All of these feats have the race in their prerequisites, so members of other races cannot take them.

Magic Items: Magic items provided in this section are often created and used by members of the race. Some have effects that interact with racial traits, but others have broader purposes and can be used by members of other races.

Spells: The spells in this section are common to spellcasting members of the race. Sometimes they target only members of the race, but often they are just the race's well-guarded secrets; members of other races can learn to cast them with the GM's permission.

GATHLAINS

According to some fey ballads, gathlains were one of the first peoples awakened in the First World, the primal realm of the fey. Gathlains grow from the seeds of an enormous magical tree—seeds that often drift for hundreds of miles before developing into adolescent gathlains, with the tree's mistletoe grown into their flesh to form their strange wings. Despite being born with a basic understanding of their world, gathlains are inquisitive to a fault. They are known to be invaluable guides and knowledgeable explorers, if one can put up with their numerous questions and strange japes.

Physical Description: Wings of wood and vines grow out of the bodies of these lithesome fey. Gathlains prefer to wear a mix of clothing, with a base of natural materials like grass skirts or simply woven tunics combined with bits of finery gathered from a variety of sources.

Society: Gathlain society is built around art, discovery, experimentation, and storytelling. These fey constantly seek new ways to look at the world. Gathlain leaders are often popular explorers followed primarily as idols worth emulating and as sources of intriguing gossip. Although gathlains tend to engage in raucous romances born of melodramatic or fanciful encounters, they do not procreate conventionally from such pairings, even when the two happen to be of different physical sexes. Gathlains show little interest in gender, finding it quaint when other races use it as a basis for assigning roles or choosing partners.

Relations: Gathlains associate with a variety of other fey as freely as among their own kind. These mixed communities of fey are called courts and feature elaborate titles for those members deemed most interesting or most worthy of admiration. When a gathlain chooses to join a different community, it is generally a temporary membership, whether it lasts only a season or persists for decades. Adventuring gathlains frequently seek out and attempt to mingle with like-minded gnomes; however, gnomes often find gathlains too flighty, foolish, and undisciplined for their tastes.

Alignment and Religion: Mischievous and capricious, gathlains have discordant temperaments. Most are chaotic, and they tend to be morally neutral. The typical gathlain finds mortal religions strange; like many fey, they

trade respect and token offerings to godlike fey in exchange for protection, but they see little difference between that and offerings to lesser kings and queens.

Adventurers: Gathlains strive to entertain themselves and sate their immense curiosity about the world around them, and those who decide to become adventurers often migrate to the Material Plane to explore. Those who remain in the First World seek the strangest parts of their home plane and try to learn about its most unusual inhabitants. They favor spellcasting classes and skilled classes such as bard or rogue.



GATHLAIN RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Constitution: Gathlains are quick, with dynamic and engaging personalities, but are rather fragile.

Small: Gathlains are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to CMD, a +2 bonus on Fly checks, and a +4 size bonus on Stealth checks.

Normal Speed: Gathlains have a base speed of 30 feet and a fly speed of 40 feet (poor maneuverability).

Low-Light Vision: Gathlains can see twice as far as humans in dim light.

Natural Armor: Gathlains have a +1 natural armor bonus.

Spell-Like Abilities: 1/day—*entangle*, *feather step*^{APG} (caster level equals the gathlain's character level).

Languages: Gathlains speak Common and Sylvan. A gathlain with a high Intelligence score can choose from the following languages: Draconic, Elven, Goblin, Halfling, and Orc.

Names: Gathlains lack gender-specific names, but instead attempt to create unique names for each individual. Some examples are Agollia, Armath, Arnonwy, Brazial, Dwynnen, Eirgara, Finnath, Gummow, Inirha, Marcanth, Nirialu, Sollowy, Tiltiu, and Urhiod.

ALTERNATE RACIAL TRAITS

The following racial traits can be selected in place of the typical gathlain racial traits.

Flighty: Some gathlains are too easily distracted to miss anything going on around them. They gain Perception as a class skill and gain a +2 racial bonus on saving throws against patterns and effects that cause the fascinated condition.

This replaces natural armor.

Honey Whisperer: Some gathlains keep bees of all sizes, collecting their honey and sometimes even riding the largest of them. They can use Handle Animal and wild empathy to influence vermin as if they were animals with an Intelligence score of 1.

This replaces natural armor.

Intense Curiosity: Some gathlains habitually fixate on someone or something nearby and examine its every detail. When taking 20 on the check, they gain a +4 racial bonus on Perception and Survival checks to find and follow tracks and to predict the weather.

This replaces spell-like abilities.

Otherworldly Gossip: Many gathlains excitedly share every last bit of gossip they can find. These gathlains gain a +2 racial bonus on Diplomacy checks to gather information and on checks with one Knowledge skill of the gathlain's choice. Once the choice of Knowledge skill is made, it can't be changed.

This replaces spell-like abilities.

Titled: Certain gathlains play at the games of courtly intrigue that dominate much of First World culture,

assuming titles that other fey may or may not recognize. These gathlains treat Bluff, Diplomacy, and Knowledge (nobility) as class skills.

This replaces the *feather step* spell-like ability.

Tree-Born: Some gathlains take after their tree ancestors, standing more firmly but moving more slowly. They have no Constitution penalty but have a base speed of 20 feet and a fly speed of 30 feet (clumsy maneuverability).

This replaces the penalty to Constitution and alters speed.

Tree Dialect: A rare few gathlains are born with the knowledge of an ancient way of speech that allows them to communicate with trees. Once per day, they can cast *speak with plants* (trees only) as a spell-like ability with a caster level equal to the gathlain's character level.

This replaces spell-like abilities.

GATHLAIN FAVORED CLASS OPTIONS

The following options are available to all gathlains characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Add 1/4 to the barbarian's damage reduction. If the barbarian would not otherwise have damage reduction, this damage reduction can be bypassed by cold iron.

Bard: Add one spell from the druid spell list to the bard's spell list and known spells. This spell must be at least 1 level lower than the highest-level spell the bard can cast.

Bloodrager: Add 1 additional round of bloodrage per day.

Cavalier: Add a +1/2 bonus to the cavalier's Knowledge (nature) and Knowledge (nobility) checks relating to fey courts and fey courtiers.

Druid: Add a +1/2 bonus to wild empathy checks.

Hunter: The hunter's animal companion gains DR 1/cold iron. Each time the hunter gains another level, this DR increases by 1/3 (maximum DR 5/cold iron). If the hunter replaces this animal companion, the new companion gains this damage reduction.

Ranger: Add 1/4 to the damage dealt by the ranger's animal companion's natural attacks.

Rogue: Add a +1/2 bonus to Bluff checks to pass secret messages or create a distraction to hide and on Sleight of Hands checks to pickpocket.

Shaman: Add one spell from the druid spell list to the shaman's spell list. This spell must be at least 1 level lower than the highest-level spell the shaman can cast.

Skald: Add a +1/2 bonus to Acrobatics checks to avoid attacks of opportunity and to Perform checks while performing a raging song.

Summoner: Add 1/4 evolution point to the eidolon's evolution pool. These bonus evolution points must be spent on evolutions that grant spell-like abilities or protect the eidolon from spells.

Witch: Add one spell from the druid spell list to the witch's familiar. This spell must be at least one level below the highest spell level the witch can cast. If the familiar is ever replaced, the new familiar knows these bonus spells.



GATHLAIN ARCHETYPES

These archetypes are typically only taken by gathlains, but members of other races, with the GM's permission, can take them as well.

Fey Courtier (Bard Archetype)

Fey who associate with courts often become bards skilled at navigating the inhuman societies of the trackless wilds.

Bardic Performance: The fey courtier has access to the following bardic performances.

Scorn of the Wilds (Sp): At 8th level, the fey courtier can use bardic performance to permanently mark a creature with nature's displeasure by spending 2 rounds performing while the target remains within 30 feet. The performance includes a litany of the target's misdeeds against fey and nature. Unless the target succeeds at a Will saving throw (DC = 10 + half the bard's level + his Charisma modifier), it is cursed as per *nature's exile*^{APG} or *bestow curse*. At 14th level, the fey courtier's options expand to include *baleful polymorph* and *green caress*^{HA}. As part of the performance, the fey courtier must define a condition under which the curse will be lifted, which must relate to making amends for the crime against fey or nature and cannot be suicidal to carry out. A creature that succeeds at its saving throw is immune to the fey courtier's scorn of the wild for 24 hours. This is a curse effect.

This replaces dirge of doom and frightening tune.

Stone Dance (Sp): At 15th level, the bard's performance can move even the features of the natural world. This performance functions as *animate plants* (DC = 10 + half the bard's level + his Charisma modifier) except it can also animate unworked stone and water from natural bodies of water (with statistics equivalent to an appropriate plant).

This replaces inspire heroics.

Fey Contacts: At 2nd level, thanks to his fey contacts and knowledge of the byzantine trade customs of the fey courts, a fey courtier can treat any wilderness area with fey residents as a settlement with a certain base value and purchase limit based on his bard level for the purpose of buying and selling magic items. See page 205 of the *Pathfinder RPG GameMastery Guide* for rules on settlement base values and purchase limits. The fey courtier can also use these contacts to gather information about the residents, geography, and nearby areas with Diplomacy.

This replaces versatile performance.

Bard Level	Base Value	Purchase Limit
2nd	50 gp	500 gp
6th	500 gp	2,500 gp
10th	2,000 gp	10,000 gp
14th	8,000 gp	50,000 gp
18th	32,000 gp	200,000 gp

Summon Fey Allies: At 3rd level, the fey courtier gains Augment Summoning as a bonus feat and can call upon natural allies who owe him favors. He adds *summon nature's ally I* to his list of 1st-level bard spells known. Whenever he

gains access to another spell level, he adds the next-higher *summon nature's ally* spell to his list of bard spells known. The fey courtier adds the following creatures to the *summon nature's ally* list: 1st—grimple^{B4} (gremlin), mite, sprite^{B3}; 2nd—atomie^{B3}, fuath^{B3} (gremlin), nixie^{B3}; 3rd—leprechaun^{B2}, nuglub^{B2} (gremlin), pooka^{B4}; 4th—kelpie^{B2}, korred^{B2}, twigjack^{B2}; 5th—lampad^{B4}, lurker in light^{B2}, swan maiden^{B4}; 6th—cold rider^{B3}, oceanid^{B4}, sangoi^{B5}.

This replaces inspire competence.

Season Sage (Druid Archetype)

Season sages wander as the seasons change, turning the leaves and transforming nature as they pass and taking pleasure in the transition between seasons.

Season's Touch (Su): At 4th level, a season sage can infuse living things with the essence of a season with a touch, causing them to manifest the changes associated with that season—for example, a touch of winter can make some animals grow a thick winter coat, while a touch of summer can make them shed. A touch of autumn would make a deciduous tree's leaves change colors, a touch of winter would make its leaves fall, and a touch of spring would make it put forth new leaves. In addition, a season sage can use the following abilities (in any combination) a total number of times per day equal to 1 + his Wisdom modifier.

This replaces wild shape.

Vernal Growth: A touched living creature gains the effects of *enlarge person* (even if it is not a humanoid) for 1 minute per druid level. A touched non-creature plant likewise doubles in all dimensions for the same duration.

Summer Might: A touched creature gains a +4 enhancement bonus to Constitution for 1 minute per druid level.

Autumn Rot: A touched creature or object made of plant matter takes 1d6 points of acid damage per 2 druid levels.

Winter Frost: A touched creature or object takes 1d6 points of cold damage per 2 druid levels.

Season's Veil (Su): At 6th level, a season sage can radiate an aura of seasonal power as a standard action once per day. This affects a 20-foot-radius burst centered on the season sage and lasts in that area for 10 minutes, regardless of where the season sage moves afterward. At 8th level and every 2 levels thereafter, the season sage can use this ability an additional time per day. At 10th level, the radius increases to 40 feet.

Vernal Bloom: The area surges with life. Plants form vibrant, heavy undergrowth (see page 426 of the *Pathfinder RPG Core Rulebook*) while in the aura. If the area can support plants, a circle of minor plants lingers afterward. At 8th level, the season sage can affect the area with *plant growth* as a swift action at will, which can linger after the aura passes.

Summer Heat: The area of effect is treated as if it were under the effects of extreme heat. At 8th level, as a swift action the season sage can have the area deal 1d6 points of fire damage each round to other creatures in the area.

Autumn Squall: The area is filled with fog, rain, and blown leaves. All creatures in the area gain concealment (abilities





to specifically see through fog or rain don't apply). At 8th level, the season sage can affect the area with *diminish plants* as a swift action at will, which also lingers after the aura passes.

Winter Chill: The area of effect is treated as if it were under the effects of extreme cold. At 8th level, as a swift action the season sage can have the area deal 1d6 points of cold damage each round to other creatures in the area.

Season Mastery (Sp): At 12th level, a season sage can cast *control weather* as a spell-like ability once per day; his choice of effects is not limited by the season.

Fey Prankster (Rogue Archetype)

Fey pranksters specialize in tricking others to teach a lesson or for their own entertainment.

Treacherous Plants (Sp): The fey prankster can cause plants to distract nearby creatures. To use this ability, the fey prankster attempts a Bluff check to create a distraction to hide as a swift action or to feint against an adjacent opponent

as a move action, so long as the target is adjacent to plants. He gains a bonus on this check equal to half his rogue level (minimum +1).

This replaces trapfinding.

Improved Dirty Trick: At 2nd level, the fey prankster gains Improved Dirty Trick^{APG} as a bonus feat. He need not meet the prerequisites.

This replaces the rogue talent gained at 2nd level.

Steal Appearance (Sp): At 4th level, the fey prankster can exchange the appearance of two adjacent items of the same size. He can also exchange the appearance of two creatures if at least one is willing and both are adjacent. Affecting an unwilling creature or an item it wears or carries requires a successful dirty trick^{APG} combat maneuver against that creature. If he succeeds, the objects or creatures are each disguised as the other as if with *veil* cast at his rogue level. The Will save DC to resist or disbelieve the illusion is equal to 10 + half the rogue's level + his Intelligence modifier.

At 8th level, the fey prankster can also exchange the locations of the two targets by succeeding at a DC 20 Sleight of Hand check. If he succeeds, observers can't tell which is the original based on movement without succeeding at a Perception check against his Sleight of Hand result.

This replaces uncanny dodge and improved uncanny dodge.

Greater Dirty Trick: At 6th level, the fey prankster gains Greater Dirty Trick^{APG} as a bonus feat. He does not need to meet the prerequisites.

This replaces the rogue talent gained at 6th level.

Plant Traps (Su): At 8th level, the fey trickster can modify a plant (but not plant creatures) into a trap as a full-round action up to three times per day. The Perception and Disable Device DCs for the trap are each equal to 15 + his rogue level. A Tiny or larger plant can be used to perform a trip or dirty trick^{APG} combat maneuver using the fey trickster's CMB and the plant's size. A Large or larger plant can be used to create a *snare* as per the spell. The save DC is equal to 12 + the rogue's Intelligence modifier. The fey trickster can trigger any plant trap he created as a standard action as long as he is within 60 feet of it.

This replaces the rogue talent gained at 8th level.

Unseen Trickster: At 12th level, the fey trickster can attempt Stealth checks in areas with plants even if he does not have cover or concealment.

This replaces the rogue talent gained at 12th level.

GATHLAIN EQUIPMENT

Gathlains have access to the following equipment.

RIDING BEE

Worker	WEIGHT 60 lbs.	PRICE 300 GP
Combat-trained worker	WEIGHT 60 lbs.	PRICE 450 GP
Queen	WEIGHT 140 lbs.	PRICE 8,000 GP
Combat-trained queen	WEIGHT 140 lbs.	PRICE 12,000 GP



Gathlains have learned to domesticate giant bees (*Pathfinder RPG Bestiary 2* 43), which they use to travel long distances. Extra queens from a hive's brood are saved and trained for hauling heavier equipment or a retinue of gathlains. Bees require an exotic saddle, which is a sort of basket that places the rider underneath the bee's abdomen, where it protects the rider as if he were a bee larva.

WING HOOKS

PRICE 150 GP

WEIGHT 2 lbs.

These wooden braces hook on to a gathlain's wings to help in clinging to ivy, tree limbs, or other surfaces with significant handholds. Many wing hooks are decorated with intricate carvings. A gathlain wearing wing hooks can cling to a surface with a Climb DC of 10 or lower without effort, and can safely sleep there. The wing hooks leave the gathlain's arms free while attempting Climb checks on such surfaces.

GATHLAIN FEATS

Gathlains have access to the following feats.

Advanced Gathlain Magic

You have developed your innate magical abilities.

Prerequisites: Cha 13, character level 3rd, gathlain.

Benefit: You gain the following spells as spell-like abilities, each of which are usable 1/day: *wood meld* (as *meld with stone*, but only with wood), *wood shape*.

Greater Gathlain Magic

You have greatly developed your innate magical abilities.

Prerequisites: Cha 15, Advanced Gathlain Magic*, character level 9th, gathlain.

Benefit: You gain the following spells as spell-like abilities, each of which are usable 1/day: *command plants*, *thorny entanglement*^{ACG}.

Green Tongue

You know the language of the plants.

Prerequisites: Cha 13, character level 5th, gathlain.

Benefit: You can cast *speak with plants* once per day, as a spell-like ability. At 10th level and every 5 levels thereafter, you can cast *speak with plants* an additional time per day.

Seasoned Flier

You have trained long and hard at flight.

Prerequisites: Dex 15, Fly 5 ranks, fly speed, gathlain.

Benefit: Your maneuverability while flying improves to average.

Superior Gathlain Magic

Your experience has enabled you to dramatically develop your innate magical abilities.

Prerequisites: Cha 17, Advanced Gathlain Magic*, Greater Gathlain Magic*, character level 15th, gathlain.

Benefit: You gain the following spells as spell-like abilities, each usable 1/day: *liveoak*, *tree stride*.

Symbiotic Resilience

Your symbiotic vines have spread all throughout your body, granting you a lesser form of the immunities enjoyed by plant creatures.

Prerequisites: Con 13, gathlain.

Benefit: When you are paralyzed, magically put to sleep, or stunned, you ignore the effects of that condition, but you are instead staggered for the same duration as the ignored condition. Removing the ignored condition also removes this staggered condition, but you can't otherwise remove the staggered condition, nor can immunity to being staggered protect against it.

Wandering Mind

Your mind drifts swiftly from one thing to the next and is all but impossible to pin down.

Prerequisites: Character level 9th, gathlain.

Benefit: When you fail a Will save against a mind-affecting effect that lasts more than 1 round, you can attempt another Will save on the round after your failed save. If you succeed, you gain the normal benefits of succeeding at a Will save against the effect. This feat offers only one additional saving throw against each effect.

GATHLAIN MAGIC ITEMS

Gathlains have access to the following magic items.

HARNES OF GRABBING VINES		PRICE 40,000 GP
SLOT body	CL 5th	WEIGHT 1/2 lb.
AURA faint transmutation		

This ivy harness allows the wearer's wings to manipulate objects or grab on to handholds, as if they were extra arms, as long as the wearer isn't flying. They do not grant additional attacks, but they can be used to hold items or perform combat maneuvers without requiring the wearer's hands. On command, the harness grows roots that anchor the wearer in place much like *anchored step*^{ACG}. When thus anchored, the wearer can climb using only legs and wings with a climb speed equal to the wearer's reduced base speed. The benefits of *anchored step*^{ACG} apply while the wearer is climbing with the roots.

CONSTRUCTION REQUIREMENTS	COST 20,000 GP
Craft Wondrous Item, <i>anchored step</i> ^{ACG} , <i>spider climb</i>	

HARNES OF HOVERING		PRICE 12,000 GP
SLOT body	CL 3rd	WEIGHT 1/2 lb.
AURA faint transmutation		

This harness of leather with silver fixtures allows the wearer to hang in midair without the use of wings. Pulling on the harness as a swift action activates or dismisses a *levitate* effect on the wearer. The *levitate* effect cannot move the wearer upward or downward.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
Craft Wondrous Item, <i>levitate</i>	



HERALD SEED		PRICE 8,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong divination		

Twice per day, when thrown into the air as a standard action, this palm-sized, tufted, purple seed drifts at a rate of 60 feet per round toward a spot clearly visualized by the thrower. It can be grabbed out of the air with a successful combat maneuver check against a CMD of 20, which ends its flight. The seed flies for up to 12 miles (taking 2 hours) before it settles to the ground. A gathlain thrower can choose to speak a message of up to 25 words when throwing the seed; in this case, the seed repeats the message in the thrower's voice when its flight ends.

If the thrower speaks a command word as part of the action to throw it, the *herald seed* flies back to where it was last thrown, even if the thrower can't visualize the location.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>commune with nature</i> , <i>message</i>	

SLIPPERS OF THE PRIMORDIAL WILDS		PRICE 24,000 GP
SLOT feet	CL 9th	WEIGHT 1/2 lb.
AURA moderate conjuration		

These fine, supple slippers are made from giant cowslip petals. The wearer cannot be tracked or otherwise detected by scent. When standing with one foot in one terrain and the other in another terrain (such as at a cave mouth, a shore, or a forest's edge), a gathlain wearer can speak a command word to move to either the Material Plane or the First World, as per *plane shift*, twice per day.

CONSTRUCTION REQUIREMENTS	COST 12,000 GP
Craft Wondrous Item, <i>plane shift</i>	

GATHLAIN SPELLS

Gathlains have access to the following spells.

SEED SPIES

School divination; **Level** druid 2, occultist 2, ranger 2, shaman 3, sorcerer/wizard 3, witch 3

This spell functions as *insect spies*^U, except it creates wafting seeds with magical intellect instead of insects. The seeds can hear but not see. They fly at a speed of 10 feet (good maneuverability), but they can't crawl or climb, although they can cling to rough, soft, or sticky creatures or surfaces.

WAPT

School transmutation; **Level** cleric 5, druid 5, magus 5, occultist 5, shaman 5, sorcerer/wizard 5, spiritualist 5

Casting Time 1 standard action

Components V, S, M (a dandelion seed)

Range close (25 ft. + 5 ft./2 levels)

Targets up to one creature per 2 levels, no two of which can be more than 30 ft. apart

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** yes

You make the targets light enough to be carried by wind.

Creatures affected by this spell suffer cumulative penalties for attacking as if under the effects of *levitate* unless they have a fly speed. Treat each target as two size categories lighter for the purposes of being checked or blown away by wind. If a target has a fly speed, it can fly overland at the wind's speed in the same direction as the wind by succeeding at a DC 20 Fly check. If a creature flying overland this way attempts to change direction, it risks being blown away as usual. By linking hands or creating a connection with rope, creatures affected by this spell can be towed through the air by a flying creature as if each weighed only one-eighth its actual weight.

WING BOUNTY

School conjuration (creation); **Level** druid 2, shaman 2

Casting Time 1 standard action

Components V, S, DF

Range 0 ft.

Effect 2d4 berries + 2 berries/level

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

Your wings sprout a variety of colorful and flavorful berries. Each berry functions as if affected by *goodberry*. You can choose for one affected berry to also be poisonous (as striped toadstool); only you and druids of 5th level or higher can tell which is which without magic.

WING THORNS

School transmutation [poison^{UM}]; **Level** alchemist 3, antipaladin 3, bloodrager 3, druid 3, magus 4, shaman 3, witch 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

Your wings sprout poisonous thorns each the size of a dagger. You can use these thorns like armor spikes. In addition, you can make two wing attacks as primary natural weapons. If you are Small, the wings deal 1d3 points of bludgeoning and piercing damage plus your Strength modifier (unless you also attack with a weapon, in which case they are treated as a secondary natural weapon). A creature damaged by your wing thorns experiences intense itching, gaining the sickened condition while the spell lasts unless it succeeds at a Fortitude saving throw.

WOODEN WING SHIELD

School transmutation; **Level** bloodrager 4, druid 4, magus 5, shaman 4, summoner 4

Casting Time 1 immediate action

Components S

Range personal

Target you

Duration 1 round/level or until you move

Your wings transmute into a wooden barrier resembling a tower shield to block attacks, granting you a +4 shield bonus to AC. If you move, the spell ends immediately.

GHORANS

The first ghorans came into being thousands of years ago during a great war between two nations ruled by rival archmages. When mighty necromantic curses blighted the lands of one nation, leaving its inhabitants on the brink of starvation, their canny leader cut a deal with the renegade druid Ghorus, bidding him to put his forbidden talents to use in saving the realm. The druid's solution was the creation of a race of hardy and fast-adapting plants that could thrive even upon the curse-blighted ground. These plants, which the druid named "ghorans" after himself, swiftly developed the ability to move on their own, searching out the most nourishing soil and continuously adapting themselves to survive in more and more dangerous environments. As they grew in intelligence, ghorans evolved humanlike forms as a defense mechanism to induce sympathy and prevent further butchery.

When he died, Ghorus took the secrets of creating new ghorans to his grave, and from that point forward the number of ghorans in the world became fixed. While each ghoran could perpetuate itself via a single immortal seed, the inability to grow or propagate their species ensured that no new ghorans would ever appear. With each death of a ghoran by accident or violence, their race as a whole dwindled. The fact that their "flesh" had come to be regarded as a delicacy only further complicated their role in society, and even though most regions soon made the harvesting and consumption of the newly sentient ghorans illegal, they are still hunted by those who have developed a taste for their succulence.

Physical Description: The typical ghoran stands roughly as tall as a human and occupies a similar silhouette, but that's where their similarities with humanity end. A ghoran's "skin" is a complex layer of fibrous vines and rinds with a texture similar to moss-covered bark. Ghoran faces consist of layered petals that flush and flutter at a whim, allowing them to mimic the facial behaviors of their would-be devourers. They do not lack emotion per se, but ghoran "feelings" are primordial and abstract, making them utterly alien to most non-ghorans. A ghoran might laugh, smile, or raise its voice, but their companions seldom understand if these are displays of true emotion or merely more adaptive evolutions designed—like so many other aspects of their physiology—simply to keep them alive.

Ghorans have considerable control over their mass and can shape their bodies however they wish within the basic confines of a humanoid silhouette; this trait often gives them the impression of rustling about, especially when they are frightened or agitated. Ghorans who deal often with humanoids tend to adopt a masculine or a feminine silhouette based on their preference, but gender remains a fluid and somewhat elusive concept to them—an evolutionary adaptation of more import to the comfort of their companions than to ghorans themselves.

A ghoran has a deep cavity within its belly, housing a single seed the size of a balled human fist. Roughly every 20 years, a ghoran's body becomes decrepit enough to no longer function. The ghoran imprints its abilities and memories into this seed and then plants it in the ground. After 1 to 2 months, a new ghoran body is born from the seed, the consciousness from the original transferring over to the fully grown body and leaving the old body behind as a mindless mass of inert plant matter. In this way, a ghoran's legacy lives on with every regrowth; while the body regenerates, the inner self and memories of the past endure.

Society: A ghoran's alien thought processes (to say nothing of the empty holes upon its flower-petal face roughly approximating its eyes and mouth) make it very difficult for other races to understand and empathize with, leading many ghorans to stick to themselves in segregated communities of cosmopolitan and magic-rich city-states or in the deepest wild places of their barren homeland and its neighboring kingdoms.

Ghoran architecture consists of round, multifloor greenhouse towers composed of fibrous plant material coated in organic resins that grant it the hardness of stone. The towers have no roofs and several wide, stylized windows, granting the colony of ghorans living within ample access to the essential life-giving rays of the sun. Within, the air is redolent with organic aromas that often induce soporific effects upon non-ghorans, making them pliant to ghoran suggestions and uneager to take aggressive action. When unobserved, ghorans belonging to the same colony sometimes array themselves around the edges of the tower's internal balconies, swaying in unison to some unheard rhythm and basking in the communal warmth of daylight.

Relations: Ghorans are most comfortable with other intelligent plants (such as treants and vine leshys) and wary around plant-eating creatures (including humans, whom ghorans know created them as a food source). Because their regeneration brings minor personality changes with each incarnation, ghorans have trouble forming long-lasting relationships with races such as elves, dwarves, and gnomes. Ghorans deeply distrust warmongering humanoids such as goblins and gnolls, especially those with pyromaniac tendencies. The ghorans' relation with humanity is the most complex, for while they admire humans for their capacities and are grateful for their creation, they fear their appetites more, and it is difficult for a ghoran to trust that a human doesn't simply want to eat it.

Alignment and Religion: Ghorans seldom follow humanoid deities, instead preferring to worship nature itself by means of the Green Faith (see page 136) or other powerful nature spirits, such as the Eldest of the First World. Ghorans have no predisposition toward law, chaos, good, or evil, but many struggle to differentiate right from wrong as defined by most societies.

Adventurers: Owing to their delicious nature, ghorans seldom know peace the way that humanoid races do, and many are forced to contend with nature and learn to fight

as a means of self-defense against capture and consumption. Many have taken to adventuring lifestyles either to aid friends and companions or out of a darker drive for vengeance. Others join adventuring groups in hopes of accumulating enough power and lore to, perhaps, determine a solution to their race's central problem of reproduction, though so far no ghoran has solved this essential riddle.

Names: Ghoran naming conventions seem random, as each ghoran is self-named and “born” with a near perfect recollection of every memory from previous incarnations. As a result, ghorans sometimes pick names they found pleasing in other lives or name themselves after people or

places they once knew. Others maintain the same name over several incarnations, though minor personality and physical changes from life to life ensure that while the ghoran's name might remain the same, aspects of the ghoran's gradual change can often confuse and frustrate longtime friends and allies.

ALTERNATE RACIAL TRAITS

The following racial traits can be selected instead of existing ghoran racial traits. Consult your GM before selecting any of these new options.

Creator's Legacy: Infused with the druidic magic of their creator, ghorans quickly take to nature-based spells and spellcasting. Ghoran bloodragers and sorcerers with the verdant* bloodline treat their Charisma score as 2 points higher for sorcerer spells and class abilities. Ghoran clerics and druids with the Plant domain use their domain powers and spells at +1 caster level. This doesn't give the ghoran early access to level-based powers; it affects only powers that could already be used without this trait.

This replaces past-life knowledge.

Martial Recollection (Ex): The personal history of many ghorans is scarred with desperate struggles for survival, and memories of that conflict are deeply ingrained within their seeds. Whenever ghorans with this racial trait grow new bodies from their seeds, they reselect all combat feats known instead of reallocating skill ranks.

This alters seed and replaces nature magic.

Occult Scion: Created in part from an esoteric ritual, many ghorans are innately sensitive to psychic powers and influences. The ghoran gains Psychic Sensitivity^{OA} as a bonus feat and treats Knowledge (arcana) and Knowledge (planes) as class skills.

This replaces past-life knowledge.

Spelleater: Ghorans were originally created to survive and thrive in a magic-blasted wasteland, and over the centuries some ghorans have adapted greater abilities to overcome magic in general. Once per day, the ghoran can cast *dispel magic* as a spell-like ability, with a caster level equal to the ghoran's character level. If the ghoran's favored class is a spellcasting class, the ghoran gains a +2 racial bonus on dispel checks (*Pathfinder RPG Core Rulebook 272*).

This replaces past-life knowledge and nature magic.

FAVORED CLASS OPTIONS

The following options are available to all ghorans who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Druid: When casting spells that target plants or plant creatures, add 1/3 to the effective caster level, but only for the purpose of determining duration.

Hunter: Add 1 skill rank to the hunter's plant companion. If the hunter replaces her plant companion, the new plant companion gains these bonus skill ranks.



Mesmerist: Choose one mind-affecting mesmerist trick that the mesmerist knows. The mesmerist can affect intelligent plant creatures with that trick or spell as if they weren't immune to mind-affecting effects.

Ranger: Add a +1/4 bonus on initiative checks and Survival checks when the ranger is in a favored terrain.

Rogue: Choose one type of ranger favored enemy (or one subtype in case of either humanoid or outsider). The rogue adds 1/2 to her sneak attack damage when using sneak attack against creatures of the chosen type (maximum +3).

Shaman: Add one spell from the druid spell list that isn't on the shaman spell list to the list of spells she knows. This spell must be at least 1 level lower than the highest-level spell the shaman can cast.

Shifter: Add 1/5 to the shifter's natural armor bonus when using wild shape to assume a major form.

Sorcerer: When casting sorcerer/wizard spells that are also on the druid spell list, add 1/3 to the effective class level, but only for the purpose of determining durations.

Witch: Add 1/4 to the witch's caster level when attempting dispel checks using *dispel magic*, *break enchantment*, and similar effects.

GHORAN ARCHETYPES AND CLASS OPTIONS

The following racial archetypes are available to ghorans. The verdant* bloodline, which is favored by ghorans, is available to characters of all races.

Verdant (Bloodrager Bloodline)

Your body is suffused with raw plant life. When you bloodrage, your plantlike characteristics bolster your durability and grant you some control over vegetation.

Bonus Feats: Bolstered Resilience^{UC}, Diehard, Endurance, Great Fortitude, Power Attack, Raging Vitality^{APG}, Toughness.

Bonus Spells: *entangle* (7th), *greensight** (10th), *burst of nettles*^{UM} (13th), *command plants* (16th).

Bloodline Powers: While bloodraging, you gain plantlike abilities and immunities as you become overgrown with jagged branches, rugged bark, and thick vines.

Verdant Growth (Su): At 1st level, you gain fast healing 1 while bloodraging. Your fast healing increases by 1 at 4th level and every 3 levels thereafter, to a maximum of fast healing 6 at 19th level. If you have a bloodrager class feature that also grants you fast healing (such as the spellcaster's blood of life class feature), you can stack up to half of your fast healing from such abilities with the fast healing gained from this ability, but you cannot do so by an amount that exceeds your Charisma bonus (minimum 0).

Oaken Skin (Ex): At 4th level, when entering a bloodrage, your skin thickens like bark and you gain a +2 enhancement bonus to your natural armor. At 8th level and every 4 levels thereafter, this bonus increases by 1.

Botanical Plasticity (Su): At 8th level, as a swift action you can bend and twist the plant life within your body to elongate

GHORAN RACIAL TRAITS

+2 Constitution, +2 Charisma, -2 Intelligence: Ghorans are hardy, guileful, and eager to explore their emotions, but they process complex thoughts slowly.

Medium: Ghorans are Medium creatures and receive no bonuses or penalties due to their size.

+2 Natural Armor: Ghorans have tough, rugged skin.

Plant: Ghorans have the plant type but lack the immunities to mind-affecting, paralysis, poison, polymorph, sleep, and stunning effects that type usually has.

Delicious (Ex): Ghorans take a -2 penalty on Escape Artist and combat maneuver checks to escape a grapple against a creature that has a bite attack with the grab ability.

Natural Magic (Sp): Ghorans with a Charisma score of 11 or higher gain the following spell-like abilities: 1/day—*detect poison*, *goodberry* (created berries bud from the ghoran's own body), and *purify food and drink*. The caster level is equal to the ghoran's level. The DC for these spells is equal to 10 + the spell's level + the ghoran's Charisma bonus.

Seed (Ex): As a full-round action, a ghoran can expel the seed from an orifice in its abdomen. If planted in fertile ground and left undisturbed for 2d6 days, the seed grows into a healthy duplicate of the original ghoran, save that the duplicate can reallocate all skill ranks upon sprouting. Once a ghoran expels this seed, it gains 1 negative level, and it dies as soon as the duplicate sprouts. This duplicate replaces the previous ghoran character.

Light Dependent: Ghorans take 1d4 points of Constitution damage each day they go without exposure to sunlight.

Past-Life Knowledge (Ex): Ghorans have memories encoded in their seeds. They treat all Knowledge skills as class skills.

Languages: Ghorans begin play speaking Common and Sylvan. Ghorans with high Intelligence scores can choose any languages they want (except secret languages such as Druidic).

your limbs. Your reach increases by 5 feet until the end of your turn.

Verdant Call (Sp): At 12th level, when entering a bloodrage, as a swift action you can animate nearby plants to aid you in combat, functioning as *wilderness soldiers*^{UC}, using your Charisma modifier instead of your Wisdom modifier. This effect lasts for as long as you continue bloodraging, regardless of the spell's normal duration.

Nature's Thorns (Su): At 16th level, creatures that hit you in melee (other than those using manufactured reach weapons) take 4d6 points of piercing damage. A creature takes this damage only on its first successful attack against you in a combat round, and not on subsequent attacks in that round.

Verdant Apotheosis (Su): At 20th level, verdant power surges throughout your being. While bloodraging, you gain tremorsense out to 30 feet. In addition, you gain immunity to paralysis, poison, sleep, and stunning effects, even while you are not bloodraging.

Aromaphile (Mesmerist Archetype)

Rather than employ the baleful glares of the typical mesmerist, aromaphiles hypnotize others using an array of sickeningly sweet scents developed from their unique ghoran physiology.

Hypnotic Aroma (Su): As a swift action, an aromaphile can use unique aspects of ghoran biology to release intoxicating aromas in a 10-foot-radius burst centered on him. All creatures within this area, as well as creatures with scent within 30 feet, take a -2 penalty on Will saving throws. This penalty becomes -3 at 8th level. The aroma hovers around the aromaphile, moving with him, and lasts for 1 minute. The hypnotic aroma must be inhaled to be effective, and creatures that choose to hold their breath, do not breathe, or are immune to inhaled poisons are immune to its effect.

This replaces hypnotic stare, painful stare, and towering ego.

Debilitating Aroma (Su): At 3rd level and every 4 levels thereafter, an aromaphile can imbue his hypnotic aroma with other effects. These effects are the same as those listed within the bold stare mesmerist class feature, but they affect creatures affected by his hypnotic aroma for as long as they are affected by that ability. The aromaphile chooses one option each time he gains a new debilitating aroma improvement, and the choice can't be changed later. The aromaphile can't choose the same debilitating aroma more than once unless otherwise noted.

This replaces bold stare.

Aromatic Manipulation (Su): At 3rd level, the aromaphile can touch a creature affected by his hypnotic aroma to alter its mental state. This functions as the touch treatment class feature, except the aromaphile cannot remove the confused, cowering, or stunned conditions, and he cannot break enchantments using this ability.

Instead, he adds fatigued to his list of minor conditions and exhausted to his list of greater conditions.

An aromaphile can also use this ability to inflict hampering conditions on a target by touching it. At 3rd level, he can cause his target to become fascinated by his aroma. At 6th level, he can deaden the target's emotions (as per *calm emotions*). At 10th level, he can cause the target to become stunned. At 14th level, he can cause the target to fall asleep (as per *deep slumber*, except the Hit Die limit is equal to the aromaphile's level + 2). The target can attempt a Will save to negate these effects (DC = 10 + half the aromaphile's level + the aromaphile's Charisma modifier). On a failed save, the target gains the chosen condition for a number of rounds equal to the aromaphile's level. Each round that the target is affected, it can attempt a new Will save at the same DC to end the effect early. If the target succeeds at such a save, its turn immediately ends.

This alters touch treatment and replaces mental potency.

Leafshifter (Shifter Archetype)

Rather than assume aspects taken from the traits of natural animals, a leafshifter transforms into plant-animal hybrids that resemble living topiaries. This affords the leafshifter the savage power of the animal kingdom while also granting her the strength and timelessness of plant life. (The shifter class can be found on page 26.)

Shifter's Slam (Ex): This ability functions as the shifter claws class feature, except the leafshifter gains two slam attacks instead of two claw attacks. These slam attacks are made with her arms, which are covered in jagged bark and thorns, so these attacks deal bludgeoning and piercing damage.

This alters shifter claws.





Leafshifter's Aspect (Su): This ability functions as the shifter aspect ability of the standard shifter, except a leafshifter doesn't gain the minor forms of her aspects. Instead, whenever she gains a new aspect, she chooses one of the plant focus abilities from the plant master hunter archetype (see page 53) to associate with her new aspect. This choice cannot be changed once made.

This alters shifter aspect.

GHORAN FEATS

Ghorans have access to the following feats.

Delectable Feint

You can distract opponents with your delectable rinds.

Prerequisites: Con 15, delicious racial trait, ghoran.

Benefit: Other creatures find you so tasty that they become distracted in combat, allowing you to exploit their momentary lapses in concentration. You gain a +2 bonus on Bluff checks to feint living herbivorous or omnivorous creatures. In addition, whenever you successfully feint such an opponent, in addition to the normal effects of being feinted in combat, that opponent takes a –2 penalty on Perception checks and concentration checks until the start of your next turn.

Inner Light

Some ghorans glow with a nurturing inner light.

Prerequisites: Wis 13, ghoran.

Benefit: Once per day, you can cast *daylight* as a spell-like ability with a caster level equal to your character level. If you have the light dependent racial trait, you can instead cast this spell without the usual effect, but you are considered to be exposed to sunlight for that day.

Sproutling

You are able to sprout more quickly than most, though your body is underdeveloped.

Prerequisites: Cha 15, seed racial trait, ghoran.

Benefit: Whenever you use your seed ability to grow a new body, you can choose to sprout in half the normal amount of time (1d6 days instead of 2d6 days). If you do, your new body is Small instead of Medium, your natural armor bonus from racial traits (if any) is reduced by half, and you take a –2 penalty to Strength, Dexterity, and Constitution. These modifications last 1d3 weeks, after which your body matures to its proper size and loses all penalties associated with sprouting early.

GHORAN MAGIC ITEM

Ghorans have access to the following magic item.

PROPAGATION POD		PRICE
		48,000 GP
SLOT none	CL 15th	WEIGHT 250 lbs.
AURA strong transmutation		

This urn-shaped object is large enough for a full-grown human

to crouch inside. The bottom half of the pod is ringed in Druidic glyphs and layered with ever-fertile soil, while the top is crafted from stained glass that magically cycles between depictions of rainy, starry, and sunny skies. A ghoran can expel its seed into a *propagation pod* and seal the pod as a full-round action; this does not cause the ghoran to gain a negative level. Over the next 2d6 days, the ghoran's seed sprouts into an exact replica of his current appearance. After maturing, this new ghoran remains in stasis indefinitely, acting in all ways as a fully grown clone of the ghoran as per the *clone* spell. If the ghoran dies and its soul transfers to the clone as a result, the *propagation pod* shatters into shards of powerless clay and glass.

While a ghoran's seed is expelled into a *propagation pod*, it cannot use its seed racial trait, nor can it use any feats or abilities dependent upon its seed. If the ghoran has the Sproutling* feat, he can allow his clone to develop after 1d6 days instead of 2d6 days, though his size is adjusted and his ability scores modified as described by the Sproutling feat should he die and subsequently inhabit his clone.

CONSTRUCTION REQUIREMENTS	COST 15,660 GP
Craft Wondrous Item, <i>clone</i> , <i>plant growth</i>	

GHORAN SPELL

Ghorans have access to the following spell.

DELECTABLE FLESH

School transmutation [mind-affecting, polymorph]; **Level** druid 7, shaman 7, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets all creatures in a 15-foot-radius burst centered on a single living creature

Duration 1 minute/level (D)

Saving Throw Will negates; **Spell Resistance** yes

Choose a creature within range as the object of hunger. All other creatures within 15 feet of the target that can see or smell the target's delectable flesh must succeed at a Will save or spiral into a depraved state from which they gain a single purpose—to consume as much of the target's delicious flesh as possible. The creature chosen as the target of this spell is not affected by this depravity.

A depraved creature gains a bite attack, two claw attacks, and the scent ability if it didn't already have them. It drops any items it was carrying and attacks the target of the spell with these natural weapons, acting as if it were confused and the target had attacked it first. This effect lasts for the spell's duration or until the depraved creature can no longer see or smell the object of its hunger for a full minute. Additionally, a depraved creature can attempt a new saving throw to end this effect at the end of any turn in which the affected creature makes an attack against the object of its hunger. If a creature that eats for nourishment succeeds at a save to end the depraved effect early, it takes a –2 penalty on ability checks, attack rolls, concentration checks, saving throws, and skill checks whenever it is within 15 feet of the target.



VINE LESHYS

Vine leshys are born by ritual, called forth when a druid channels a nature spirit into a plant's form. The nature spirit that answers the call for a vine leshy creation ritual is always one that has keenly felt the influence of mortal beings. Compared to other leshys, vine leshys have an easier time relating to non-plant creatures and a deeper sense of curiosity about the wonders of the natural world beyond those plants closely related to them, as well as a fascination with the societies of humans and other creatures.

Physical Description: A vine leshy's body is made of masses of twisted vines and leaves, sometimes incorporating flowers and fruits as well. Their appearance is mostly determined by the species of vine used in their creation, but most have a large cluster of leaves that forms a face with round eyes, a small mouth, and no visible nose.

Society: Because of their ritual-based genesis, vine leshys do not have a traditional family structure. They form strong friendships with those who accompany them on explorations

or who assist them in protecting a natural site. Unlike most leshys, vine leshys usually feel a strong desire to seek out the one who created them. They see their creators as friends and allies rather than as parents.

While most leshys devote themselves to protecting a particular ward for long stretches of time, vine leshys are far more likely to travel and explore, stopping to care for many different wards for short periods throughout their lifetime. Vine leshys love storytelling, but they place more importance on the meaning and message of the story than the details, both because they can't always remember the details and because they find many details to be unnecessary. A story that has passed through several vine leshys is likely to undergo significant changes in characters and setting but usually retains its core message.

Relations: Vine leshys are interested in learning about the cultures of many other races. Their initial attitudes when they encounter new races are based on biases from the nature spirit's past incarnations, but they evolve over time through the leshy's experiences. In unfamiliar situations, vine leshys prefer to blend in with vegetation to observe before venturing out and introducing themselves.

Consistent with the plant species from which they derive their bodies, vine leshys recognize a spectrum of genders. Some vine leshys are exclusively female or male, while many vine leshys are both. The biological features of a leshy's flowers do not necessarily indicate its gender, as the nature spirit that inhabits the leshy plays a strong role in determining the leshy's identity.

Vine leshys have an unusual relationship with other leshys, for unlike standard leshys, vine leshys are not grown to be servants. They are free-willed and individualistic creatures. Whether or not an individual vine leshy views the servitude other leshys endure as akin to slavery or as something more like an honorable tradition of service to a powerful druid depends on the vine leshy's opinion and alignment. While it's unusual for a vine leshy to take on another leshy as a minion in the traditional way, it's not unusual to see vine leshys take on sponsorship of a sort over other leshys, treating them almost as adopted children or wayward exiles in need of guidance and protection from those who would force their servitude.

Alignment and Religion: Vine leshys see themselves as part of the ancient cycle of nature. They care for their friends and any natural areas under their care, but rarely feel compelled toward either charity or malice. Most vine leshys are truly neutral, and they almost always have at least one neutral aspect to their alignments. Religion is not particularly important to vine leshys. Those who do find faith tend toward worship of Gozreh, a green man (*Pathfinder RPG Bestiary* 6 152), or one of the Eldest of the First World (see page 130), but the Green Faith is the most common philosophy followed by vine leshys.

Adventurers: Like most leshys, vine leshys typically do not fear death. They know that if their bodies die, their





spirits will return to the natural world and may someday find themselves in new bodies. This lack of fear combined with their curiosity leads them to take risks. However, they typically avoid excessively dangerous activities, as they would rather gather a story from their adventures to tell later. Vine leshys gravitate toward classes that let them use their connection to nature, such as druid and ranger.

Names: Vine leshys' names change throughout their lives. A young vine leshy typically names herself after her physical characteristics or a natural feature that she particularly enjoys. As vine leshys age, they modify their names to better reflect their personality and experiences. A leshy may even have several names that she cycles among, such as one name for each season. Most vine leshys select names that are at least two words long. Example vine leshy names include Burlbling Waterfall, Lovely Triple Leaves, Masterful Sun Drinker, Snowy Pine Branches, Verdant Taleweaver, and Vibrant Tree Climber.

ALTERNATE RACIAL TRAITS

The following racial traits can be selected instead of existing vine leshy racial traits. Consult your GM before selecting any of these options.

Agile: Agile vine leshys are quicker but less tough than a typical vine leshy. Replace the leshy's +2 racial bonus to Constitution with a +2 racial bonus to Dexterity.

This alters the vine leshy's ability scores.

Poisonous: Vine leshys made from poison ivy vines carry natural poison in their bodies. As a swift action, the leshy can imbue its vines with this irritating substance. The next time the leshy hits a creature with an unarmed strike, the creature is affected by the following poison.

Vine Leshy Toxin: Unarmed strike—injury; *save* Fort DC 10 + half the vine leshy's Hit Dice + the leshy's Constitution modifier; *frequency* 1/round for 6 rounds; *effect* sickened for 1 round; *cure* 1 save.

The leshy can use this ability a number of times per day equal to its Constitution modifier (minimum 1). A vine leshy is immune to its own poison, but not to those of other vine leshys.

This replaces plantspeech and change shape.

Swamp Leshy: Some vine leshys are made from plants that naturally grow in swamps. These leshys gain a +2 racial bonus on Swim checks and a +4 racial bonus on Stealth checks in swamps.

This replaces climber and alters unassuming foliage.

Grapevine: A vine leshy made from a grapevine can produce magically infused fruit that can heal her allies. She can cast *goodberry* once per day as a spell-like ability, with a caster level equal to her character level.

This replaces *pass without trace*.

FAVORED CLASS OPTIONS

The following options are available to all vine leshys who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

VINE LESHY RACIAL TRAITS

+2 Constitution, +2 Wisdom, –2 Intelligence: Vine leshys are hardy and insightful, but sometimes forgetful.

Leshy: Vine leshys are plants with the leshy subtype but lack the immunities to mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning that the plant type usually grants, and they lack the immunity to electricity and sonic that the leshy subtype usually grants.

Small: Vine leshys are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to their Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Vine leshys have a base speed of 20 feet.

Darkvision: Vine leshys can see in the dark up to 60 feet.

Low-Light Vision: Vine leshys can see twice as far as humans under conditions of dim light.

Pass without Trace: Vine leshys have *pass without trace* as a constant spell-like ability (caster level 2nd).

Change Shape: Vine leshys can transform into vines, with results similar to *tree shape*. In this form, the leshy appears as a particularly healthy Small vine. The leshy can assume plant form or revert to its true form as a swift action.

Plantspeech: Vine leshys can speak with vines as if subject to a continual *speak with plants* spell.

Verdant Burst: When slain, a vine leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of the slain leshy regain hit 1d8 points, and vines quickly infest the area. If the terrain can support vines, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, this plant life has no significant effect on movement and withers and dies within an hour.

Unassuming Foliage: Vine leshys gain a +4 racial bonus on Stealth checks in forests.

Climber: Vine leshys gain a +2 racial bonus on Climb checks.

Languages: Vine leshys begin play speaking Common and Sylvan. Vine leshys with high Intelligence scores can choose from the following: Aquan, Auran, Aklo, Elven, Gnome, Goblin, Terran, or Undercommon.

Alchemist: Add 1/4 to the alchemist's natural armor bonus when using his mutagen.

Bard: Add a +1/3 bonus to Perform (oratory) checks, including checks using versatile performance, as long as the bard first spends at least 10 minutes telling a story.

Druid: Add a +1/2 bonus to the druid's wild empathy or plant empathy checks.

Kineticist: Gain 1/5 of the Extra Wild Talent feat. This feat must be spent on a wood-element talent.

Oracle: An oracle with the nature or wood mystery adds one spell from the druid's spell list that isn't on the cleric spell list to the oracle's spell list; she still must select this spell as one of her spells known in order to cast it. This spell must be at least 1 level lower than the highest spell level the oracle can cast.

GROWING A VINE LESHY

Vine leshys grow best in areas where they can receive ample sunlight. After a vine leshy sprouts, the leshy's creator must use a sturdy tree, trellis, or other support to guide it as it grows. For more information about growing leshys, see page 176 of *Pathfinder RPG Bestiary 3*.

VINE LESHY

CL 5th; **Price** 1,500 gp

RITUAL

Requirements Knowledge (nature) 5 ranks, *entangle*, *plant growth*, *summon nature's ally I*; **Skill** Knowledge (nature) DC 13; **Cost** 750 gp

Ranger: Add a +1/2 bonus to Knowledge (nature) checks in the ranger's favored terrain.

Rogue: Add a +1/2 bonus to Climb checks and on Stealth checks in forests.

Shaman: Shamans with the nature or wood spirit add one spell from the druid's spell list that isn't on the shaman spell list to the shaman's spell list; she still must select this spell as one of her spells known in order to cast it. This spell must be at least 1 level lower than the highest spell level the shaman can cast.

VINE LESHY ARCHETYPES AND CLASS FEATURES

The following archetypes and class features are available to vine leshys, as well as to other characters with the leshy subtype. Leshys can also take the treesinger druid archetype (*Pathfinder RPG Advanced Race Guide* 25) even though they are not elves. The leshy subdomain is available to non-leshy druids as well as clerics who worship a deity that grants it.

Herbalist (Alchemist Archetype)

Vine leshys who study the physical and spiritual composition of their own bodies have discovered a strange herbal alchemy all their own.

Herbalism (Su): An herbalist's studies allow him a unique method of creating alchemical discoveries. He can attempt Profession (herbalist) checks in place of Craft (alchemy) checks for all purposes, and he gains a competence bonus equal to half his alchemist level on Profession (herbalist) checks to create alchemical items and to forage for and process herbs (see page 152). An herbalist uses his Wisdom score instead of his Intelligence score for all alchemist class abilities.

This alters alchemy and the alchemist's key ability score.

Natural Magic: An herbalist's study of the leshy spirit grants him access to natural magic that eludes other alchemists. Each time he gains access to a new level of extracts (including 1st level), he can add two spells from that spell level on the druid spell list to his alchemist class spell list; these spells must target a creature or creatures or have a range of "you," and he must still add them to his formula

book as normal before he can prepare them. As always, the extracts affect the drinker as if she were the target, so offensive touch spells are a nasty trap for the drinker.

This replaces Throw Anything.

Seedpods (Su): An herbalist can produce and throw seedpods as ranged touch attacks, similar to the ranged attacks of other leshys. He can create a number of seedpods each day equal to his alchemist level + his Wisdom modifier and can throw them as a standard action with a range increment of 20 feet. A seedpod deals 1d6 points of bludgeoning damage, plus an additional 1d6 points of damage at 3rd level and every 2 levels thereafter (this additional damage isn't multiplied on a critical hit or from effects like Vital Strike). Seedpods are considered weapons and can be selected for feats like Weapon Focus, and the herbalist can take the Extra Bombs feat to gain additional daily uses of his seedpods. His seedpods also gain one of the following additional effects unless the target succeeds at a Fortitude save (DC = 10 + half the herbalist's alchemist level + his Wisdom modifier). At 1st level, his seedpods can deafen their target for 1 round like a leaf leshy. At 2nd level, they can reduce the target's vision to 10 feet for 1 minute (unless the target spends a full-round action to wash the spores from its eyes early) like the spores of a fungus leshy. At 5th level, they can entangle their target for 2d4 rounds (unless the target succeeds at a Strength check or Escape Artist check at the save DC to break the vine early) like the seeds of a gourd leshy. At 8th level, they can sicken their target for 1d4 rounds like the spittle of a flytrap leshy. At 10th level, they can blind their target until the end of their next turn like the water jets of a seaweed leshy.

This replaces bombs, poison use, poison resistance, and poison immunity.

Plant Speaker (Bard Archetype)

Plant speakers build upon their racial plantspeech ability and their storytelling tendencies to create an art form full of deep metaphors and allegory rather than specific details and facts.

Bardic Performance: Plant speakers gain the following bardic performance.

Leshy Speaker (Su): At 9th level, the plant speaker can speak to its disembodied brethren, the spirits of nature that become leshys. He performs for 10 minutes and spends 7 rounds of bardic performance to gain the effects of *commune with nature*.

This replaces inspire greatness.

Plant Speech: A plant speaker's mind-affecting bard spells and class abilities also affect plants, ignoring plants' immunity to mind-affecting effects. At 2nd level, a plant speaker's racial plantspeech allows him to communicate with all plants, not just plants that match his alternate form.

This replaces bardic knowledge and well-versed.

Mystical Allegory (Su): At 5th level, the plant speaker can tell a story that matches some of the themes of the current situation in order to gain insight, gaining the effects of



augury by performing for 1 minute and spending 4 rounds of bardic performance. At 11th level, he can perform for 10 minutes and spend 7 rounds of bardic performance to gain the effects of *divination*. At 17th level, he can perform for 1 hour and spend 10 rounds of bardic performance to gain the effects of *legend lore*, but the information is always vague and incomplete.

This replaces lore master.

Leshy Subdomain

You have a strong connection to these little manifestations of nature spirits.

Associated Domain: Plant.

Associated Religions: Gozreh, Green Faith*.

Replacement Power: The following granted power replaces the wooden fist power of the Plant domain.

Leshy Caller (Sp): You can spontaneously swap out any of your domain spells for a *summon nature's ally* spell of the same level or lower, to a maximum of *summon nature's ally VII*. If you do, you must use the spell to summon one or more leshys. Add leaf leshy^{B3}, gourd leshy^{B3}, fungus leshy^{B3}, seaweed leshy^{B3}, and lotus leshy^{B5} to your *summon nature's ally I, II, III, IV, and V* lists, respectively. You count as a plant creature for the purpose of creating leshys (*Pathfinder RPG Bestiary* 3 176).

As a standard action, you can grant a single leshy within 30 feet a +4 sacred bonus on its next attack roll before the start of your next turn. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*tree shape*, 5th—*commune with nature*.

Leshykineticist (Kineticist Archetype)

Of all those who pursue the path of a kineticist, only leshykineticists are both made of plant matter and born of nature spirits. These curious creatures wield ancient powers unknown to any other kineticists.

Leshy Element: A leshykineticist must select the wood element (see page 58) as her primary element and for both her expanded elements. She must choose wood blast as her first simple blast and positive blast as her second simple blast. At 6th level, she gains green tongue as a bonus utility wild talent, ignoring its prerequisites. At 7th level, when she first gains positive blast, she gains kinetic healer and the photokinetic infusion instead of the extra wild talent of 3rd level or lower for expanding in the

same element. Her kinetic healer wild talent restores 1 extra hit point per die when healing plant creatures. At 9th level, she gains an extra wild talent of 3rd level or lower of her choice. At 10th level, she gains greater green tongue as a bonus utility wild talent, ignoring its prerequisites.

This alters element and expanded element, and replaces the 6th- and 10th-level utility wild talents and maximize metakinesis.

Basic Leshykinesis (Su): A vine leshy leshykineticist can use her basic phytokinesis to move while in her alternate vine form, with a base speed of 10 feet and a climb speed of 10 feet. The vine counts as a prehensile appendage for the



purpose of aiming kinetic blasts and gathering power. At the GM's discretion, this ability might apply to leshykineticists of other leshy varieties as long as their alternate forms aren't rooted to the ground (and even then, they might be able to use something like a branch to aim kinetic blasts).

This alters basic phytokinesis.

Photosynthetic Buffer: A leshykineticist fills her buffer with energy photosynthesized from sunlight, rather than from internal energy. Once per day, she can spend 1 hour motionless in her alternate plant form soaking in sunlight to fill her internal buffer. However, she can't fill her internal buffer by accepting burn, and her internal buffer becomes empty whenever her burn is removed. She can't benefit from any abilities that increase the maximum burn her buffer can hold.

This alters internal buffer.

Green Rebirth (Su): At 20th level, a leshykineticist taps into the ancient power of the First World. When her verdant burst ability activates, it heals all allies and plant creatures in the area as if by a maximized version of her kinetic healer ability, rather than only 1d8 hit points. After 24 hours, one of the plants that grew in the area serves as a vessel for the leshykineticist's spirit again, allowing her to return to life without penalty. Killing all the new plants that grew from her verdant burst within 24 hours prevents her from reviving in this way.

This replaces omnikinesis.

Photokinetic Infusion (Kineticist Infusion Wild Talent)

Leshykineticists learn the following infusion automatically, but phytokineticists (see page 58) of all races can select it as an infusion.

PHOTOKINETIC INFUSION

Element wood; **Type** substance infusion; **Level** 1; **Burn** 1

Prerequisite positive blast

Associated Blasts positive

Saving Throw none

Your blast damages living creatures with light. This deals normal damage to undead creatures but also deals minimum damage (1 point of damage per d6, can't be increased by the 9th-level improvement to metakinesis) to living creatures. Undead creatures that are particularly vulnerable to sunlight, such as vampires, take 1 extra point of damage per die from the infused blast.

VINE LESHY EQUIPMENT

Vine leshys have access to the following equipment.

ANIMAL REPELLENT

PRICE 15 GP

WEIGHT —

Leshys and other plant creatures have to be wary of hungry herbivorous animals. A dose of animal repellent makes a plant creature smell unappetizing for 24 hours. Animals do not attempt to consume a plant creature coated in animal repellent if there are other food sources available, and in combat prefer

to use natural attacks that are not bite attacks against such a creature if they can. Animal repellent counts as a strong scent, allowing creatures with the scent ability to detect it at a greater range (*Pathfinder RPG Bestiary* 304). Animal repellent does not work on ghorans with the delicious racial trait. Crafting this item requires a successful DC 20 Craft (alchemy) check.

FORTIFYING FERTILIZER

PRICE 120 GP

WEIGHT 2 lbs.

This alchemical fertilizer boosts the growth of plants. As a standard action, a plant creature can absorb the fertilizer by rubbing it on its body in order to gain 1 temporary hit point per Hit Die; these temporary hit points last for 1 hour. A plant creature can only benefit from 1 dose of fortifying fertilizer every 24 hours. Crafting this item requires a successful DC 25 Craft (alchemy) check.

VINE LESHY FEATS

Vine leshys have access to the following feats.

Climbing Vine

You can climb like a vine.

Prerequisites: Str 13, vine leshy.

Benefit: You gain a climb speed of 10 feet. If you already have a natural climb speed, your climb speed increases by 10 feet. You can take this feat multiple times, but your climb speed can never exceed your base speed.

Kudzu Grappler

You climb all over creatures you're grappling like kudzu, blocking their vision.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike, Greater Grapple, base attack bonus +6, vine leshy.

Benefit: You add an option to blind the grappled creature for 1 round to the list of actions you can take when you succeed at a check to maintain a grapple.

Photosynthetic Healing

You can heal yourself using sunlight.

Prerequisites: Con 15, change shape ability, leshy subtype.

Benefit: You can temporarily draw energy from the sun to heal your wounds. Once per day while you are using change shape to assume a plant form, you can activate this ability as a free action to gain fast healing 1 for a number of rounds equal to your Hit Dice, as long as you are in an area of bright, natural sunlight.

When you rest in plant form in bright, natural sunlight, you are healed of twice the normal amount of hit point damage and ability score damage.

Reactive Reversion

You can reactively change back to your natural form.

Prerequisites: Dex 13, change shape ability, leshy subtype.

Benefit: You can shift from your alternate form to your natural form as an immediate action using change shape.



Normal: Leshys can shift between forms as a swift action using change shape.

VINE LESHY MAGIC ITEMS

Vine leshys favor the following magic items.

BOTTLED SUNLIGHT		PRICE 200 GP
SLOT none	CL 1st	WEIGHT —
AURA weak evocation		

This opaque orb contains the distilled essence of sunlight. On command up to once per day, it releases a small vial of sunlight that produces a bright light in its square for 1 hour, during which time it provides enough energy to satisfy a single plant creature's daily nourishment requirements. The light counts as natural sunlight in the square containing the vial. If the vial enters the square of an undead creature with a weakness to sunlight, the creature can attempt a DC 11 Will save; if it succeeds, the vial is instantly extinguished. The creature can attempt this saving throw each round the vial remains in its square, but the sunlight isn't strong enough to actually damage creatures susceptible to sunlight. Shattering the vial extinguishes its light. A vial has hardness 2 and 5 hit points. After the orb has released 50 vials of sunlight, it loses its magical properties.

CONSTRUCTION REQUIREMENTS	COST 100 GP
Craft Wondrous Item, <i>daylight</i>	

BREEZEBLOWN DANDELION		PRICE 10,000 GP
SLOT none	CL 3rd	WEIGHT 5 lbs.
AURA weak transmutation		

This broad-stalked shrub branches into dozens of oversized dandelion flowers. A Small or smaller creature weighing less than 50 pounds can use a flower as a move action to slow her fall to a rate of 10 feet per round. While she is so slowed, the flower also carries her in the direction of the wind. Light winds carry her 10 feet, moderate winds carry her 20 feet, strong winds carry her 50 feet, and severe winds carry her 100 feet (*Pathfinder RPG Core Rulebook* 439). If a flower is exposed to winds of windstorm strength or greater, all of its seeds immediately blow away and the dandelion provides no further benefit. The benefits also end after 4 minutes or once the bearer hits the ground, whichever comes first.

The plant produces one dandelion every day during its 13-week growing period during the spring, to a maximum of 20 dandelions at any one time. Unlike many magical plants, the fluffy blooms of the *breezblown dandelion* remain potent until used.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Cultivate Magic Plants*, <i>glide</i> ^{APG}	

SHRINKING BERRIES		PRICE 300 GP
SLOT none	CL 5th	WEIGHT —
AURA weak transmutation		

These berries cause animals that eat them to transform into smaller and far less dangerous versions of themselves, as per

the spell *pup shape*^{UC} (Fortitude DC 14 negates), except other creatures do not need to attempt Will saves to attack the transformed animal and the effect lasts for 24 hours. These berries can be concealed in meat or other typical foods of an animal's diet.

CONSTRUCTION REQUIREMENTS	COST 150 GP
Craft Wondrous Item, <i>pup shape</i> ^{UC}	

VINE LESHY SPELLS

Vine leshys have access to the following spells.

GRASPING VINE

School transmutation; **Level** alchemist 2, druid 2, occultist 2, ranger 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

You cause a long, thin vine to sprout from your body—typically from the center of your chest or from the palm of an outstretched hand. As a standard action, you can direct the end of the vine to move to any square within 20 feet of you and perform one of the following tasks: deliver a touch spell that you cast after the vine has grown, pick up an unattended object weighing 20 pounds or less, give a held object to another creature, attempt to disable a trap or lock using your Disable Device modifier with a –2 penalty, or perform any other task that the GM deems reasonable. The vine does not threaten squares and cannot make attacks of opportunity, nor can it wield weapons.

LESHY SWARM

School conjuration (summoning); **Level** bard 3, druid 3, sorcerer/wizard 3, summoner 3

Casting Time 1 round

Components V, S, M/DF (a bundle of seeds)

Range close (25 ft. + 5 ft./2 levels)

Effect 10-ft.-square swarm of leshys

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You call out to nearby nature spirits and grant them temporary plant bodies. These creatures are similar to leshys, except they are Tiny and far more simpleminded. The swarm uses the statistics for a rat swarm, except it does not carry a disease or have scent. The leshy swarm has darkvision with a range of 60 feet and is immune to electricity, mind-affecting effects, paralysis, poison, polymorph, sleep effects, sonic, and stunning.

You can direct the leshy swarm to move up to its speed along a path for your choice by spending a standard action to communicate your desires through the spell, or by spending a move action if you can speak to creatures that understand only Druidic and Sylvan. The leshys are confused by their sudden possession of new bodies and assume that nearly any creature you direct them toward is a threat. They attack all creatures within their area except for you and other creatures with the plant type.



SHIFTER

Whether riding on the wind as a falcon or hiding in some fetid bog waiting to strike, the shifter is a true master of the wild. Both a devoted defender of druidic circles and a fierce predator, the shifter can take on the forms of nature and even fuse them together with devastating effect and unbridled savagery. By way of the druidic discipline of wild shape, they become living aspects of the wild. At first, they are able to assume only a minor aspect, but with time and practice they can fully transform into ever more powerful forms.

The shifter class offers players a way to experience a shapeshifting character that is more martially inclined than a spellcasting druid. With each new level, the shifter's powers grow in new and surprising ways, creating a character that thrives in battle, exploration, and stealth.

Shifters are protectors of druidic circles and avengers of nature, yet a shifter's magic is different from that of her druidic kin. Rather than invoking spells from the natural world or forging alliances with animals, shifters focus their supernatural powers inward to gain control over their own forms. Their ability to change their forms is as varied as the wonders of the wilds themselves but always remains at least partially rooted in the natural world. There are many paths to becoming a shifter; most are trained in that role by druidic circles and have their powers unlocked via rituals of initiation. Yet some stumble upon the gift naturally, as if their blood bore the secrets of shifter transformation.

For those leaning toward the causes of law and good, the path of the shifter is one of contemplation and understanding. They become one with nature through mental and physical mimicry and gain an ever deeper spiritual understanding of the ebb and flow of the natural world. Those leaning toward the chaotic and evil teachings of druidic philosophy find such enlightenment through more violent means. These are typically quicker transformations, both brutal and painful, imparting the dark lessons of nature through its most catastrophic forms. Shifters who lean toward true neutrality are the most diverse when it comes to their command of metamorphic secrets.

Role: The shifter is so attuned to nature and the wild beasts of the world that she can call upon those powers to mystically fortify her being. Fluid in form and function, she can shape herself to overcome hardships and support those she befriends or serves.

Alignment: Any neutral.

Hit Die: d10.

Starting Wealth: 3d6×10 gp (average 105 gp).

CLASS SKILLS

The shifter's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the shifter.

Weapon and Armor Proficiency: A shifter is proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. She is also proficient with the natural attacks (claw, bite, and so forth) from the shifter claws class feature and of forms she assumes with wild shape.

Shifters are proficient with light and medium armor but are prohibited from wearing metal armor. A shifter can wear wooden armor that has been altered by the *ironwood* spell so that it functions as if it were steel. Shifters are proficient with shields (except tower shields) but must use only those crafted from wood.

A shifter who wears prohibited armor or uses a prohibited shield is unable to use her shifter aspect, shifter claws, wild shape, and other shifter supernatural or spell-like abilities while doing so and for 24 hours thereafter.

Bonus Languages: A shifter's bonus language options include Sylvan, the language of woodland creatures, and Aklo, the tongue spoken by certain sinister fey or otherworldly denizens of reaches of the wild rarely explored by humanity. These choices are in addition to the bonus languages available to the character because of her race.

A shifter speaks Druidic, a secret language known only to druids and shifters, which she learns upon becoming a 1st-level shifter. Druidic is a free language for a shifter; that is, she knows it in addition to her regular allotment of languages, and it doesn't take up a language slot. Shifters are forbidden to teach this language to non-druids or non-shifters.

Shifter Aspect (Su): At 1st level, a shifter gains her first aspect—a category of animal to which her body and soul have become supernaturally attuned. She can shift into her aspect's minor form (see Aspects on page 28) for a number of minutes per day equal to 3 + her shifter level. The duration need not be consecutive but must be spent in 1-minute increments. Shifting into a minor form is a swift action, while ending the effect is a free action that can be taken only on the shifter's turn. Until a shifter reaches 9th level and gains the chimeric aspect class feature, she can assume only one minor form at a time. Shifting to a new aspect (or aspects, in the case of chimeric aspects or greater chimeric aspects) ends all minor forms currently manifested. The minor forms of aspects are not polymorph effects, and the shifter does not lose the benefits of a minor form while affected by polymorph effects.

As the shifter gains levels, she gains more aspects; she gains her second aspect at 5th level, a third aspect at 10th level, and a fourth at 15th level. Aspects are detailed in their own section starting on page 28.

Shifter Claws (Su): At will, a shifter in her natural form can extend her claws as a swift action to use as a weapon. This magical transformation is fueled as much by the shifter's faith in the natural world as it is by inborn talent. The claws on each hand can be used as a primary natural attack, dealing 1d4 points of piercing and slashing damage (1d3 if she

is Small). If she uses one of her claw attacks in concert with a weapon held in the other hand, the claw acts as a secondary natural attack instead.

As the shifter gains levels, the power of her claws increases. At 3rd level, her claws ignore DR/cold iron and DR/silver. At 7th level, her claw damage increases to 1d6 (1d4 if Small). At 11th level, her claw damage increases to 1d8 (1d6 if Small). At 13th level, her claw damage increases to 1d10 (1d8 if Small). At 17th level, the damage die does not increase, but the critical multiplier becomes $\times 3$. Lastly, at 19th level, the claws ignore DR/adamantine and DR/—.

While a shifter uses wild shape to assume her aspect's major form, her natural attacks gain the same benefits granted by her shifter claws ability. If the form she takes has claw attacks, she can use either the base damage of her shifter claws or the damage of the form's claws, whichever is greater. If the form does not have claw attacks, she can choose up to two natural attacks that would deal less damage than her shifter claw damage and have those attacks instead deal the same damage as her shifter claws.

Wild Empathy (Ex): A shifter can improve the attitude of an animal. This ability functions as a Diplomacy check to improve the attitude of a person (*Pathfinder RPG Core Rulebook* 93). The shifter rolls 1d20 and adds her shifter level and Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the shifter and the animal must be within 30 feet of one another and under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

The shifter can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Defensive Instinct (Ex): At 2nd level, when unarmored, not using a shield, unencumbered, and conscious, the shifter adds her Wisdom bonus (if any) to her AC and CMD. If she is wearing nonmetal armor or using a nonmetal shield, she instead adds half her Wisdom bonus to her AC (minimum 0). In addition, the shifter gains a $+1$ bonus to her AC and CMD at 4th level. This bonus increases by 1 for every 4 shifter levels thereafter (up to a maximum of $+5$ at 20th level).

These bonuses to AC apply even against touch attacks and when the shifter is flat-footed. She loses these bonuses when she is immobilized or helpless. These bonuses do not stack with the monk AC bonus class feature.

Track (Ex): At 2nd level, a shifter adds half her level as a bonus on Survival checks to follow tracks.

Woodland Stride (Ex): At 3rd level, a shifter can move through any sort of undergrowth (such as briars, natural

thorns, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Briars, thorns, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the shifter.

Wild Shape (Su): At 4th level, a shifter gains the ability to turn herself into the major form of one of her aspects and back again once per day. This ability functions as *beast shape II*, except as noted here. The shifter can turn into the major form of only one of her aspects at a time. The effect lasts for 1 hour per shifter level or until she changes back. Using wild shape to change to a major form or back is a standard action that doesn't provoke attacks of opportunity. Often a



TABLE 1-1: SHIFTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Shifter aspect, shifter claws, wild empathy
2nd	+2	+3	+3	+0	Defensive instinct, track
3rd	+3	+3	+3	+1	Shifter claws increase, woodland stride
4th	+4	+4	+4	+1	Defensive instinct (+1), wild shape (1/day)
5th	+5	+4	+4	+1	Second aspect, trackless step
6th	+6/+1	+5	+5	+2	Wild shape (2/day)
7th	+7/+2	+5	+5	+2	Shifter claws increase
8th	+8/+3	+6	+6	+2	Defensive instinct (+2), wild shape (3/day)
9th	+9/+4	+6	+6	+3	Chimeric aspect
10th	+10/+5	+7	+7	+3	Third aspect, wild shape (4/day)
11th	+11/+6/+1	+7	+7	+3	Shifter claws increase
12th	+12/+7/+2	+8	+8	+4	Defensive instinct (+3), wild shape (5/day)
13th	+13/+8/+3	+8	+8	+4	Shifter claws increase
14th	+14/+9/+4	+9	+9	+4	Greater chimeric aspect, wild shape (6/day)
15th	+15/+10/+5	+9	+9	+5	Fourth aspect
16th	+16/+11/+6/+1	+10	+10	+5	Defensive instinct (+4), wild shape (7/day)
17th	+17/+12/+7/+2	+10	+10	+5	Shifter claws increase
18th	+18/+13/+8/+3	+11	+11	+6	Wild shape (8/day)
19th	+19/+14/+9/+4	+11	+11	+6	Shifter claws increase
20th	+20/+15/+10/+5	+12	+12	+6	Defensive instinct (+5), final aspect

particular aspect's major form grants abilities beyond the normal effect of *beast shape II*. Each major form details the abilities the shifter gains with that major form and at what level; she gains these instead of the form abilities from *beast shape II*, but she still gains *beast shape II* abilities that are size dependent.

A shifter loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal of that form can make, but she can communicate with other animals of the same general grouping as her form. She can also communicate in nonverbal ways with allies.

A shifter can use this ability an additional time per day at 6th level and every 2 levels thereafter, for a total of eight times per day at 18th level.

A shifters can take feats and other abilities that require wild shape; for the purpose of qualifying for prerequisites, her effective druid level is equal to her shifter level.

Trackless Step (Ex): At 5th level, a shifter leaves no trail in natural surroundings and cannot be tracked. She can choose to leave a trail if she so desires.

Chimeric Aspect (Su): At 9th level, when a shifter uses her shifter aspect ability to take on a minor form, she can choose two aspects and assume the minor form of each aspect.

Greater Chimeric Aspect (Su): At 14th level, when a shifter uses her shifter aspect ability to take on a minor form, she can choose up to three aspects and assume the minor form of each aspect.

Final Aspect (Su): At 20th level, a shifter gains access to a fifth aspect, and when she uses shifter's aspect, she can assume the minor forms of all her aspects.

ASPECTS

A shifter draws her primary strength from an association with a specific type of animal. As a result, when a shifter uses her shifter aspect or wild shape class features, she can assume only the forms of her chosen aspects. Until reaching 5th level, a shifter has only a single aspect, but as she increases in level, she gains more control over her metamorphosis, allowing her to take on multiple aspects and even merge aspects.

All shifter aspects have a minor form and a major form. The minor form grants a shifter a few of the animal's physical traits, while the major aspect is the form she takes on when she uses wild shape to fully transform into an animal. The list of abilities gained with the major aspect include those gained from the wild shape class feature, but the benefits gained from any resulting changes to size are not listed here (see *beast shape II*).

The following options represent only the most common choices used by shifters. Other aspects based on different animals certainly exist, and might grant similar powers or entirely new abilities based on the animal's themes and nature. You can use the following aspects as guides for developing aspects of your own design, but if you wish to do so, you must secure your GM's permission.

Bat

The aspect of the bat imparts mastery over darkness and the night. Though not as powerful in battle as some other aspects, those who take this aspect become adept at skirmishing and spying.



Minor Form: You gain darkvision with a range of 60 feet. If you already have darkvision with this range or greater, the range of your darkvision increases by 30 feet. At 8th level, you gain darkvision with a range of 90 feet instead. If you already have darkvision with this range or greater, your darkvision increases by 30 feet. At 15th level, you gain the 8th-level benefit and gain blindsense with a range of 15 feet or, if you already have blindsense with a range of 15 feet or more, you increase its range by 10 feet.

Major Form: Your shape changes to that of a dire bat (*Pathfinder RPG Bestiary* 30). While in this form, you gain a fly speed of 40 feet (clumsy) and blindsense with a range of 10 feet. At 8th level, the fly speed increases to 60 feet (good), the range of your blindsense increases to 20 feet, and you gain the Flyby Attack feat (*Bestiary* 315). At 15th level, your fly speed increases to 80 feet (good) and you gain the Hover feat (*Bestiary* 315).

Bear

The aspect of the bear invokes a juggernaut of tireless endurance and furious power. Those who take this aspect are known for surviving severe wounds and delivering punishing blows in return.

Minor Form: You gain a +2 enhancement bonus to your Constitution score. At 8th level, the bonus increases to +4, and at 15th level it increases to +6.

Major Form: Your shape changes to that of a dire bear (*Bestiary* 31). While in this form, you gain low-light vision and scent (30 feet). At 8th level, you gain Improved Natural Attack (*Bestiary* 315) with your claws. At 15th level, the critical multiplier of your claw attack increases by 1 (×2 becomes ×3) to a maximum of ×4, and you gain the Awesome Blow feat (*Bestiary* 314).

Bull

The bull is a fierce charger and is adept at trampling its foes, pounding them to a bloody pulp.

Minor Form: You gain a +2 enhancement bonus to your Strength score. At 8th level, the bonus increases to +4, and at 15th level it increases to +6.

Major Form: Your shape changes to that of a Large bull (see Cattle on page 179). While in this form, you gain low-light vision, scent, and a gore attack (1d8 damage) with powerful charge (+1d8 on your gore attack). At 8th level, you gain the trample as per the universal monster rule (dealing gore damage plus 1-1/2 times your Strength modifier). At 15th level, your gore damage increases to 2d8 and you gain the Awesome Blow feat (*Bestiary* 314).

Deinonychus

The deinonychus is adept at racing from ambush to deliver grievous wounds with its talons. This aspect infuses the shifter with an enhanced ability to surprise foes and strike first in battle.

Minor Form: You gain a +2 bonus on Initiative checks. This bonus increases to +4 at 8th level and +6 at 15th level.

Major Form: Your shape changes to that of a deinonychus (*Bestiary* 84). While in this form, you gain a base speed of 60 feet, low-light vision, scent (30 feet), a bite attack, and two talon attacks (your talon attacks can use your shifter claws damage), and pounce. At 8th level, you gain two foreclaw attacks (these attacks cannot use your shifter claws damage) and a +4 racial bonus on Acrobatics checks. At 15th level, you gain a +1 dodge bonus to AC and Spring Attack as a bonus feat.

Falcon

The falcon senses all and has the speed to hunt down even the most elusive prey. Those who take this aspect gain enhanced abilities to perceive and reconnoiter the wilderness—little escapes this shifter's attention.

Minor Form: You gain a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Major Form: Your shape changes to that of a Small falcon (see page 179). While in this form, you gain a bite attack (1d4 damage), two claw attacks (1d3 damage), a fly speed of 60 feet (good), low-light vision, and a +4 racial bonus on vision-based Perception checks. At 8th level, you gain darkvision with a range of 120 feet, and your racial bonus on Perception checks increases to +6. At 15th level, you gain blindsense with a range of 60 feet and your fly speed increases to 90 feet (perfect).

Frog

The aspect of the frog grants great mobility in leaping through the air and swimming in water, as well surprising tactics in combat.

Minor Form: You gain a +4 competence bonus on Acrobatics checks when jumping and on Swim checks. These bonuses increase to +6 at 8th level and +8 at 15th level.

Major Form: Your shape changes to that of a Large frog (as per the giant frog but with a space of 10 feet; *Bestiary* 135). While in this form, you gain a swim speed of 30 feet, low-light vision, scent (30 feet), a bite attack with the grab ability, and the ability to treat all jumps as if you had a running start. At 8th level, you gain a tongue attack (see below). At 15th level, your swim speed increases to 60 feet. In addition, the reach of your tongue attack increases to 30 feet, and your tongue attack deals bludgeoning damage equal to the damage dealt by your shifter claws.

Tongue (Ex): Your tongue is a primary natural attack with a reach of 15 feet. Your tongue deals no damage on a hit, but can be used to grab. You do not gain the grappled condition while using your tongue in this manner.

Lizard

The aspect of the lizard is one of swift, graceful movement, granting the ability to dart and scurry with an astounding agility and balance.

Minor Form: You gain a +4 competence bonus on Acrobatics checks. This bonus increases to +6 at 8th level and +8 at 15th level.



Major Form: Your shape changes to that of an agile and brightly colored giant lizard (as per the giant frilled lizard from *Bestiary* 194, but with the following changes). While in this form, you gain a base speed of 40 feet, low-light vision, scent (30 feet), a primary bite attack (1d8 damage) with the grab ability and a secondary tail attack (1d6 damage) with the trip ability. At 8th level, your base speed increases to 60 feet and you gain a climb speed of 30 feet. At 15th level, you gain Improved Natural Attack with your bite and your tail attacks, and the reach of your tail attack becomes 10 feet.

Monkey

The monkey is a climbing trickster who specializes in mobility and manual agility.

Minor Form: You gain a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Major Form: Your shape changes to that of a Large monkey (as per the dire ape; *Bestiary* 17). While in this form, you gain a climb speed of 30 feet, low-light vision, and scent (30 feet), and you can still use your hands to wield weapons, hold objects, and manipulate objects normally. At 8th level, your climb speed increases to 50 feet, and you can use your tail to hold and manipulate objects as if you had a third hand, but you cannot use it to wield weapons or shields. At 15th level, you gain a rend attack that deals extra damage equal to that of your shifter claws attack plus 1-1/2 times your Strength bonus when you hit with two of your normal shifter claws attacks.

Mouse

The aspect of the mouse offers the ability to gain access to hard-to-reach places while avoiding many attacks and effects.

Minor Form: You gain evasion, as per the rogue class feature. At 12th level, this benefit becomes improved evasion, as per the rogue advanced talent.

Major Form: Your shape changes to that of a Tiny mouse (as per the dire rat, but with a space of 2-1/2 feet and a reach of 0 feet; *Bestiary* 232). While in this form, you gain a climb speed of 20 feet, a swim speed of 20 feet, low-light vision, and scent (30 feet), and you use your Dexterity modifier instead of your Strength modifier on Climb and Swim checks. At 8th level, your climb and swim speeds both increase to 40 feet. At 15th level, you do not provoke attacks of opportunity while moving through or out of a creature's threatened area or moving into its space, but you do when you leave its space.

Owl

The aspect of the owl is one of silence. This predator glides through the night unheard, a master of stealthy attacks.

Minor Form: You gain a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Major Form: Your shape changes to that of a Medium owl (see page 181). While in this form, you gain two claw attacks (1d6 damage), darkvision with a range of 60 feet, and a +2 racial bonus on Stealth checks. At 8th level, you gain Flyby Attack (*Bestiary* 315) as a bonus feat, and the range of your darkvision increases to 120 feet. At 15th level, you can take the form of a Large owl and gain the benefits of the Snatch feat (*Bestiary* 316), but you can use it only to grab a creature at least one size category smaller than yourself, and you can squeeze a creature grappled with this ability no matter what size it is.



Snake

The snake is a sneaky and lethal foe who strikes unexpectedly with deadly effect, while avoiding opportune strikes made in return.

Minor Form: You gain a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to your AC against attacks of opportunity. These bonuses increase to +4 at 8th level and +6 at 15th level.

Major Form: Your shape changes to that of an emperor cobra (*Pathfinder RPG Bestiary* 2 252). While in this form, you gain a climb speed of 30 feet, a swim speed of 30 feet, low-light vision, scent (30 feet), and the Combat Reflexes feat. If you already have Combat Reflexes or your Dexterity score is not high enough to gain more attacks of opportunity from Combat Reflexes, you can instead make one additional attack of opportunity each round. At 8th level, you gain a +4 racial bonus on Acrobatics and Stealth checks. At 15th level, when you make an attack of opportunity with your bite attack, that attack also applies the following poison.

Poison (Ex): Bite—*injury*; *save* Fort DC = 10 + half your shifter level + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d3 Con damage; *cure* 2 consecutive saves.

Stag

The stag can outrun or stand its ground against almost any foe. This aspect offers majestic grace and swift speed.

Minor Form: You gain an enhancement bonus of +5 feet to your base speed. This bonus increases to +10 feet at 8th level and +20 feet at 15th level.

Major Form: Your shape changes to that of a Large stag (*Pathfinder RPG Bestiary* 4 150), but its space changes to 10 feet. While in this form, you gain a base speed of 50 feet, low-light vision, and scent (30 feet). At 8th level, you gain a +4 racial bonus on Acrobatic checks when jumping. At 15th level, you gain the Awesome Blow and Improved Natural Attack feats (*Bestiary* 314, 315) for gore attacks, and you can use Awesome Blow against a creature of your size or smaller.



Tiger

The tiger is a powerful but graceful hunter of the wild, quietly stalking its prey and then taking it down with ruthless efficiency.

Minor Form: You gain a +2 enhancement bonus to your Dexterity score. This bonus increases to +4 at 8th level and +6 at 15th level.

Major Form: Your shape changes to that of a dire tiger (*Bestiary* 265). While in this form, you gain a base speed of 40 feet, low-light vision, scent (30 feet), the grab ability with both your bite and claw attacks, and pounce. At 8th level, you gain a +4 racial bonus on Stealth checks. At 15th level, you gain the rake attack with your back claw attacks (dealing additional damage equal to that of your claw attack).

Wolf

The aspect of the wolf provides the senses and the attacks of the mighty wolf, whose instincts are honed to track and take down its prey.

Minor Form: You gain the scent ability with a range of 10 feet, or, if you have the scent ability, the range increases by 10 feet. The range of this scent or the increase to your scent increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind and is halved if the opponent is downwind.

Major Form: Your shape changes to that of a dire wolf (*Bestiary* 278). While in this form, you gain a base speed of 50 feet, low-light vision, and scent (30 feet), and you can make a trip attempt with your bite attack. At 8th level, the range of your scent ability increases to 40 feet and you gain a +4 racial bonus on Survival checks when tracking with scent. At 15th level, you gain Improved Natural Attack (bite) (*Bestiary* 315).

Wolverine

This aspect unlocks the brutal ferocity and tenacious fury of the wolverine. The wolverine's lust for battle invigorates its will to live, and it can press on in battle longer than its enemies expect.

Minor Form: You gain 1 additional hit point per Hit Die you have, and treat your Constitution score as 4 points higher than it is for the purpose of determining when you die at negative hit points. At 8th level, you gain Diehard as a bonus feat. At 15th level, you treat your Constitution as being 8 points higher for the purpose of determining when you die at negative hit points.

Major Form: Your shape changes to that of a dire wolverine (*Bestiary* 279). While in this form, you gain a climb speed of 10 feet, low-light vision, and scent (30 feet). While in dire wolverine form, you gain the barbarian's rage power, but can activate this rage only in a round after you've taken damage. You can rage for a number of rounds each day equal to your shifter level. This ability otherwise functions the same as the barbarian rage ability (unlike a dire wolverine, you can choose to end this rage voluntarily). At 8th level, you can choose two barbarian rage powers, treating your shifter level

SPEAKING DRUIDIC

For the purposes of teaching and learning the Druidic language, shifters are considered to be druids—the nuances of the language are instrumental in teaching characters of both classes to use and control their abilities. While the rare druidic circle might bar shifters from its order, and while some eccentric shifters may view druids as competitors or even enemies, all shifters are assumed to speak it.

as your effective barbarian level for the purposes of meeting prerequisites. At 15th level, you are no longer fatigued at the end of your rage.

EX-SHIFTERS

A shifter who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a non-druid or a non-shifter loses all her supernatural abilities. She cannot thereafter gain levels as a shifter until she atones (see the *atonement* spell description on page 245 of the *Core Rulebook*).

SHIFTER FAVORED CLASS OPTIONS

The following favored class bonuses are available to shifters who come from the various core races. Each of these rewards replaces the normal reward for taking a level in a favored class.

Dwarves: Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts that are normally encountered in underground environments.

Elves: Add 1 to the shifter's base speed. This has no in-game effect unless the shifter has selected this reward five times (or any multiple of five) to enhance her speed by 5 feet. For example, a 4th-level elven shifter who has selected this option four times has a base speed of 34 feet, but is treated as if she still had a base speed of 30 feet. When she reaches 5th level and takes this favored class option again, her base speed becomes 35 feet. This bonus applies only when the shifter is wearing no armor.

Gnomes: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the shifter selects this reward, increase that energy resistance by 1, to a maximum of energy resistance 10. Once the gnome reaches energy resistance 10, she can select a new type of energy to build her resistance to the next time she selects this favored class option.

Half-Elves: Add a +1/2 bonus on Survival checks to get along in the wild, to avoid getting lost, and to avoid all natural hazards.

Half-Orcs: Add a +1/3 bonus on critical hit confirmation rolls when using shifter claws (maximum bonus of +5). This bonus does not stack with Critical Focus.

Halfings: Increase the AC bonus from defensive instinct by 1/4 against creatures of size Large or larger.

Humans: Add 1/3 to the number of minutes the shifter can assume her minor form each day.





2 ARCHETYPES AND CLASS OPTIONS



The mountain shook beneath their feet, rumbling like some great beast awakening. The air filled with a distant roar.

“Avalanche!” Hakon pointed up the mountain toward the sudden cascade of ice, then began running horizontally across the slope. “Get to the side—maybe we can reach the trees! Keep your arms up!”

Amiri’s feet kicked up thick clumps of wet snow, but even as she ran, she lifted her head to the sky, listening intently. “Something’s not right... It sounds like—”

A shadow passed across them, and the sound of great wings split the air.

“Hakon,” Amiri said, “I think the avalanche might just be the least of our problems!”

Above them, the dragon roared and dove, jaws wide...

This chapter presents a wide array of wilderness-themed archetypes and class options for classes in the Pathfinder RPG. When a player selects a class for her character, she can choose to use the standard class features found in the class's original description or instead choose to adopt an archetype. (Archetypes were first introduced in Chapter 2 of the *Pathfinder RPG Advanced Player's Guide*.) Each alternate class feature presented in an archetype replaces or alters a specific requirement or class feature from its base class. Class features and requirements that are not replaced or altered function as described in the original version of the class.

When an archetype includes multiple alternate class features, a character must take all of them, often blocking the character from ever gaining certain standard class features but replacing them with other abilities. All other class features of the base class that aren't mentioned in the alternate class features remain unchanged and are acquired normally when a character reaches the appropriate level, unless otherwise noted. A character with an alternate class feature due to an archetype doesn't count as having the replaced class feature for the purpose of meeting any requirements or prerequisites.

Any alternate class feature described as altering an existing class feature otherwise functions as that original class feature and is considered to be that class feature for the purpose of meeting any requirements or prerequisites, even if that feature is renamed to fit a new theme.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as the other alternate class feature. For example, a druid could not be both an aerie protector and a river druid because both replace woodland stride.

If an archetype replaces a class feature that's part of a series of improvements or additions to the base class's ability (such as a fighter's weapon training or a ranger's favored enemy), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability. For example, if an archetype replaces a rogue's +2d6 sneak attack bonus at 3rd level, her sneak attack doesn't jump from +1d6 to +3d6 at 5th level; it improves to +2d6 just as if she had finally gained the increase for 3rd level. This adjustment continues at every level at which her sneak attack would improve, until at 19th level she has +9d6 instead of the +10d6 of a standard rogue.

If an alternate class feature replaces a class feature that has a series of improvements but it does not mention one individual improvement, that class feature replaces the entire class feature and all of its improvements. For example, if a class feature says that it replaces trap sense without mentioning a specific bonus, it replaces all the benefits of trap sense.

ALCHEMIST

Alchemists based in the wilderness use their blend of magic and science to survive where local wildlife is fierce and the resources they require for their work can be scarce.

WILDERNESS-THEMED DISCOVERIES

The following discoveries can be taken by any alchemist who meets the prerequisites. Discoveries marked with a dagger (†) modify bombs and do not stack.

Bitter Pill (Su): The alchemist becomes bitter in flavor. Any creature that hits the bitter alchemist with a bite attack gains the sickened condition for 1 round unless it succeeds at a Fortitude save (DC = 10 + half the alchemist's level + the alchemist's Constitution modifier). Any creature that swallows the alchemist whole gains the nauseated condition for 1 round unless it succeeds at a Fortitude save (same DC as above). If the alchemist is trapped in the creature's gullet and it becomes nauseated, the creature vomits him back out immediately as a free action at the start of the creature's turn; the alchemist lands prone adjacent to the creature.

Grounding Goo† (Su): The alchemist's bomb applies a sticky residue after any damage from the bomb is resolved. If a creature damaged by the bomb has a nonmagical fly speed, its flight is severely impaired, and it takes a penalty equal to the alchemist's level on Fly checks for 1 minute.

Pheromones (Su): The alchemist exudes an imperceptible musk that grants him a permanent +3 competence bonus on Bluff, Diplomacy, and Intimidate checks.

Solid Ground† (Su): The alchemist launches an explosive paste bomb that bonds with any earthen surface. Each application of this paste deals no damage and affects a 5-foot-cube of dirt, loose soil, or stone, transmuting the earth for a number of minutes equal to the alchemist's level. Creatures cannot use burrow, earthmeld^{UI}, or similar abilities (such as the *meld into stone* spell) while the ground remains transmuted in this way.

Thorny Bomb† (Su): When the alchemist creates a bomb, he can choose to have it deal piercing damage. Thorny bombs count as magic weapons for the purpose of overcoming damage reduction.

Volumizer (Su): The alchemist can use an extract slot of any level to create a reactive tablet that purifies water and doubles its volume. This works like *purify food and drink* for a maximum volume of water equal to 1 gallon for each level the alchemist has × the level of the extract slot the alchemist used to create the tablet. Additionally, if the alchemist has a receptacle of sufficient volume to gather the water, the tablet doubles the volume of pure water. The water volume increases over the course of 1 minute, but the effect stops before it can create significant water pressure on a container that's not large enough to hold the entire volume. An unused tablet remains usable until the next time the alchemist recovers extract slots.



HORTICULTURIST (ARCHETYPE)

A horticulturist spends his time cultivating plants and plant creatures, allowing him to experiment with strange and wondrous herbal concoctions.

Seed Extract: At 1st level, a horticulturist adds *summon nature's ally I–VI* as 1st- through 6th-level extracts, respectively, to his class extract list. For example, he automatically adds *summon nature's ally I* to his formula book at 1st level and adds the next higher-level spell to his formula book each time he gains the ability to use extracts of that level. The horticulturist uses these special extracts to plant a seed that grows into a creature, bypassing the restriction for single target or personal effects. Using these extracts takes 1 round (as the spell's normal casting time), and the creature summoned must be placed in a space adjacent to the horticulturist. The horticulturist can use these extracts to summon only animals and plants on the appropriate *summon nature's ally* list. Creatures the horticulturist summons with these extracts become creatures with the plant type (gaining low-light vision and immunity to mind-affecting, paralysis, poison, polymorph, sleep, and stunning effects) rather than their normal type, but their attack bonuses, Hit Dice, saving throws, and skills don't change.

This replaces the mutagen class feature and the discovery normally gained at 2nd level. A horticulturist can't choose mutagen discoveries.

Herbal Bombs (Su): A horticulturist's bombs lack the power of a traditional alchemist's but can be fine-tuned in ways normal alchemist explosives cannot. The horticulturist's bombs deal 1d4 points of damage (instead of 1d6), plus 1d4 points of damage for every 2 alchemist levels beyond 1st. When the horticulturist creates a bomb, he can formulate it to affect plants and other creatures normally, affect only plant creatures, or affect only creatures not of the plant type.

This alters the bomb class feature.

Plant Voice (Ex, Su): At 2nd level, a horticulturist gains further knowledge about plants, and he eventually learns to speak with them. He gains a +2 bonus on Knowledge (nature) and Survival checks, and at 10th level, he can speak to plants as a constant *Speak with Plants* spell (this ability is supernatural).

This replaces poison resistance, poison use, and poison immunity.

Plant Familiar (Ex): At 4th level, a horticulturist creates a Diminutive or Tiny alchemical plant creature that

vaguely resembles a kind of animal suitable for a familiar (such as a cat) and acts as his familiar, granting the horticulturist a skill bonus, the Alertness feat, and so on. The plant familiar has all the abilities of the animal it resembles (for example, a bat-like plant familiar can fly) but is treated as a creature of the plant type and has familiar abilities based on the horticulturist's alchemist level (though some familiar abilities may be useless to the horticulturist). An alchemist's extracts and mutagens are considered spells for the purposes of familiar abilities like share spells or deliver touch spells. If a plant familiar is lost or dies, it can be replaced 1 week later through a specialized procedure that costs 200 gp per alchemist level the horticulturist has. The ritual takes 8 hours to complete.

This replaces the discovery gained at 4th level.

Fury of Nature (Sp): At 14th level, a horticulturist's connection with nature allows him to bring down nature's fury on his opponents. He can cast one of the following spells, chosen at the time of casting, once per day as a spell-like ability: *call lightning storm*, *eagle aerie*^{UM}, or *liveoak*.

This replaces persistent mutagen.

ICE CHEMIST (ARCHETYPE)

Reclusive alchemists who dwell in the highest mountains or on the frozen tundra devote their skills to mastering the cold.

Icy Bombs (Su): An ice chemist's bombs deal cold damage instead of fire damage. In place of an alchemist discovery, she can learn to create bombs that deal fire damage like normal alchemist bombs do, though she can't apply discoveries that modify bombs to such fire bombs that she creates. An ice alchemist's icy bombs can still be poisonous or create thick vapors similar to smoke, but she cannot apply the explosive or inferno bomb discoveries to them.

This alters the bomb class feature.

Cold Sweat (Su): At 2nd level, an ice chemist channels her affinity for cold energy into her personal space, keeping herself and her gear cool. She gains cold resistance equal to her alchemist level and can survive comfortably in temperatures as low as -50° Fahrenheit.

This replaces poison resistance and poison immunity.

Frost Bomb (Su): At 2nd level, an ice chemist gains the frost bomb discovery.

This replaces the discovery that the alchemist normally gains at 2nd level.



BARBARIAN

Barbarians embrace and embody bloodshed and rage. Whether from primitive tribes or established warrior traditions, they can be found in every kind of terrain and weather. Frequently, civilized adventurers rely on native barbarians to guide them through unfamiliar wilderness. The following rage powers and barbarian archetypes are appropriate for such wilderness warriors. Where a rage power suggested for an archetype is marked with a dagger (†), it is described in this section.

RAGE POWERS

As ancestral warriors or admirers of primeval predators, barbarians channel their rage into feats of strength and violence. The following rage powers are available to any barbarian or skald who meets their prerequisites.

Autumn Rage (Su): The barbarian becomes a servant of the harvest. While raging, she gains a +2 bonus on combat maneuver checks to reposition^{APG} or trip. She also gains this bonus on attack rolls to confirm critical hits. A barbarian can have only one season-themed rage power, choosing between spring, summer, autumn, or winter rage.

Bestial Flyer (Ex): While raging, the barbarian's fly speed increases by 10 feet and her maneuverability improves by one category. A barbarian must have a fly speed before raging, have the raging flyer[†] power, and be at least 6th level to choose this rage power.

Contagious Rage (Su): The barbarian howls during combat, agitating nearby fauna. Willing animals and magical beasts within 30 feet of the barbarian gain the benefits of the *rage* spell for as long as she maintains her rage. After the barbarian's rage ends, creatures affected by her rage are fatigued for the same number of rounds as the barbarian. A barbarian must be at least 6th level to choose this rage power.

Dissipating Rage (Su): When the barbarian rages, her feverish frenzy and hot breath burn or blow fog, smoke and similar effects away from her. The barbarian and creatures adjacent to her do not gain concealment from obfuscating effects like fog or precipitation. Magical effects that require more than a strong wind to dissipate are not affected by this rage power.

Eclipsing Rage (Su): While the barbarian is raging, the light level within 10 feet of her lowers by one step. She can't decrease the light level below normal darkness with this ability. Multiple barbarians with this rage power don't further reduce the light level. A barbarian must be at least 6th level to choose this rage power.

Eclipsing Rage, Greater (Su): Whenever the barbarian rages, the light level within 20 feet of her lowers by two steps instead of one. She still can't decrease the light level below normal darkness with this ability. A barbarian must be at least 10th level and have the eclipsing rage[†] power to choose this rage power.

Hissing Rage (Su): Once per hour, the barbarian can spit venom at an adjacent enemy as a standard action. She must

make a touch attack to successfully spit on a foe in this way, but she can also apply this poison as a swift action when she hits with a bite attack. The DC of the save against this poison is equal to 10 + half the barbarian's level + the barbarian's Constitution modifier.

Hissing Rage Poison (Su) Bite—contact or injury; *save* Fort; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 2 consecutive saves.

Lizard Stride (Su): When the barbarian makes a charge or run action while raging, she can move across the surface of water without sinking. She sinks immediately if she ends her turn standing on water.

Pack Rage (Ex): When a barbarian with this rage power enters a rage, any barbarian within 30 feet who also has this rage power can enter a rage. A barbarian that enters a rage outside of her turn spends 1 round of rage immediately and then spends another round of rage to maintain her rage at the beginning of her next turn. A barbarian must be at least 6th level to choose this rage power.

Raging Flyer (Ex): When raging, the barbarian adds her level as an enhancement bonus to Fly checks.

Raging Whirlwind (Su): The barbarian can create a whirlwind with a powerful spinning move as an immediate action after she confirms a critical hit with a melee attack. The whirlwind circles the target of her melee attack, lifting it in the air slightly until the end of the barbarian's turn. The creature can attempt a Fortitude save (DC = 10 + half the barbarian's level + the barbarian's Constitution modifier) to negate this effect. If it fails the save, the target loses its Dexterity modifier to AC for the rest of the barbarian's turn and lands prone on the ground at the end of her turn. Raging whirlwind has no effect on flying creatures. A barbarian must be at least 12th level to choose this rage power.

Spring Rage (Su): The barbarian's rage rejuvenates her physically and spiritually. While raging, she ignores penalties to her ability scores due to aging. She also ignores penalties from negative levels, though she retains any negative levels she has until they are removed normally. A barbarian can have only one season-themed rage power, choosing between spring, summer, autumn, or winter rage.

Summer Rage (Su): The barbarian channels the heat of late summer, making the air around her hot and oppressive. A creature within the barbarian's reach becomes fatigued as long as it remains within the barbarian's reach unless it succeeds at a Fortitude save (DC = 10 + half the barbarian's level + her Constitution modifier) to become immune for 24 hours. A barbarian can have only one season-themed rage power, choosing between spring, summer, autumn, or winter rage.

Tyrant Totem (Ex): While raging, the barbarian can begin a grapple as a free action against any creature she hits with her bite attack. A barbarian must be at least 8th level to choose this rage power.

Tyrant Totem, Greater (Su): While raging, the barbarian gains swallow whole as per the universal monster rule. A barbarian must be at least 12th level to choose this rage power.



Tyrant Totem, Lesser (Ex): While raging, the barbarian's bite attack deals damage as if the barbarian were one size larger than her actual size. The barbarian must have the animal fury rage power or a natural bite attack to choose this rage power.

Winter Rage (Su): As a standard action, the barbarian can bellow a 20-foot cone of frigid, snowy air. Until the beginning of the barbarian's next turn, creatures moving through the cone move at half speed. A barbarian can have only one season-themed rage power, choosing between spring, summer, autumn, or winter rage.

BRUTISH SWAMPER (ARCHETYPE)

The hardy and insular denizens of the swamp produce warriors of narrow focus and great strength. The prejudice and misunderstanding with which civilized folk often regard barbarians is often even more pronounced in the case of these belligerent outcasts from society, in large part due to the fact that brutish swamper deliberately mock and antagonize the so-called "city folk." To a brutish swamper, an urban lifestyle is one that breeds weakness and lassitude in the body. The brutish swamper has little interest or patience in maintaining alliances or friendship with those who live such soft lifestyles, and this aggression only further encourages feelings of prejudice on both sides of the cultural divide. When a brutish swamper joins an adventuring party, they usually come to value the skills and talents of their more urbanized companions, but never fully understand the desire to live lives surrounded by creature comforts.

Swamp Skills: A brutish swamper adds Knowledge (geography) and Knowledge (local) to her list of class skills.

This alters the barbarian's skills.

Marsh March (Ex): A brutish swamper can move through the underbrush and muddy terrain of bogs and swamps at her normal speed without taking damage or suffering other impairments. Briars, mud, thorns, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

This replaces fast movement.

Home (Ex): At 2nd level, a brutish swamper gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks when in swamps. This bonus increases by +1 at 5th level and again



every 3 levels after 5th (up to a maximum bonus of +8 at 20th level).

This replaces uncanny dodge and improved uncanny dodge.

Stubborn (Ex): At 3rd level, a brutish swamper resists any attempts to change her attitude or compel her to action. Diplomacy and Intimidate checks against her take a -2 penalty, and no result can shift her attitude more than one step in a 24-hour period. These penalties increase by 2 for every 3 levels the brutish swamper has beyond 3rd.

This replaces trap sense.

Wrastlin' (Ex): At 6th level, while raging, a brutish swamper gains a +2 bonus to her CMD against grapple combat maneuvers and a +2 bonus on damage rolls made as part of successful grapple combat maneuver checks.

This replaces the rage power normally gained at 6th level.

Rage Powers: The following rage powers complement the brutish swamper archetype: brawler^{APG}, greater brawler^{APG}, greater tyrant totem[†], lesser tyrant totem[†], lizard stride[†], low-light vision, superstition, and tyrant totem[†].

CAVE DWELLER (ARCHETYPE)

Unused to the light of the sun, cave dwellers use their subterranean expertise to protect their clans from the manifold dangers of deep caverns and tunnels. The typical cave dweller is perfectly content to live his entire life underground, and he may even view the light of the sun as particularly abhorrent or taboo. While this lifestyle doesn't in and of itself imply evil or sinister intent, many outlanders ignorantly assume that cave dwellers avoid the light of the sun for malicious reasons.

In truth, cave dwellers are as capable of goodness and kindness as any other—they just see little reason to venture out of their preferred homelands. When a cave dweller joins an adventuring party, she may retain an inherent nervousness about sleeping under the open sky and may long for the familiar confines of a comforting cavern, but this rarely translates directly into a notable disadvantage. Indeed, many adventuring groups come to value the specialized talents and skills the cave dweller brings to the party.

Skills: A cave dweller gains Stealth as a class skill in place of Ride.

This alters the barbarian's skills.

Tight Tunnels (Ex): Cave dwellers pursue prey through the winding tunnels of the deep, which rarely accommodate open sprints. A cave dweller can make a single turn up to 90 degrees while running (though not while charging). Additionally, a cave dweller takes no penalties to movement speed while squeezing.

This replaces fast movement.

Tunnel Vision (Ex): At 3rd level, a cave dweller's senses become sharp in the dark. She gains darkvision to a range of 60 feet and a +1 bonus on Perception checks to detect ambushes, movement, and sound while in darkness. This bonus increases by 1 at 6th level and every 3 levels thereafter.

This replaces trap sense.

Sun Walker (Ex): At 7th level, a cave dweller gains a +1 dodge bonus to AC and on saving throws against effects with the light descriptor or that produce bright or sudden light. Any penalties on attack rolls, saving throws, or skill checks because of bright light are reduced by 1. At 10th level and every 3 levels after 10th, the bonus to AC and saving throws, as well as the reduction of light-based penalties, increases by 1.

This replaces damage reduction.

Rage Powers: The following rage powers complement the cave dweller archetype: animal fury, bestial climber^{UC}, eclipsing rage[†], greater eclipsing rage[†], greater ground breaker^{UC}, ground breaker, night vision, raging climber, primal scent^{UC}, and sprint^{UC}.

PACK HUNTER (ARCHETYPE)

Pack hunter barbarians team up to hunt dangerous prey to feed, to protect their camps, and as a rite of passage. Often, a tribe of pack hunters looks to a specific species of animal (such as wolves) who themselves hunt in packs, and view these animals as sacred manifestations of their people's traditions and values.

Bonus Feats: Whenever a pack hunter would gain a new rage power, she can instead select a teamwork feat. She must still meet the prerequisites for the teamwork feat.

This alters rage power.

In and Out (Ex): At 3rd level, a pack hunter gains a +1 dodge bonus to AC against attacks of opportunity. This bonus increases by 1 for every 3 barbarian levels after 3rd (to a maximum bonus of +6 at 18th level).

This replaces trap sense.

Sympathetic Rage (Ex): At 6th level, if an ally within 30 feet is bloodraging or raging, a pack hunter counts as raging even if knocked unconscious. She has to have been raging when incapacitated to maintain her rage, and she ceases raging normally if she depletes her maximum number of rounds of rage in a day.

This replaces the rage power normally gained at 6th level.

Rage Powers: The following rage powers complement the pack hunter archetype: contagious rage[†], increased damage reduction, no escape, pack rage[†], quick reflexes, and unexpected strike.

RAGING CANNIBAL (ARCHETYPE)

While savagery is not inherently evil, some barbaric cultures thrive on depravity and welcome the act of feeding on their own kind. The raging cannibal is a barbarian who feasts upon her fallen opponents not out of hunger, or even a taste for flesh, but rather because she believes consuming her foes and defiling their lost lives demonstrates her strength. This penchant for feasting on the flesh of her kin makes the raging cannibal an awkward companion to travel with for many groups, with rumors revolving around the raging cannibal's culinary exploits often causing tense situations that other party members might be called upon to resolve via diplomacy before the raging cannibal grows frustrated and decides to take matters into her own hands!

Animal Fury: At 2nd level, a raging cannibal must select animal fury as her first rage power.

This alters the barbarian's 2nd-level rage power.

Consume Vigor (Ex): At 2nd level, when a raging cannibal reduces a creature of the same creature type as herself to 0 or fewer hit points with her bite attack during combat while raging, she can consume a chunk of its body to gain a portion of its power. If the creature's CR equals or exceeds her barbarian level, the raging cannibal gains 1 additional round of rage. She can never consume the same creature's vigor more than once. At 5th level and every 3 levels thereafter, the raging cannibal gains 1 additional round of rage each time she uses this ability.

This replaces uncanny dodge.

Intimidating Gouge (Ex): At 3rd level, when a raging cannibal confirms a critical hit against a creature of the same creature type as herself with her bite attack while raging, she gains a bonus on Intimidate checks equal to half her barbarian level for the duration of the rage.

This replaces trap sense.

Feed from Fury (Ex): At 5th level, a raging cannibal is empowered by eating her enemies during combat. When a raging cannibal confirms a critical hit against a creature of the same creature type as herself with her bite attack while raging, she gains a number of temporary hit points equal to her barbarian level. These temporary hit points stack with other temporary hit points gained from this ability but not with those from other sources. These temporary hit points fade after a period of time equal to 10 minutes per barbarian level.

This replaces improved uncanny dodge.

Razor-Toothed Fury (Ex): At 6th level, a raging cannibal's bite becomes even more fearsome. When using her bite attack, the raging cannibal can take a -1 penalty on her attack roll to add 2 points of bleed damage to the damage dealt. At 10th level and every 4 levels thereafter, the attack penalty increases by 1 and the bleed damage increases by 2 points.

This replaces damage reduction.

Rage Powers: The following rage powers complement the raging cannibal archetype: internal fortitude, intimidating glare, primal scent^{UC}, scent, and terrifying howl.



SHARPTOOTH (ARCHETYPE)

Coastal hunters and agents of the ocean's rage, sharptooth barbarians emulate the greatest predators of the sea. Sharks, in particular, are respected and admired by many such tribes, if not as manifestations of divine power, then merely as scions of the power and fury of the natural world.

Swim Like a Fish (Ex): A sharptooth gains a swim speed of 10 feet. At 5th level and every 5 levels thereafter, her swim speed increases by 5 feet.

This replaces fast movement.

Scent of Blood (Ex): At 2nd level, a sharptooth gains scent as per the universal monster rule. At 5th level, she also gains keen scent as per universal monster rule.

This replaces both uncanny dodge and improved uncanny dodge.

Ocean Breath (Ex): At 3rd level, a sharptooth counts her Constitution score as 1 higher for the purposes of holding her breath. She also gains a +1 bonus on Constitution checks to continue holding her breath. This bonus and the addition to her effective Constitution score both increase by 1 at 6th level and every 3 levels thereafter, to a maximum bonus of +6 at 18th level.

This replaces trap sense.

Blood in the Water (Ex): At 6th level, a sharptooth can tear the flesh from living creatures. Her attacks add 3 points of bleed damage while she is raging. At 12th level, this bleed damage increases to equal her Constitution modifier if it's higher.

This replaces the rage powers normally gained at 6th and 12th levels.

Rage Powers: The following rage powers complement the sharptooth archetype: animal fury, bleeding blow^{UC}, contagious rage[†], pack rage[†], powerful blow, primal scent^{UC}, raging swimmer, and scent.

WILDBORN (ARCHETYPE)

Some barbarians are born or bred outside the reach of civilization. These wildborn fight and survive without ever seeing a forge or worked stone, and only dare a trip into the city when no other option is available.

Weapon and Armor Proficiencies: A wildborn is proficient with leather and hide armors (but not shields) and all simple weapons that can be crafted from bone, stone, or wood. In addition, a wildborn gains Improved Unarmed Strike and Catch Off Guard as bonus feats at 1st level. If she uses any other kind of weapon or armor, she loses her abilities from this archetype (except illiteracy) for the next 24 hours.

This alters the barbarian's normal weapon and armor proficiencies.

Illiteracy: A wildborn cannot read or write. She can learn to read or write a language only if she takes a level in another class, and even then only by taking 1 or more ranks in Linguistics.



Live Off the Land (Ex): At 3rd level, a wildborn can survive capably in the wilderness without any sort of manufactured equipment or gear. She adds half her barbarian level as a bonus on Survival checks to hunt or gather food and gains a +1 bonus on Fortitude saves to resist the effects of extreme temperatures or other environmental effects; the Fortitude save bonus increases by 1 at 6th level and every 3 levels thereafter.

This replaces trap sense.

Bonus Feats: At 4th level, 10th level and 16th level, a wildborn can choose a bonus feat from the following rather than select a rage power: Alertness, Animal Affinity, Athletic, Great Fortitude, Improvised Weapon Mastery, Iron Will, Lightning Reflexes, Self-Sufficient, Stealthy, or Throw Anything.

This alters rage powers.

Inexhaustible (Ex): Wildborn live ruggedly and sleep lightly. At 7th level, a wildborn recovers nonlethal damage for each minute of rest as if an hour had passed. She applies twice her damage reduction gained from barbarian levels against nonlethal damage.

This alters damage reduction.

Rage Powers: The following rage powers complement the wildborn archetype: animal fury, beast totem^{APG}, bestial climber^{UC}, bestial swimmer^{UC}, greater beast totem^{APG}, lesser beast totem^{APG}, low-light vision, raging climber, raging leaper, raging swimmer, and swift foot.

BARD

While most equate bards with the bustle of the city, some bards feel more in touch with the wild places of the world. These bards deal with the beauty of the wilds, the society inherent in those who dwell in nature, and the thunderous music of the natural world.

FILIDH (ARCHETYPE)

By tapping into the world's natural music, specialized bards known as filidhs are able to see not only the tapestry of life but divine portents of the future from the rhythm of all life's song.

Armor and Weapon Proficiency: A filidh is proficient with light armor and is prohibited from wearing metal armor. A filidh can wear wooden armor that has been altered by the *ironwood* spell. Filidhs are proficient with shields (except tower shields) but can use only those made of wood.

A filidh who wears prohibited armor or uses a prohibited shield is unable to cast bard spells or use any of his supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

This alters a bard's normal armor and weapon proficiencies.

Natural Magic: A filidh casts spells as a bard, but the spells are divine, not arcane, and therefore not subject to arcane spell failure. A filidh must use a holy symbol or a musical instrument as a divine focus when a spell includes such a component. He still uses the bard spell list.

This alters the bard's spellcasting.

Nature's Song: Filidhs can hear the resonant song generated by all living creatures—a primal music that stretches back to the beginning of time and ahead to the unwritten future. By tapping into this cosmic melody, a filidh can steal glimpses of the future. Once per day per level, a filidh can sacrifice a spell slot as a swift action to gain an additional number of rounds of bardic performance for that day equal to the spell's level.

In addition, a filidh gains the following types of bardic performances.

Echoes of Nature's Song (Su): A filidh can use his bardic performance to imbue his allies with subconscious knowledge of their own futures, improving their reflexes and ability to avoid danger. An affected ally receives a +1 insight bonus on Reflex saving throws and to AC. At 5th level and every 6 bard levels thereafter, this bonus increases by 1, to a maximum of +4 at 17th level. This performance is a mind-affecting ability and relies on audible components.

This performance replaces inspire courage.

Divinatory Song (Sp): At 6th level, a filidh can use his performance to create an effect equivalent to *divination*, using the filidh's level as the caster level. The filidh and all allies who can hear his performance receive the information provided by the divination as flashes of inspiration and knowledge. Divinatory song takes 10 minutes and uses 6 rounds of bardic performance. Divinatory song relies on audible components.

This performance replaces suggestion.

Voices of Life (Su): At 8th level, a filidh can grant himself and all allies who can hear his performance the ability to speak with animals and plants as if affected by *speak with animals* and *speak with plants* so long as he maintains this performance.

This performance replaces dirge of doom.

Unity of Life (Su): At 15th level, a filidh can use his performance to interlink the life force of two allies who can hear his performance as though they were affected by *shield other*, using the filidh's bard level as his caster level. The filidh designates which ally is the warded target and which ally receives half the warded creature's damage. The filidh can switch the targets of this ability (and the effect of the performance the targets receive) as a free action once per round at the start of each turn that he maintains the performance.

This performance replaces inspire heroics.

Song of the Cycle (Su): At 20th level, a filidh can grant awe-inspiring glimpses into the future with his magic. All allies who can see and hear the filidh are affected as though by the personal version of *foresight* for the duration of the performance.

This performance replaces deadly performance.

CULTIVATOR (ARCHETYPE)

Cultivators use music to promote plant growth and influence the behavior of plants both naturally and supernaturally. Most cultivators work in conjunction with local communities to maintain crops and oversee harvests, while others serve as wardens of unspoiled natural wonders.

Class Skills: A cultivator gains Survival as a class skill.

This alters the bard's class skills.

Plant Magic: A cultivator bard adds the following spells to his bard spell list at the corresponding spell levels: *entangle* (1st), *greensight** (2nd), *plant growth* (3rd), *antiplant shell* (4th), *tree stride* (5th), *green caress*^{HA} (6th).

This alters the bard's spells.

Verdant Voice: By combining traditional Green Faith chants and fey songs into his bardic performance, a cultivator gains the ability to affect a creature of the plant type with mind-affecting bardic performances. However, doing so requires the cultivator to expend 1 additional round of bardic performance each round he maintains a performance augmented by verdant voice.

This replaces bardic knowledge.

Song of Growth (Su): A cultivator can spontaneously promote massive plant growth with his bardic performance. While he maintains his song of growth, the cultivator can spend a standard action to select one side of a square within 30 feet of himself and instantly create an opaque barrier of plant matter to block that face, providing total cover. He can create one barrier as part of starting his bardic performance if he starts the performance as a standard action. The side the cultivator selects must be supported by the ground, and the growth itself cannot support more than 5 pounds of weight. The conjured barrier has hardness 0, AC 5, and 2 hit



points per bard level. A cultivator can maintain a number of plant growths equal to his Charisma modifier + half his bard level. These barriers immediately crumble to dust when the cultivator ends his performance.

This performance replaces countersong.

Resist Nature's Lure (Ex): At 2nd level, a cultivator gains resist nature's lure, as the druid class feature of the same name, but with only a +2 bonus instead of +4. This increases to a +4 bonus at 4th level.

This replaces well-versed.

Nature Lore (Ex): At 5th level, the cultivator gains the lore master bard ability, except he can use it only on Knowledge (nature) checks and Survival checks to track creatures in natural environments.

This alters lore master.

THUNDERCALLER (ARCHETYPE)

Thundercallers bear the knowledge of the ancients, wielding it like a weapon to protect the land for which they care so deeply. Their voices ring like thunder, calling the sky's wrath down upon their enemies and summoning furious rage to bolster their allies.

Bound to the Land (Ex): A thundercaller gains a bonus equal to half her level on Handle Animal checks, Knowledge (nature) checks, and Survival checks.

This replaces bardic knowledge.

Bardic Performance: A thundercaller gains the following types of bardic performance.

Thunder Call (Su): At 3rd level, the thundercaller can start a performance to unleash a deafening peal of thunder. This allows the thundercaller to spend a round of performance to create an effect similar to the spell *sound burst* (having the same range and area and allowing the same saving throw). At 7th level, the sonic damage dealt by this blast of sound increases to 3d8. This damage further increases by 2d8 at 11th level, and every 4 levels thereafter. A creature that succeeds at its saving throw against thunder call is immune to the stunning effect but still takes sonic damage. Beginning this performance is always a standard action.

This performance replaces inspire competence.

Incite Rage (Su): At 6th level, the thundercaller can induce a furious rage in one creature within 30 feet. This effect functions as the *rage* spell and lasts as long as the target can hear the thundercaller's performance. Any unwilling creature targeted is affected if it fails a Will saving throw (DC = 10 + half the thundercaller's level + the thundercaller's Charisma modifier). A target that succeeds at its saving throw is immune to this power for 24 hours. The thundercaller cannot target herself with this ability. If the target has the rage class feature, it can instead immediately rage and stay in this rage without consuming rounds of rage per day as long as the thundercaller continues performing. This performance is a mind-affecting effect and relies on audible components.

This replaces suggestion and mass suggestion.

Call Lightning (Su): At 8th level, the thundercaller can use her performance to summon bolts of lightning, as per the spell *call lightning*. The lightning storm lasts for as long as she continues her performance, calling down one bolt of lightning per round as a standard action. The damage of these lightning bolts can be increased in stormy areas or can be limited as *call lightning* describes.

This performance replaces dirge of doom.

Call Lightning Storm (Su): At 14th level, the thundercaller can use her performance to summon bolts of lightning, as per the spell *call lightning storm*. The lightning storm lasts for as long as she continues her performance, calling down one bolt of lightning per round as a standard action. The damage of these lightning bolts can be increased in stormy areas or can be limited as *call lightning* describes.

This performance replaces frightening tune.



BRAWLER

Some brawlers incorporate the harshness of the wilderness into their fighting styles.

FERAL STRIKER (ARCHETYPE)

A feral striker taps into a reservoir of druidic power hidden inside herself, allowing her to take animalistic characteristics.

Feral Aspect (Su): This functions as the shifter aspect class feature of the shifter, except the feral striker can choose only from the bear, bull, falcon, snake, stag, tiger, and wolf aspects. She has access to only the minor versions all these aspects.

At 6th level, the feral striker can take on two minor aspects simultaneously as a move action. Each aspect counts toward her total number of minutes (so if a feral striker who normally has 9 total minutes of aspects takes on two aspects simultaneously for 4 minutes, she still has 1 minute remaining). She can end one or both aspects as a free action on her turn.

At 10th level, the feral shifter adds her Constitution modifier to the total number of minutes per day in which she can use feral aspect.

At 12th level, the feral striker can take on three aspects simultaneously as a move action or one or two aspects as a swift action.

At 20th level, the feral striker can take on as many aspects as she wishes at once as a swift action, and they count as only one aspect for the purpose of calculating duration.

This replaces martial flexibility.

LIVING AVALANCHE (ARCHETYPE)

When a living avalanche is on the move, no one can stand in her way.

Earth Discipline (Ex): At 2nd level, a living avalanche gains Improved Overrun as a bonus feat, even if she doesn't meet the prerequisites. At 5th level, she gains Improved Bull Rush as a bonus feat, even if she doesn't meet the prerequisites.

This replaces the bonus feats gained at 2nd and 5th levels.

Landslide (Ex): At 3rd level, a living avalanche must choose overrun as her first combat maneuver for maneuver training. At 7th level, she must choose bull rush as her second combat maneuver for maneuver training. She doesn't gain training in any new combat maneuvers at later levels, but her bonuses on combat maneuver checks and to CMD for bull rush and overrun combat maneuvers increase as normal. She gains the following benefits at the listed levels.

At 11th level, if she succeeds at an overrun combat maneuver as part of a charge, she automatically knocks her target prone (no matter the result of her check). In addition, if the living avalanche succeeds at a bull rush combat maneuver as part of a charge, she reduces the penalty combat maneuver checks to bull rush each creature beyond the first by 2.

At 15th level, the living avalanche can attempt bull rush and overrun combat maneuvers against creatures two sizes larger than herself, but only as part of a charge.

At 19th level, if the living avalanche succeeds at a bull rush combat maneuver as part of a charge, she reduces the penalty on combat maneuver checks to bull rush each creature beyond the first by an additional 2. When attempting an overrun combat maneuver as part of a charge, she also ignores any increase to a creature's CMD from having more than two legs.

This alters maneuver training.

Unyielding (Ex): At 4th level, when a living avalanche wears light armor or no armor, she gains DR 1/adamantine. This damage reduction increases by 1 at 9th, 13th, and 18th levels.

This replaces the brawler's AC bonus.

Avalanche (Ex): At 16th level, a living avalanche can attempt to overrun multiple creatures as a full-round action. The living avalanche moves up to twice her speed in a straight line and attempts an overrun combat maneuver against each creature in her path, as long as that creature is no more than two size categories larger than herself. Each creature she succeeds against is knocked prone and takes damage as if the living avalanche hit it with a close weapon she is wielding or an unarmed strike. If she fails her combat maneuver check against a creature, she stops her movement in the space directly in front of the creature.

This replaces awesome blow.

Improved Avalanche (Ex): At 20th level, if a living avalanche rolls a natural 20 on an overrun combat maneuver check as part of the avalanche ability, she can immediately attempt to confirm the critical hit by attempting another combat maneuver check with the same modifiers as the previous one; if the critical hit is confirmed, the attack deals double damage.

This replaces improved awesome blow.

TURFER (ARCHETYPE)

A turfer has a mastery over particular types of terrain.

Favored Turf (Ex): At 3rd level, a turfer chooses a type of terrain from the ranger's favored terrain list. When in that type of terrain, she gains a +2 bonus on initiative checks and a +1 bonus on combat maneuver checks and to CMD.

At 7th level and every 4 brawler levels thereafter, the turfer chooses an additional terrain in which to gain these bonuses. Each time, in one selected terrain (including the one just chosen), her bonus on initiative checks increases by 2, and her bonus on combat maneuver checks and to CMD increases by 1.

This replaces maneuver training.

Terrain Mastery (Su): At 4th level, a turfer gains the benefits of *endure elements* and a +10-foot enhancement bonus to her base speed, but only in her favored terrains. In addition, she can move through difficult terrain in her favored terrains at her normal speed without taking damage or suffering any other impairment, but she can't do so through difficult terrain that has been magically manipulated. At 10th and 16th levels, her enhancement bonus to her base speed increases by 10 feet within her favored terrains. The turfer loses this ability if she wears medium or heavy armor or carries a medium or heavy load.

This replaces knockout.

VENOMFIST (ARCHETYPE)

Thanks to alchemical experiments and rigorous study of venomous creatures, a venomfist has toxic unarmed strikes.

Venomous Strike (Ex): A venomfist's unarmed strikes deal damage as a creature one size category smaller (1d4 at first level for Medium venomfists). If she hits with her first unarmed strike in a round, the target must succeed at a Fortitude saving throw (DC = 10 + half the venomfist's brawler level + her Constitution modifier) or take an additional amount of damage equal to the venomfist's Constitution modifier. The venomfist is immune to this toxin.

At 4th level, a target that fails this save must succeed at a second saving throw 1 round later or take the same amount of damage again. This effect repeats as long as the target continues to fail its saving throws, to a maximum number of rounds equal to 1 plus 1 additional round for every 4 brawler levels the venomfist has. Unlike other poisons, multiple doses of a venomfist's poison never stack; the more recent poison effect replaces the older one.

At 5th level, after the venomfist gets 8 hours of rest, she can choose a secondary effect for her venom to impose. She can choose fatigued, shaken, or sickened. A creature that fails its saving throw against her venom also gains the chosen condition until it succeeds at a save against the venom or until the venom's duration ends. Once a creature succeeds at its save against the poison, it becomes immune to the secondary condition for 24 hours, but the attack still deals the extra damage.

At 10th level, when the venomfist chooses the condition her venom imposes, she can also cause her venom to deal ability score damage each round instead of hit point damage. She chooses Strength, Dexterity, or Constitution, and her venom deals 1d3 points of ability score damage each round. In addition, she adds blinded, exhausted, and staggered to the list of secondary effects she can choose for her venom.

At 16th level, the venomfist's venom is particularly potent. If it fails the initial save, the target must succeed at two consecutive saves before being cured of the venom, though if the first save is successful, the secondary effect ends and the creature is immune to the secondary effects of the venomfist's poison for 24 hours. In addition, the venomfist adds dazed and stunned to the list of secondary effects she can choose for her venom.

This is a poison effect. The venomfist can't suppress it, but she affects only those she damages with her unarmed strikes (not those she merely touches).

This alters unarmed strike and replaces knockout and close weapon mastery.

VERDANT GRAPPLER (ARCHETYPE)

By accepting spirits of nature into her soul, a verdant grappler can entangle her foes with tangled undergrowth.

Green Grasp (Su): At 2nd level, a verdant grappler gains Improved Grapple as a bonus feat. At 3rd level, she must choose grapple as her first combat maneuver for maneuver training. When she pins a creature, she can cause roots and vines to burst from the ground (no matter the surrounding terrain), allowing the verdant grappler to attempt to tie up the creature without needing to retrieve rope or use a hand to hold the rope; as usual, a tied-up creature is pinned and not helpless. The verdant grappler must remain within 30 feet of the tied-up creature, or the vines automatically release it. She can tie up only one creature at a time with green grasp.

This replaces the bonus feat gained at 2nd level and alters maneuver training.

Thorny Embrace (Su): At 5th level, when a verdant grappler uses green grasp to tie up a creature, she can have the roots and vines grow vicious thorns that automatically damage the tied-up creature each round at the start of the verdant grappler's turn. The thorns deal damage equal to the base unarmed strike damage of a brawler 4 levels lower than the verdant grappler.

This replaces close weapon mastery.

Phytological Anatomy (Su): At 11th level, the verdant grappler transforms partially into a plant. She gains a +2 bonus on saving throws against mind-affecting, paralysis, poison, polymorph, sleep, and stunning effects.

This replaces the combat feat gained at 11th level.



CAVALIER

Some cavaliers serve the primal forces of nature and protect primeval sites on the edges of the civilized world.

ORDER OF THE GREEN (CAVALIER ORDER)

Cavaliers of the order of the Green are dedicated to protecting wild places and creatures, embracing the Green Faith in all its glory and natural wonder.

Edicts: The cavalier knows his place in the natural order and strives to defend the balance of nature. He must be willing to allow nature to take its course, and he must stop



all those who would do harm to its delicate balance. He will not tolerate aberrant creatures, undead, or the irresponsible and greedy consumption of natural resources. He may be farsighted and seek to establish agreements that lead to lasting protection of the natural world, but resorts to violence if it is the most effective way to enforce such protection.

Challenge: An order of the Green cavalier can't issue a challenge against any creature of the animal or plant type. Whenever he issues a challenge, he receives a +1 morale bonus on attack rolls against the target of his challenge. This bonus increases by 1 for every 4 levels the cavalier has. If the target of his challenge is of the aberration or undead type, each round he can roll his first attack roll against the target creature twice and take the higher result.

Skills: An order of the Green cavalier gains Knowledge (nature) and Survival as class skills. In addition, whenever an order of the Green cavalier attempts a Survival check to track foes of the aberration or undead type, he receives a bonus on the check equal to half his cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the Green gains the following abilities.

Favored Terrain (Ex): At 2nd level, an order of the Green cavalier chooses a favored terrain from the list of ranger favored terrains (*Pathfinder RPG Core Rulebook* 65). He gains this as a favored terrain, as the ranger class feature of the same name. At 8th level and every 6 levels thereafter, he selects another favored terrain. In addition, at each such interval, the skill bonus in any one favored terrain (including the one just selected, if so desired) increases by 2.

Cut the Corruption (Su): At 8th level, an order of the Green cavalier can touch a weapon and enhance it as a free action once per day. For 1 minute, the weapon glows with a deep-green light and deals an additional 1d6 points of damage against aberrations and undead. This damage does not stack with the additional damage granted by the *bane* weapon special ability. At 16th level, the cavalier can use this ability a second time each day.

End of the Cycle (Su): At 15th level, things killed by an order of the Green cavalier tends to stay dead. When the cavalier kills a creature, it is treated as if it were killed by a death effect for the purposes of magic that can restore it to life. In addition, it's placed under the effects of a permanent *sanctify corpse*^{UM} effect (using the cavalier's level as the spell's caster level).

GREEN KNIGHT (ARCHETYPE)

Some knights serve nature itself and can be found protecting unspoiled natural places or serving fey beings.

Beast Tongue (Ex): A green knight can use Diplomacy to improve an animal's attitude. Beast tongue otherwise functions like the druid's wild empathy ability, using the green knight's Diplomacy modifier and using her cavalier level as her effective druid level, and it counts as that ability for the purpose of other effects (such as feat prerequisites or effects that alter or improve wild empathy).



This replaces tactician.

Implacable Knight (Ex): A green knight gains Endurance and Diehard as bonus feats.

This replaces mount.

Nature's Servant (Ex): A green knight must select the order of the Green.

This alters order.

Ferocious (Ex): At 3rd level, a green knight is not staggered when below 0 hit points. At 9th level, taking actions when below 0 hit points does not cause her to lose hit points.

This replaces cavalier's charge.

Woodland Stride (Ex): At 4th level, a green knight gains the druid's woodland stride ability.

This replaces expert trainer and banner.

Stalwart (Ex): At 9th level, whenever a green knight succeeds at a Fortitude or Will save against an effect that has a reduced effect on a successful save, she instead negates the effect.

This replaces greater tactician.

Oaken Vitality (Su): At 11th level, nature protects a green knight from many afflictions. The green knight becomes immune to disease, infestations (*Pathfinder RPG GameMastery Guide* 245), and poison.

This replaces mighty charge and greater banner.

Take Their Heads (Su): A green knight's blade is blessed by mighty fey powers and unerringly seeks out foes' necks. At 17th level, any slashing weapon a green knight wields gains the *vorpal* weapon special ability.

This replaces master tactician.

Indestructible (Su): At 20th level, a green knight is virtually impervious to death. She gains a +6 bonus to her Constitution score. In addition, the green knight becomes immune to death effects and to effects that would kill her without reducing her to 0 hit points, unless the effect involves decapitation. If she is decapitated, the green knight can continue to act normally. Reattachment requires the head and body to be joined and the application of any effect that restores hit points.

This replaces supreme charge.

SAURIAN CHAMPION (ARCHETYPE)

These primeval cavaliers idolize dinosaurs as apex predators and value them as powerful, oversized mounts.

Class Skills: A saurian champion gains Acrobatics, Knowledge (nature), Perception, and Survival as class skills.

This alters the cavalier's class skills.

Weapon and Armor Proficiency: A saurian champion does not gain proficiency with medium or heavy armor.

This alters the cavalier's weapon and armor proficiencies.

Savage Combatant (Ex): A saurian champion does not rely on lethal charges or firing from afar as more "civilized" cavaliers do, preferring to rampage among his foes instead. Saurian champions do not deal double damage when charging with a lance (or similar weapon) while mounted. While mounted, a saurian champion cannot attack with ranged weapons other than thrown weapons.

Titanic Challenge (Ex): A saurian champion considers only the largest creatures a true challenge. His titanic

challenge adds only half his level on damage rolls against Medium or smaller creatures, but he adds a +1 bonus on attack rolls against a target of his challenge that is at least two size categories larger than himself (Huge for Medium saurian champions) and a +2 bonus on attack rolls against a Colossal target of his challenge.

This alters challenge.

Wild Warrior (Ex): A saurian champion hails from primeval lands where the civilized orders hold little sway. He does not select an order or gain any order-related benefits.

This replaces order.

Dinosaur Mount (Ex): A saurian champion bonds with a dinosaur companion that willingly serves as his mount. This mount functions as a cavalier's normal mount with the following adjustments: The saurian champion's mount must be a dinosaur (see the various *Pathfinder RPG Bestiary* volumes). The saurian champion can ride mounts of his size category and larger, rather than only those of a larger size. Increase the mount's Strength score by 8 for the purpose of determining its carrying capacity. Whenever an ability or feat allows the saurian champion's mount to make a hoof attack, the mount can make a claw or bite attack instead.

This alters the cavalier's mount and replaces tactician, greater tactician, and master tactician.

Nimble Rider (Ex): At 2nd level, a saurian champion gains a +1 dodge bonus to AC when mounted. Anything that causes the saurian champion to lose his Dexterity bonus to AC also causes him to lose this dodge bonus. This bonus increases by 1 for every 6 levels beyond 2nd (to a maximum of +4 at 20th level).

Fierce Devotion (Ex): At 5th level, a saurian champion's mount gains the devotion ability, and its effects also apply against emotion and fear effects. The mount is immune to the effects of unnatural aura (*Pathfinder RPG Bestiary* 2 303).

This replaces banner.

Quick Rider (Ex): At 8th level, a saurian champion can attempt Ride checks to fast mount or fast dismount his mount even if it's more than one size category larger than himself.

Titanic Mount (Ex): At 10th level, a saurian champion's mount increases in size by one category (even if the base creature normally does not reach that size). The creature receives the appropriate size penalty on attack rolls and to AC (–1 if growing to Large or –2 if growing to Huge) and a –2 penalty to Dexterity (to a minimum Dexterity score of 1), its base damage increases by one size category, and its reach increases to 10 feet (if it wasn't already). It also gains a +2 size bonus to its Strength and Constitution score. At 12th, 14th, 16th, and 18th levels, the bonus to Strength increases by 2 and the mount's natural armor increases by 1. At 14th and 18th levels, the bonus to Constitution increases by 2. At 15th level, the mount's reach increases to 15 feet.

Primeval Devotion (Ex): At 14th level, the bonus on saving throws provided by the mount's devotion ability increases by 2. In addition, the mount adds half this bonus to other saving throws.

This replaces greater banner.

DRUID

While druids often serve as protectors of the natural world, there are a number of druids who specialize in a type of terrain or manifestation of that natural world. Characters of any race can select the season sage archetype found on page 12.



DRUID DOMAINS

The following domains are available to druids with suitable archetypes or divine patrons.

Erosion Domain

Granted Powers: You command the crumbling of stone and revel in rust; the decay and destruction of metal and stone over time appeals to and delights you.

Rusting Touch (Su): You can cause an opponent's metal armor or weapon to become dry and brittle as it magically corrodes and rusts. You make a melee touch attack against a creature wearing metal armor or wielding a metal weapon. If you hit, choose a metal weapon, suit of metal armor, or metal shield carried or worn by that creature. The object takes an amount of hit point damage equal to 1d6 + half your druid level. If the item is not magical, or if your caster level is greater than the item's caster level, this damage bypasses the item's hardness. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Erosion Aura (Su): At 8th level, you can project an aura of magically enhanced erosion as a standard action. Objects made primarily of metal or stone within this aura lose 10 points of hardness. Magic items retain a minimum hardness equal to twice their enhancement bonus and can attempt a Fortitude saving throw (DC = 10 + half your druid level + your Wisdom modifier) to negate this effect.

A construct made primarily of metal or stone must succeed at a Fortitude save or lose all damage reduction and hardness for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Domain Spells: 1st—*expeditious excavation*^{APG}, 2nd—*soften earth and stone*, 3rd—*disable construct*^{CCG}, 4th—*rusting grasp*, 5th—*transmute rock to mud*, 6th—*sympathetic vibration*, 7th—*disintegrate*, 8th—*earthquake*, 9th—*implosion*.

Vermin Domain

Granted Powers: You see the perfection of nature in the spindly limbs and strange forms of all vermin, great and small alike.

Vermin Whisperer (Su): You can use your wild empathy ability on vermin. When you do so, you impart a modicum of implanted intelligence on the vermin, allowing you to interact with vermin as if they were animals. Vermin whisperer functions only on vermin that are mindless or have an Intelligence score of 2 or lower.

Sudden Sting (Su): At 8th level, you can inflict a lingering, painful sting as a swift action that requires a successful melee touch attack. This sting deals 1d4 points of piercing damage plus 1 point for every 2 druid levels you have, and the target must succeed at a Fortitude save (DC = 10 + half your druid level + your Constitution modifier) or become staggered for 1 round. This is a pain effect. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Domain Spells: 1st—*ant haul*^{APG}, 2nd—*summon swarm*, 3rd—*vermin shape I*, 4th—*vermin shape II*, 5th—*insect plague*, 6th—*swarm skin*^{APG}, 7th—*creeping doom*, 8th—*verminous transformation*^{HA}, 9th—*summon nature's ally IX* (1d3 purple worms only).



AERIE PROTECTOR (ARCHETYPE)

The aerie protector guards nature's nests and lairs in the highest mountains, and she is only ever truly at ease when under vast expanses of open sky.

Weapon and Armor Proficiency: Aerie protectors are proficient with javelins and shortbows but not with scimitars or scythes. Aerie protectors are not proficient with medium armor.

This alters the druid's weapon and armor proficiency.

Nature Bond: If the aerie protector chooses an animal companion as her nature bond, she must choose an animal with a fly speed. She can use spells or other effects to alter her companion's fly speed, but it must be able to fly on its own before it becomes her companion.

If the aerie protector chooses a domain as her nature bond, she must choose the Air, Eagle^{UM}, Earth, Mountain^{UM}, or Weather domain.

This alters nature bond.

Wild Empathy (Ex): An aerie protector gains a +4 bonus on wild empathy checks on flying animals, but she takes a -4 penalty on checks on other animals.

This alters wild empathy.

Sky and Stone (Ex): At 2nd level, an aerie protector gains a bonus equal to half her level on Knowledge (geography) and Survival checks involving mountainous terrain or high altitudes, and she cannot be tracked in such an environment.

This replaces woodland stride.

Wind at Her Back (Su): At 4th level, an aerie protector gains a +4 bonus to CMD and on saving throws against the effects of high altitude and effects that rely on air pressure or strong wind to move her or impede her flight. This bonus also applies on Reflex saves against effects that deal electricity damage.

This replaces resist nature's lure.

Wild Shape: An aerie protector gains this ability at 6th level, except her effective druid level is her druid level - 2. If she takes on the form of a flying animal, she instead uses her druid level + 2.

In the Wind (Ex): At 9th level, the climb and fly speeds of forms the aerie protector assumes with her wild shape ability (if any) increase by 10 feet. The maneuverability of her flying forms improves by one category.

This replaces venom immunity.

DINOSAUR DRUID (ARCHETYPE)

A dinosaur druid speaks for the spirit of prehistoric nature, even taking the form of great beasts of legend.

Summon Dinosaur (Sp): A dinosaur druid can summon a wide range of dinosaurs and related prehistoric beasts using *summon nature's ally* spells. She adds the following options to these spells when using spontaneous casting to cast such a spell.

Summon Nature's Ally I: Compsognathus^{B2}.

Summon Nature's Ally II: Dimorphodon^{B4}, troodon^{B5}.

Summon Nature's Ally III: Plesiosaurus^{B5}, velociraptor^{B4}.

Summon Nature's Ally IV: Dimetrodon^{B3}, pachycephalosaurus^{B3}, parasaurolophus^{B2}.

Summon Nature's Ally V: Amargasaurus^{B6}, ceratosaurus^{B5}, iguanodon^{B3}, kentrosaurus^{B6}, styracosaurus^{B4}.

Summon Nature's Ally VI: Allosaurus^{B2}, quetzalcoatlus^{B6}, tylosaurus^{B2}.

Summon Nature's Ally VII: Therizinosaurus^{B5}.

Summon Nature's Ally VIII: Diplodocus^{B4}, spinosaurus^{B3}.

Summon Nature's Ally IX: Giganotosaurus^{B6}.

This alters spontaneous casting.

Dinosaur Bond (Ex): A dinosaur druid must choose an animal companion as her nature's bond, and the animal companion must be a dinosaur (including those detailed in *Pathfinder RPG Bestiary* volumes).

This alters nature's bond.

Dinosaur Shape (Su): A dinosaur druid specializes in assuming the form of dinosaurs when using wild shape. When she assumes the form of a dinosaur via wild shape, she gains a +2 size bonus to her Constitution in addition to the other modifiers granted by *beast shape*. When she uses wild shape to assume the form of a creature other than a dinosaur, the wild shape effect lasts for only 1 minute per level, rather than 1 hour per level.

This alters wild shape.

Primeval Voice (Su): At 4th level, a dinosaur druid gains the ability to speak with dinosaurs (as per *speak with animals*) at all times.

This replaces resist nature's lure.

LESHY WARDEN (ARCHETYPE)

The natural world is full of bodiless nature spirits connected to the forces of glades, springs, and individual plants. Some druids hear their call keenly and are able to effortlessly incarnate them as the miniature creatures known as leshys (*Pathfinder RPG Bestiary* 3 176). The leshy warden serves as these spirits' ally, defender, and voice.

Leshy Familiar (Ex): A leshy warden forms an intimate bond with a nature spirit, incarnating the spirit as a leaf leshy (*Bestiary* 3 179). She gains a leaf leshy as a familiar and treats her druid level as her effective wizard level for the purpose of this ability. If the leshy dies, the leshy warden can incarnate the same spirit again by paying the normal cost to replace a familiar. So long as the leshy lives, the leshy warden gains access to the Plant domain as if through a druid's nature bond class feature, but she can't choose the Decay subdomain.

This replaces nature bond.

Green Empathy (Ex): A leshy warden can improve the attitude of a plant creature as if using wild empathy. The typical wild plant creature has a starting attitude of indifferent. If the plant creature is mindless, the leshy warden imparts a modicum of intellect to the plant so that it can be interacted with as if it were an animal. A leshy warden can also use this ability to influence an animal, but she takes a -4 penalty on the check to do so.

This replaces wild empathy.

Leshy Summoner (Ex): A leshy warden is an expert at summoning and growing leshys. She counts as a plant creature for the purpose of growing leshys. She adds leaf leshys, gourd leshys, fungus leshys, seaweed leshys, and lotus leshys to her list of creatures she can summon with *summon nature's ally I, II, III, IV, and V*, respectively.

This alters spontaneous casting.

Leshy Tender (Ex): At 4th level, a leshy warden can either grant her leaf leshy a +2 increase to Strength and Dexterity or transform it into a gourd leshy. At 8th level, the leshy warden can either grant her current leshy a +2 increase to Strength and Dexterity or transform it into a fungus leshy. At 12th level, she can either grant her current leshy a final +2 increase to Strength and Dexterity or transform it into a seaweed leshy. If the leshy is transformed, it gains the normal ability scores of its new form; ability score increases granted by this ability don't carry over to its new form.

This replaces resist nature's lure.

Wild Shape (Su): A leshy warden gains this ability at 6th level, except her effective druid level for the ability is equal to her druid level – 2 for the purpose of determining the number of times per day she can use it. At 6th level, the leshy warden can assume the form of only Small or Medium plant creatures, as per *plant shape I*. At 8th level, she can take the form of a Large plant creature, as per *plant shape II*. At 10th level, she can take the form of a Huge plant creature, as per *plant shape III*.

This alters wild shape.

Plant Whisperer (Su): At 13th level, a leshy warden's connection to the spirits of nature becomes strong enough that she can always hear them whispering. She is treated as if constantly under the effects of *speak with plants*. Once per day, she can spend 10 minutes in communion with the spirits to learn the answers to her questions, as *commune with nature*.

This replaces a thousand faces.

RIVER DRUID (ARCHETYPE)

These druids are the guardians of rivers and the creatures that depend on them. Just as rivers pour from mountains to seas, river druids adapt to many environments and cultures. They can be found wherever water flows, even among underground rivers or sewer systems.

Ferrier (Ex): A river druid adds Diplomacy to her list of class skills and gains a +2 bonus on Diplomacy and Knowledge (nature) skill checks.

This alters the druid's class skills and replaces nature sense.

Read the Currents (Ex): At 2nd level, a river druid gains a bonus equal to half her druid level on initiative checks and Acrobatics, Knowledge (geography), Perception, Stealth, Survival, and Swim checks when she is in, on, or adjacent to flowing water.

This replaces woodland stride.

Countercurrent (Ex): At 3rd level, a river druid takes no penalty to speed or on Acrobatics or Stealth checks in shallow water up to 2 feet deep (1 foot deep for Small characters) such as shallow bogs, shorelines, streams, and partially flooded areas. A river druid (and any vehicle she pilots) isn't moved by flowing

water unless she allows it. Water that has been magically manipulated to impede or boost motion still affects her.

This replaces trackless step.

Deep Breath (Ex): At 4th level, a river druid can hold her breath for a number of minutes equal to her Constitution score (after this, she must begin attempting Constitution checks to avoid suffocation as normal).

This replaces resist nature's lure.

Wild Shape (Su): A river druid gains this ability at 6th level, except her effective druid level for the ability is equal to her druid level – 2.

This alters wild shape.

Tongue of the Sun and Moon (Ex): At 15th level, a river druid can speak with any living creature.

This replaces timeless body.

ROAD KEEPER (ARCHETYPE)

Guardians of the lonely paths between cities, road keepers protect the wild from travelers, and travelers from the wild.

One with the Road (Su): A road keeper casts the following spells as though her caster level were 1 higher: 1st—*longstrider*, 2nd—*scent trail*^{APG}, 3rd—*nature's exile*^{APG}, 4th—*freedom of movement*, 5th—*tree stride*, 6th—*find the path*, 7th—*wind walk*, 8th—*word of recall*, 9th—*world wave*^{APG}. At 9th level, the bonus to her caster level for these spells increases to +2.

This replaces spontaneous casting.

Road Bond (Ex): If the road keeper chooses a cleric domain as her nature bond, she must choose from the Community, Liberation, Protection, Travel, or Weather domains. The road keeper can also choose any subdomain associated with these domains.

This alters nature bond and replaces wild empathy.

Take the High Road (Ex): At 2nd level, a road keeper travels over roads and paths at an accelerated rate. She and her allies can hustle for 2 hours without taking nonlethal damage, instead of 1, provided they travel along a road or path. Additionally, as long as they travel on a road or path, the road keeper and her allies count as traveling along a highway regardless of the quality of the road or path on which they travel. Allies must remain within 30 feet of the road keeper to benefit from this ability.

This replaces woodland stride.

Trodden Path (Ex): At 4th level, a road keeper gains a +4 bonus on Survival checks to follow or identify tracks. She also gains this bonus on saving throws against severe weather effects.

This replaces resist nature's lure.

Road Less Traveled (Su): At 4th level, a road keeper can discourage creatures from entering or exiting the wild. Once per day as a standard action, she can target a creature within 30 feet and curse it with clumsiness and disorientation. The road keeper chooses whether to punish her target for entering the wild from a road or building, or vice versa. If her target is entering the wild, it treats every square of wilderness not on a road or in a building as difficult terrain. If her target is exiting the wild, it treats every square on a road or inside a building as difficult terrain. In either case, the ground feels uneven and the



target suffers extreme vertigo during movement. The victim of this curse can attempt a Will saving throw (DC = 10 + half the road keeper's level + her Wisdom modifier) at the beginning of its turn each round to end the effect. The effect lasts until the target successfully saves or for a number of minutes equal to the road keeper's level. A creature's movement isn't affected if it is burrowing, climbing, earth gliding, flying, or swimming. This is a mind-affecting curse^{UM} effect.

At 6th level and every 2 levels thereafter, the road keeper can target an additional creature per day with this ability (to a maximum number of nine targets per day at 20th level). She can target more than one creature with a single use of this ability or the same target more than once in the same day (though its effects do not stack), but her total number of targets per day cannot exceed this daily maximum. If she targets more than one creature at one time, each target must be within 30 feet of the road keeper.

This replaces wild shape.

ROT WARDEN (ARCHETYPE)

Harbingers of decay, rot wardens live in damp lands where insects and rot break down the dead to feed the living. They see in the process of rot the beauty of nature's capacity to recycle and repurpose material into something wondrous and new.

Invoke Decay (Su): A rot warden can channel stored spell energy into specific spells he hasn't prepared ahead of time. He can "lose" a prepared spell in order to cast the following spells at the indicated levels: 1st—*decompose corpse*^{UM}, 2nd—*warp wood*, 3rd—*fungus infestation*^{UM}, 4th—*explosion of rot*^{*}, 5th—*insect plague*, 6th—*swarm skin*^{APG}, 7th—*creeping doom*, 8th—*horrid wilting*, 9th—*massacre*^{HA}.

This alters spontaneous casting.

Nature Bond: A rot warden who chooses a cleric domain as his nature bond must choose from the Destruction, Erosion^{*}, Repose, or Vermin^{*} domains.

This alters nature bond.

Vermin Empathy (Su): A rot warden can improve the attitude of vermin as a normal druid can with animals. Vermin have a starting attitude of unfriendly. The rot warden can also improve the attitude of vermin swarms, but he takes a -4 penalty on the check unless the swarm consists of the same kind of vermin as his vermin companion or his current wild shape.

This replaces wild empathy.

Swarmcaller (Sp): At 3rd level, a rot warden can summon a swarm of vermin once per day as a standard action. This functions like *summon swarm*, except the swarm the rot warden summons must be a cockroach, locust, or spider swarm. If he uses this ability during the surprise round of combat, nearby animals and vermin become hushed until the first round of combat ends; during this surprise round and first round of combat, flat-footed creatures also gain the shaken condition (this doesn't stack with other fear effects).

At 9th level, he adds army ant, centipede, and wasp swarms to the list of swarms he can call with this ability.

This replaces trackless step and venom immunity.

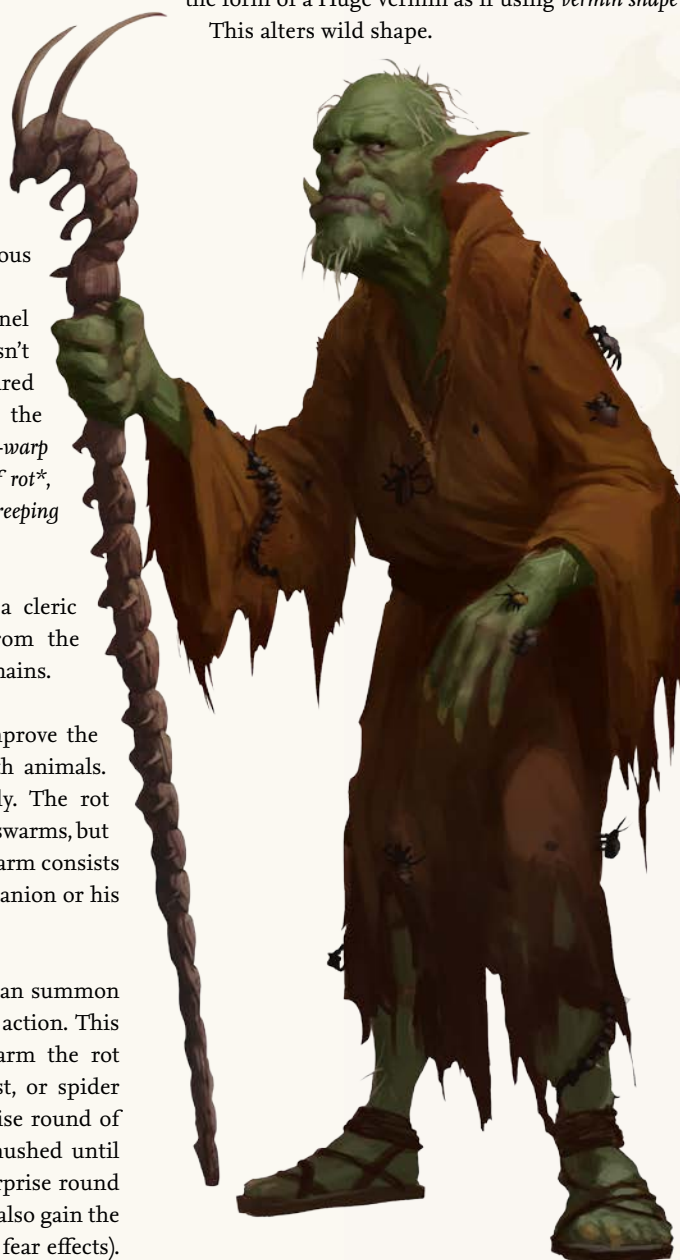
Enduring Druid (Su): At 4th level, a rot warden gains a +4 bonus on saving throws against attacks and special abilities of vermin and swarms with the vermin type. This bonus also applies on saving throws against effects that would age or decay the rot warden or his equipment.

This replaces resist nature's lure.

Wild Shape: A rot warden gains this ability at 6th level, except his effective druid level is his druid level - 2. He cannot take the form of an elemental.

At 8th level, a rot warden can assume the form of a Small or Medium vermin as if using *vermin shape I*^{UM}. At 10th level, the rot warden can assume the shape of a Tiny or Large vermin as if using *vermin shape II*^{UM}. At 12th level, he can take the form of a Huge vermin as if using *vermin shape III*.

This alters wild shape.



FIGHTER

Many cultures employ highly trained soldiers or bands of grizzled mercenaries, but not all fighters are the same. Local climate, geography, vegetation, and the level of technology often dictate what tactics and equipment are practical or even available. The following fighter archetypes are suited for wilderness warriors who use spiritual devotion, subterfuge, or unbridled fury to make up for what they lack in equipment.

SKIRMISHER (ARCHETYPE)

Not all battles are fought between armies; sometimes, a settlement or nation faces a threat too dire to fight in the open. In order to repel a much larger enemy force, some soldiers must abandon equipment and tactics designed for open-field warfare and instead rely on ambushes, hit-and-run tactics, and sabotage to whittle down their enemies' strength and morale. Skirmishers use harsh weather and unforgiving terrain to their advantage, attacking isolated groups of enemies that cannot flee or fight back effectively. Many tribal warriors also employ small-unit tactics because it is part of their warrior culture, because they cannot field a large army, or simply because they refuse to fight on the enemy's terms.

Weapon and Armor Proficiency: A skirmisher is proficient with light armor and shields but not with medium armor, heavy armor, or tower shields.

This replaces the fighter's weapon and armor proficiency.

Wilderness Training (Ex): A skirmisher relies on his skills and the element of surprise rather than the heaviest shields and armor. He gains Acrobatics and Stealth as class skills. In addition, the skirmisher gains a number of skill ranks at each level equal to 4 + his Intelligence modifier, instead of 2 + his Intelligence modifier.

This alters the fighter's class skills and skill ranks per level.

Conditioning (Ex): At 2nd level, a skirmisher becomes more resistant to mental and physical threats that are commonly employed by his enemies or often encountered in the terrain in which he operates. The skirmisher must choose one of the specializations below, gaining a +1 bonus on saving throws of the appropriate type. This bonus increases by 1 for every 4 levels beyond 2nd.

Alpine Training (Ex): A skirmisher operating in mountainous terrain becomes resistant to cold climates and the rigors of long treks at high altitudes. He gains a bonus on Fortitude saving throws against altitude sickness, exposure to cold weather, and other effects that cause fatigue or exhaustion.

Counter-Interrogation Training (Ex): A skirmisher undertaking infiltration missions learns to resist interrogation and persuasion. The skirmisher gains a bonus on Will saving throws against charms and divinations.

Jungle Training (Ex): Through repeated exposure, a skirmisher operating in jungles and wetlands builds up a tolerance against pathogens and toxins. He gains a bonus on Fortitude saving throws against disease and poison.

Light Infantry Training (Ex): A skirmisher fighting in a light infantry unit learns to avoid fire from enemy artillery, siege weapons, and spellcasters. He gains a bonus on Reflex saving throws against attacks that deal half damage on a successful save (such as the *fireball* spell) but not against traps, natural hazards, or environmental effects.

This replaces the bonus feat the fighter normally receives at 2nd level.

Reconnaissance Training (Ex): A skirmisher operating in heavily trapped or naturally hazardous areas learns to expertly avoid them. At 2nd level, he gains a +1 bonus on Reflex saving throws to avoid traps, natural hazards, and environmental effects. This bonus increases by 1 for every 4 levels beyond 2nd.

This replaces bravery.

Mobility Training (Ex): At 3rd level, a skirmisher learns to be more maneuverable while wearing light or no armor. He gains a +1 dodge bonus to AC while wearing light or no armor and while carrying no more than a light load. Anything that causes the skirmisher to lose his Dexterity bonus to AC also causes the skirmisher to lose this dodge bonus. This bonus increases by 1 for every 4 levels beyond 3rd (to a maximum of +4 at 15th level).

In addition, a skirmisher gains an enhancement bonus of +5 feet to his base speed. At 7th level, the bonus increases to +10 feet. This benefit applies only when he is wearing no armor or light armor, and when he is carrying no more than a light load.

This replaces armor training.

Mobile Mastery (Ex): At 19th level, a skirmisher learns to position his body and conceal his body proportions with clothes so well that it is difficult to hit him. He gains a 20% miss chance on attacks against him. Mobile mastery functions even when the skirmisher is flat-footed, but not when he is immobilized or helpless, when he wears medium or heavy armor, or when he carries a medium or heavy load.

This replaces armor mastery.

TRIBAL FIGHTER (ARCHETYPE)

A tribal fighter knows that it is not the weapon that matters but the hand that wields it. Instead of encasing himself in metal armor like the soldiers fighting and dying for the so-called civilized lands do, he prefers to wear something he or his ancestors have killed. These relics and trophies help the tribal fighter attain a battle focus that allows him to perform incredible feats of violence with the simplest of weapons.

Forbidden Armor: A tribal fighter favors traditional armor and shields, avoiding other types out of spiritual devotion, superstitious suspicion, or respect for tradition. He can attain his battle focus (see page 51) only while using armaments of the appropriate types. Like a druid, a tribal fighter is prohibited from wearing metal armor and using metal shields. A tribal fighter who wears prohibited armor or uses a prohibited shield loses the benefits of the battle focus and tribal weapon training abilities while doing so and for 24 hours after removing the prohibited armor or shield.



Battle Focus (Ex): A tribal fighter learns to fight with his bare hands and wield traditional tribal weapons so effortlessly that they are almost extensions of his arms. He gains Improved Unarmed Strike as a bonus feat. For the purpose of meeting the prerequisites of style feats and feats that have style feats as prerequisites, the tribal fighter counts as having a number of skill ranks equal to his fighter level in all skills in which he is trained.

This replaces the fighter feat gained at 1st level.

Tribal Weapon Training (Ex): At 5th level, when a tribal fighter gains the weapon training ability, he must choose the tribal weapon group and doesn't later gain additional weapon groups, though the weapon training bonus for tribal weapons still improves at 9th level and every 4 levels thereafter. Additionally, if the tribal fighter has combat feats that apply to a specific weapon type (such as Improved Critical or Weapon Focus) and he has selected a weapon that belongs to the tribal weapon group, he can apply the benefits of that feat to all weapons that belong to the tribal weapon group that would legally apply (for instance, a feat that applies only to throwing weapons wouldn't apply to greatclubs). This benefit applies only to feats selected as fighter bonus feats.

This alters weapon training.

VIKING (ARCHETYPE)

Vikings seek to raid "softer societies" and return with their longships filled with plunder. A viking strikes fear into the heart of her foes, and in battle she can fly into a terrible rage. Many vikings wear the pelts of bears or wolves, drawing on the strength and ferocity of these beasts in battle. Vikings do not wear heavy armor, but they are skilled at fighting with an axe or spear in conjunction with a shield.

Weapon and Armor Proficiency: A viking is not proficient with heavy armor or tower shields.

This alters the fighter's weapon and armor proficiencies.

Fearsome (Ex): At 2nd level, a viking can attempt an Intimidate check to demoralize an opponent as a move action. At 10th level, she can do so as a swift action. At 18th level, she can attempt to demoralize a foe as a free action once per round.

This replaces bravery.

Shield Defense (Ex): At 3rd level, a viking learns the art of fighting with a shield. Whenever she is wearing medium, light, or no armor and using a shield, the viking's shield bonus to AC increases by 1. At 7th, 11th, and 15th levels, this bonus increases by 1.

This replaces armor training.

Berserker (Ex): At 5th level, a viking gains the rage ability as per the barbarian class feature, and she uses

TRIBAL WEAPON GROUP

The following new fighter weapon group consists of traditional melee weapons used by many indigenous peoples.

Tribal: Club, dagger, greatclub, handaxe, heavy shield, light shield, shortspear, spear, throwing axe, and unarmed strike.

her fighter level as her barbarian level for the purposes of determining her rounds of rage, qualifying for rage powers, and determining the effects of rage powers.

This replaces weapon training.

Rage Powers (Ex): At 6th level, whenever a viking gains a fighter bonus feat, she can instead gain a single rage power, as the barbarian class feature, in place of the bonus feat. Once selected, these rage powers cannot be changed.

This alters the fighter's bonus feats.



HUNTER

Hunters roam the world stalking their prey with trusty companions, often serving a dualistic role between the natural world and civilization. Those hunters who see themselves more as agents of the wild often take on unusual animal allies or develop truly exotic powers to aid them in their wilderness roles.

CHAMELEON ADEPT (ARCHETYPE)

Some hunters are masters of blending into every situation, even making their companions appear humanoid for brief periods of time.

Skills: A chameleon adept adds Diplomacy to her list of class skills.

This alters the hunter's class skills.

Shifting Companion (Su): At 3rd level as a standard action, a chameleon adept can cause her companion to assume a humanoid form of the same race as herself. This functions as *alter self*, except it is used on an adjacent animal companion to have it assume a humanoid form. The companion always assumes the same form, selected when the hunter reaches 3rd level. The hunter can change this form when she gains a new level, but the companion loses the old form and can't resume it unless the chameleon adept chooses that form when she reaches a new level. The companion is no more intelligent or less savage than normal; the hunter still needs to control it as normal, and it still can't activate magic items or wield manufactured weapons. The hunter can use this

ability for 10 minutes per day per hunter level. This duration does not need to be consecutive, but it must be spent in 10-minute increments.

This replaces teamwork feats and hunter's tactics.

Terrain Chameleon (Su): Choose one type of terrain from the ranger's list of favored terrains. When in the specified type of terrain, a chameleon adept gains a bonus equal to half her hunter level on Stealth checks.

This replaces wild empathy.

Savage Diplomacy (Ex): At 2nd level, while in humanoid form, a chameleon adept's animal companion grants its master a +2 circumstance bonus on Diplomacy and Intimidate checks. Savage diplomacy functions only as long as the creature being influenced can see both the companion and the master. This bonus increases by 1 at 5th level and every 4 levels thereafter, to a maximum of +6 at 17th level.

This replaces precise companion.

Animal Shape (Su): At 5th level as a standard action, a chameleon adept can assume a form superficially identical to her animal companion's animal form. She gains no bonuses or natural attacks while in this form, only forms of movement. Her size category does not change. This is a polymorph effect. She can assume this form for 1 minute per level per day, in 1-minute increments. She can dismiss this ability at any point as a standard action.

This replaces woodland stride.

Improved Shifting Companion (Su): At 10th level, a chameleon adept's animal companion improves its ability to change shape. It can use wild shape, as a druid of half the hunter's level, to gain the effects of *beast shape I*. Unlike a druid's wild shape, this ability does not improve to encompass larger or smaller animals or elementals.

This replaces raise animal companion.

One with the Wild (Ex): At 17th level, when the companion is using wild shape to appear as a different type of animal, it counts as being in that animal focus for the purpose of one with the wild.

This alters one with the wild.

FORESTER (ARCHETYPE)

While all hunters have a bond with the natural world, a forester has a stronger tie to her environment than to the animals within it. While most foresters feel strong bonds with woodland regions, the archetype functions well in other terrains as well. In such cases, a forester might refer to herself by a different name that more accurately reflects her chosen terrain. For example, a forester who favors bogs and marshes might call herself a "swamper," while one who favors frozen regions might call herself a "glacier guardian." As foresters gain levels and take on new favored terrains, they often eschew





such titles completely, viewing them as unnecessary, and merely refer to themselves as guardians of the wild or champions of nature's will—but regardless of the name, their devotion remains.

Animal Focus (Su): As a forester has no animal companion, the aspects granted by this ability always apply to the forester herself, just as if a normal hunter's companion were dead.

This alters animal focus.

Favored Terrain (Ex): A forester gains the ranger's favored terrain ability. She gains her first favored terrain at 5th level and a new favored terrain every 4 levels thereafter. In addition, at each such interval, the bonuses on initiative checks and skill checks in one favored terrain (including the one just selected, if so desired) increase by 2. Starting at 5th level, a forester adds half her favored terrain bonus on damage rolls while in her favored terrain and fighting a creature native to that terrain.

This replaces animal companion.

Bonus Feat (Ex): At 2nd level, a forester gains one bonus combat feat. She must meet the prerequisites for this feat as normal. She gains an additional bonus combat feat at 7th, 13th, and 19th levels.

This replaces precise companion.

Tactician (Ex): At 3rd level as a standard action, a forester can grant the benefits of one teamwork feat to all allies within 30 feet who can see and hear her. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 levels the forester has. Allies do not need to meet the prerequisites of these bonus feats. The forester can use this ability once per day at 3rd level, plus one additional time per day at 7th level and every 5 levels thereafter.

This replaces hunter tactics.

Evasion (Ex): At 4th level, a forester can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the forester is wearing light armor, medium armor, or no armor. A helpless forester does not gain the benefit of evasion.

This replaces improved empathic link.

Camouflage (Ex): At 7th level, a forester can use the Stealth skill to hide in any of her favored terrains, even if the terrain doesn't grant cover or concealment.

This replaces bonus tricks.

Breath of Life (Sp): At 10th level, a forester can cast *breath of life* once per day as a spell-like ability.

This replaces raise animal companion.

Improved Evasion (Ex): At 11th level, a forester's evasion improves. Improved evasion works like evasion, except while the forester still takes no damage on a successful Reflex saving throw against attacks, she takes only half damage on a failed save. A helpless forester does not gain the benefit of improved evasion.

This replaces speak with master.

Hide in Plain Sight (Ex): At 14th level, while in any of her favored terrains, a forester can use the Stealth skill even while being observed.

This replaces greater empathic link.

PATIENT AMBUSER (ARCHETYPE)

Wandering the wilds, some hunters eschew the bond of innate teamwork with their animal companions. Instead, these hunters master the creation and deployment of intricate ranger traps, often using themselves or their animal companions to lure foes into their snares.

Class Skills: A patient ambusher adds Disable Device to her list of class skills.

This alters the hunter's class skills.

Trapfinding (Ex): A patient ambusher adds half her hunter level (minimum +1) on Perception checks to locate traps and on Disable Device skill checks. A patient ambusher can use Disable Device to disarm magic traps.

This replaces nature training and wild empathy.

Snare Trap (Ex or Su): At 3rd level, a patient ambusher learns how to create a snare trap. The patient ambusher can use this and other learned traps a total number of times per day equal to half her hunter level + her Wisdom modifier. This snare trap otherwise functions the same as the ranger snare trap detailed in *Pathfinder RPG Ultimate Magic*.

This replaces the hunter tactics class feature.

Additional Traps (Ex or Su): At 3rd level and every 3 hunter levels thereafter, a patient ambusher can learn a new type of trap, selected from the list of ranger traps presented on pages 64–65 of *Ultimate Magic*. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The patient ambusher cannot learn an individual trap more than once.

This replaces teamwork feats.

Launch Trap (Su): At 10th level, a patient ambusher can affix a magical ranger trap to an arrow, a crossbow bolt, or a thrown weapon, allowing her to set the trap remotely or use it as a direct attack. Attaching the trap to the projectile is part of the full-round action to create a new trap. The trapped projectile is fired or thrown in the normal manner. If fired at a square, the trap is treated as if the hunter had set the trap in that square, except the DC is 5 lower than normal. If the trap is fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (attempting a saving throw, if any). The attack has a maximum range of 60 feet, and penalties from range increments apply on the attack roll. The duration of the trap starts when it is created, not when it is triggered.

This replaces raise animal companion.

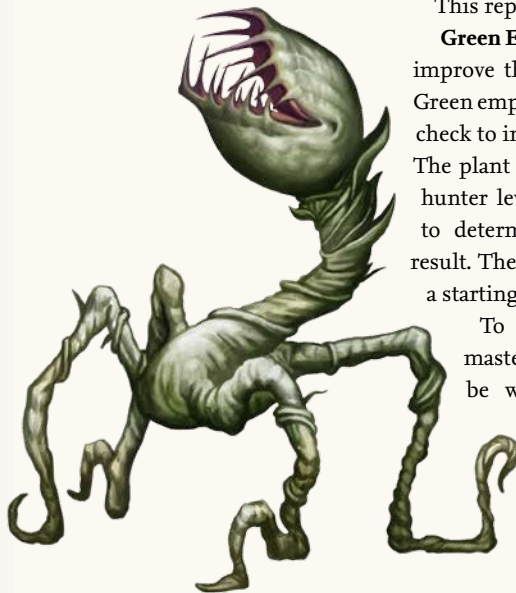
PLANT MASTER (ARCHETYPE)

Some hunters form a bond with plant life instead of an animal and take on those aspects instead. These hunters form potent bonds with plant creatures, and their leafy or fungal friends are more than capable of anything another hunter's animal allies can accomplish.

Plant Companion (Ex): A plant master forms a mystic bond with a plant companion. A plant master can begin play with any plant companion (see page 182 and page 26 of the *Pathfinder RPG Advanced Race Guide*). Except for the companion being a creature of the plant type, this ability otherwise works like the druid's animal companion.

This replaces animal companion.

Plant Focus (Su): A plant master can take on the aspect of a plant as a swift action. He must select one type of plant to emulate, gaining a bonus or special ability based on the type of plant emulated and his hunter level. The plant master can use this ability for a number of minutes per day equal to his level. This duration does not need to be consecutive but must be spent in 1-minute increments. He can emulate only one plant at a time.



The plant master can also apply one of these aspects to his plant companion. An aspect applied in this way does not count against the hunter's minutes of duration per day—it remains in effect until he changes it. The companion's aspect can be the same aspect the hunter has taken on or a different one. A plant master can select or change the plant foci on both himself and his plant companion as part of the same swift action.

Assassin Vine: The creature gains a +2 bonus on combat maneuver checks to grapple. This bonus increases to +3 at 8th level and +4 at 15th level.

Brambles: When the creature is hit by an unarmed strike or natural attack, the attacker takes 1 point of piercing damage. This increases to 2 points at 8th level and 3 points at 15th level.

Creeping Vine: The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Giant Flytrap: The creature gains a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Mushroom: The creature gains a +4 enhancement bonus on saves against poison. This bonus increases to +6 at 8th level and +8 at 15th level.

Oak: The creature gains a +2 enhancement bonus to CMD. This bonus increases to +4 at 8th level and +6 at 15th level.

Shrieker: The creature gains darkvision with a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense with a range of 10 feet.

Spore: The creature gains a +4 competence bonus on Fly checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Water Lily: The creature gains a +4 competence bonus on Swim checks. This bonus increases to +6 at 8th level and +8 at 15th level.

This replaces animal focus.

Green Empathy (Ex): A plant master can improve the attitude of a plant creature. Green empathy functions like a Diplomacy check to improve the attitude of a person. The plant master rolls 1d20 and adds his hunter level and his Charisma modifier to determine the wild empathy check result. The typical wild plant creature has a starting attitude of indifferent.

To use green empathy, the plant master and the plant creature must be within 30 feet of each other under normal conditions.

Generally, influencing a plant creature in this way takes 1 minute, but as with influencing people, it might take more or less time.



A plant master can also use this ability to influence an animal, but he takes a –4 penalty on the check. He has no ability to influence magical beasts.

This replaces the wild empathy class feature.

Plant Shield (Ex): At 17th level, a plant master and his companion are distasteful to plant creatures. Creatures of the plant type with an Intelligence score of 2 or lower will not willingly attack either the plant master or his companion unless magically compelled to do so or the plant master or his companion attacks the creature first.

This replaces one with the wild.

Master Hunter (Ex): At 20th level, when a plant master prepares spells for the day, he chooses one plant focus to be active for the entire day.

This alters master hunter.

SCARAB STALKER (ARCHETYPE)

The forgotten ruins in the desert sands have given rise to a breed of hunters who call upon the powers of the pyramids to protect and explore the ancient sites of their people. These hunters form sacred bonds with desert-dwelling denizens.

Sacred Animal Focus (Su): A scarab stalker can select from the bull, falcon, and snake animal foci, as well as the following new animal foci.

Bee: The creature gains a +4 competence bonus on Fly checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Cat: The creature gains a +4 competence bonus on Acrobatics checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Cow: The creature gains a +1 resistance bonus on Fortitude saving throws. This bonus increases to +2 at 8th level and +3 at 15th level.

Crocodile: The creature gains a +4 competence bonus on Swim checks. This bonus increases to +6 at 8th level and +3 at 15th level.

Bis: The creature gains a +2 resistance bonus on saving throws against disease. This bonus increases to +4 at 8th level and +6 at 15th level.

Jackal: The creature gains a +4 competence bonus on Survival checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Kite: The creature recovers 1 additional hit point whenever it receives magical healing. This increases to 2 additional hit points at 8th level and 3 additional hit points at 15th level.

Leopard: The creature gains a +4 competence bonus on Escape Artist checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Lion: The creature gains a +4 competence bonus on Intimidate checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Ram: The creature gains a +1 bonus on damage rolls when making charge attacks. This bonus increases to +2 at 8th level and +3 at 15th level.

Scarab Beetle: The creature gains a +1 enhancement bonus to its natural armor bonus. This bonus increases to +2 at 8th level and +3 at 15th level.

Scorpion: The creature gains a +2 resistance bonus on saving throws against poison. This bonus increases to +4 at 8th level and +6 at 15th level.

Sha: The creature ignores the Perception penalty from sandstorms and can see twice as far in sandstorms. This increases to three times as far at 8th level and four times as far at 15th level.

Uraeus: The creature gains a +2 resistance bonus on saving throws against breath weapons. This bonus increases to +4 at 8th level and +6 at 15th level.

This alters animal focus.

Desert Walker (Ex): At 5th level, a scarab stalker and her animal companion can move through desert terrain at normal speed without taking damage or suffering any other impairments unless that terrain has been enchanted or magically manipulated.

This replaces woodland stride.

TREESTRIDER (ARCHETYPE)

Some hunters are masters of the wild. Whether raised by apes or having some other link with simian creatures, these hunters glide through the wilderness with ease.

Animal Companion: As a free action, a treestrider must select an ape as her animal companion.

This alters animal companion.

Brachiation (Ex): A treestrider can gain a climb speed equal to half her base speed as a free action for 1 minute per hunter level per day. This duration must be spent in 1-minute increments. In addition, she can use her climb speed to move through the canopies of forests or jungles, provided the limbs of the trees are strong enough to support her weight. The treestrider's companion gains a +10-foot enhancement bonus to its climb speed. At 8th level, the treestrider's climb speed increases to equal her base speed, the duration of her brachiation increases to 10 minutes per hunter level per day (usable in 10-minute increments), and the enhancement bonus to her companion's climb speed increases to +20 feet. At 15th level, she can use brachiation with no limit on the duration.

This replaces animal focus and second animal focus.

Improved Unarmed Strike (Ex): At 2nd level, a treestrider gains Improved Unarmed Strike as a bonus feat.

This replaces precise companion.

Tree Stride (Sp): At 10th level, a treestrider can use a full-round action to move between two trees, as per the spell *tree stride*. Unlike the spell, this ability has a duration of instantaneous and the treestrider can make only a single transfer. She can bring her animal companion with her, but if she does, her companion can't take any actions that round. Tree stride can be used a number of times per day equal to 3 + the hunter's Wisdom modifier.

This replaces raise animal companion.

INVESTIGATOR

Investigators are best known as intensely curious people who live to solve urban mysteries, such as finding out who committed a crime or where a fugitive is hiding. Sometimes investigations lead out of the city and into the wild, and for this reason, some investigators seek to master scientific and esoteric methods better suited for natural settings.

CARTOGRAPHER (ARCHETYPE)

Cartographers are eager trailblazers who explore uncharted terrain, study landmarks, and find new paths through the wilderness. They record this information meticulously so that those who follow in their footsteps can travel swiftly and safely within the studied area. Rather than studying poisons like many investigators do, cartographers use their alchemical expertise to create better inks that allow them to draw maps with incredible level of detail.

Studied Terrain (Ex): At 2nd level, a cartographer can expend one use of inspiration to sketch a map and take notes of his surroundings. Drawing the map takes 10 minutes. While he is within the studied area, the cartographer can use inspiration on Acrobatics, Climb, Fly, Ride, Stealth, Survival, and Swim checks without expending a use of inspiration, provided he is trained in the skill. If he already has the ability to use inspiration on any of these skills without expending a use of inspiration, he gains an additional +1 bonus on checks with that skill while in the studied area.

A cartographer can draw three types of maps. He cannot combine different map

types in the same map, and areas within range that would belong in the other categories are excluded.

Dungeon Map: While indoors, underground, or in any other type of environment where visibility is limited by walls, the radius is 100 feet per level, and only areas that the cartographer has explored within the past 24 hours count as studied terrain. Areas explored after drawing the map do not retroactively become part of the studied terrain.

Overland Map: In natural terrain, the radius of the mapped area is equal to 1 mile per investigator level. If he is unable to see the whole area, he extrapolates and uses his knowledge of geography to fill in the blanks.

Town Map: While in an urban area or ruins, the radius is 1,000 feet per level or the entirety of the urban or ruined area, whichever is smaller.

Much like alchemy, cartography requires materials, but the cost of those materials is negligible. However, knowing an area so well as to gain these benefits requires more than just paper and ink—a great deal of memorization and a bit of inspiration are also required. For this reason, a cartographer can maintain these benefits in only one area at a time. The benefits remain in effect until the cartographer studies a new area or refreshes his inspiration pool.

This replaces poison lore and poison resistance.

Geographic Lore (Ex): At 3rd level, a cartographer gains a deeper understanding of wilderness terrain. Whenever he is on the Material Plane, he can determine where true north is as a full-round action. Furthermore, he can create and sell maps to earn a number of gold pieces per week of dedicated work equal to half his Knowledge (geography) check result per week.

This replaces keen recollection.

Swift Travels (Ex): At 4th level, while in studied terrain, a cartographer intuitively knows the easiest, shortest, and fastest way through the wilderness. For the purpose of determining overland speed, the cartographer treats any trackless terrain as though he were on a trail, and he treats any terrain with a road or trail as though it were a highway. He can extend the benefit to up to one creature per investigator level traveling with him.

This replaces swift alchemy.

NATURAL PHILOSOPHER (ARCHETYPE)

Natural philosophers are scholars, explorers, and survivalists who feel at home in nature, seldom longing for the comforts of the city. They eschew the fancy tools





and weaponry of gentfolk detectives and instead employ weapons that double as tools, materials available in nature, and methods better suited for untamed wilderness.

Weapon and Armor Proficiency: A natural philosopher is proficient with simple weapons, plus the handaxe, kukri, shortbow, throwing axe, and whip. A natural philosopher is proficient with light armor but not with shields.

This replaces the investigator's weapon and armor proficiency.

Class Skills: A natural philosopher gains Survival as a class skill, but doesn't gain Perform as a class skill.

This alters the investigator's class skills.

Natural Philosopher's Inspiration (Ex): Natural philosophers employ a skill set suited to studying the natural world. A natural philosopher can use inspiration on Heal and Survival checks without expending a use of inspiration, provided he is trained in the skill, but cannot do so for Linguistics or Spellcraft checks. He can later trade an investigator talent for the ability to use inspiration on Linguistics and Spellcraft checks without expending a use of inspiration, provided he is trained in the skill.

This alters inspiration.

Track (Ex): A natural philosopher adds half his level (minimum 1) on Survival checks to follow tracks.

This replaces trapfinding.

Herbalism (Su): At 3rd level, a natural philosopher augments his knowledge of alchemy with herbal lore. He gains the infusion discovery and can use Knowledge (nature) in place of Craft (alchemy) and Profession (herbalist) checks. He also gains a competence bonus equal to his class level on Craft (alchemy) checks to create alchemical items, and he gains half that bonus on Profession (herbalist) checks to find herbs (for more information on herbalism, see page 152).

This alters alchemy and replaces trap sense and the investigator talent gained at 3rd level.

STAR WATCHER (ARCHETYPE)

Star watchers study the movements and positions of the sun, the moon, and the stars, searching for secrets written in the sky. They use a combination of scientific study and esoteric arts to measure, record, and predict astronomical cycles and their effects on nature, such as the moon's influence on tides and rivers. Some star watchers also use these observations to predict fate and significant events, such as natural disasters.

Weapon and Armor Proficiency: A star watcher gains proficiency with the starknife, but not with the rapier.

This alters the investigator's weapon and armor proficiency.

Astrology (Su): A star watcher studies a symbolic language of the heavens known as astrology. Equal parts art form and science, astrology can be used to read the future and affect it in subtle ways. Much like an alchemist or investigator, a star watcher collects formulae in a formula book. However, the formulae resemble star charts, and unlike alchemists or normal investigators, he uses these formulae along

with personal details and astronomical measurements to make horoscopes—magical calculations stored much like scrolls—in which he can store spells. In many ways, the star watcher's horoscopes function like extracts, with the following exceptions.

A star watcher's horoscope is always keyed to a specific creature that must be willing and present when the star watcher prepares the horoscope. Only the creature to which a horoscope is keyed can activate it and be affected by it. A horoscope is "cast" by reading it as a standard action, though a star watcher can draw and read a horoscope as a single standard action.

A star watcher doesn't gain a competence bonus on Craft (alchemy) checks to create alchemical items, and he cannot identify potions with that skill. Furthermore, a star watcher cannot select alchemist discoveries as investigator talents. A star watcher can study a wizard's spellbook or alchemist's formula book to learn formulae, but a star watcher's formula book is too esoteric for anyone except another star watcher to learn spells from.

This alters alchemy.

Starfinding (Ex): A star watcher adds half his level (minimum 1) as a bonus on Knowledge (geography) checks. He can also use astrological methods to read people. By checking his star charts, he can use Knowledge (geography) in place of Sense Motive checks.

This replaces trapfinding and trap sense.

Investigator Talents: A star watcher can select the following talents, in addition to general investigator talents.

Horoscopic Scrolls (Su): The star watcher gains Scribe Scroll as a bonus feat. He can use the feat to create an arcane scroll of any formula he knows. Unlike horoscopes created with the astrology ability, anyone capable of using arcane scrolls can cast a spell from these scrolls. Additionally, the star watcher can use scrolls as if he were an arcane spellcaster. He can use Knowledge (geography) to identify scrolls as if using *detect magic*. He must hold the scroll for 1 round to attempt such a check.

Precognition (Su): A star watcher can glimpse into the mysterious possibilities of the future and prepare a horoscope he knows he'll need later. Once per day as a swift action, a star watcher can treat an open extract slot as though he had prepared a horoscope keyed to himself in it, choosing one formula of the appropriate level from his formula book. A star watcher must be at least 4th level to select this talent.

Returning Star (Ex): Whenever the star watcher uses a starknife as a thrown weapon against a target of his studied combat, the starknife automatically returns as if it had the *returning* property. The star watcher must have the shooting star investigator talent to select this talent.

Shooting Star (Ex): A star watcher can calculate trajectories with terrifying accuracy. He can apply the benefits of studied combat, studied strike, and investigator talents that add effects to studied combat or studied strike while using a starknife as a thrown weapon.

Access to these additional talents replaces swift alchemy.

KINETICIST

Traditionally, kineticists draw power from the building blocks of the world, using their mastery over the elements (air, earth, fire, and water) to evoke powerful effects. Yet some kineticists seek to draw power from other sources of energy. The unbound power of life itself that runs rampant on the First World is one such source of energy, and so it's no surprise that some kineticists become in tune with the terrain and power of the natural wildlands around them, while others learn how to steal the land's life force to power their abilities.

WOOD (KINETICIST ELEMENT)

Kineticists who focus on the concept of wood as an element are known as phytokineticists. Phytokineticists share a strong bond with the First World and channel the power of primordial life. As there is no "Elemental Plane of Wood," the phytokineticist draws upon pockets of vital energy that form when the Elemental Planes grind against the borders of the First World. Infusions marked with a dagger (†) are described in this section.

Class Skills: A phytokineticist adds Handle Animal and Knowledge (nature) to her list of class skills.

Basic Utility Wild Talent: Phytokineticists gain basic phytokinesis.

Simple Blast: A phytokineticist gains her choice of wood blast or positive blast as a simple blast wild talent, though most phytokineticists start with wood blast. She can use deadly earth, entangling infusion, impale, and pushing infusion with wood blast and its composites.

Defense Wild Talent: A phytokineticist's defense wild talent is flesh of wood.

Wild Talents: 1st—basic phytokinesis, kinetic cover^{OA}, pushing infusion^{OA} †, roots, wood healer, woodland step; 2nd—entangling infusion^{OA} †, merciful foliage; 3rd—brachiation, foxfire infusion†, impale^{OA}, thorn flesh, warp wood; 4th—greensight, healing burst, herbal antivenom, plant disguise, shape wood, toxic infusion†; 5th—plant puppet, spore infusion†, wild growth, woodland step (greater); 6th—deadly earth^{OA} †, green tongue; 7th—green tongue (greater), toxic infusion (greater)†, tree step; 8th—wood soldiers; 9th—forest siege.

KINETICIST WILD TALENTS

The following wild talents can be chosen by a kineticist with wood as a primary or secondary element.

AUTUMN BLAST

Element earth and wood; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites earth blast, wood blast

Blast Type physical; **Damage** any two of bludgeoning, piercing, and slashing (half each)

A burst of fallen leaves and earthy decay batters a single foe.

BASIC PHYTOKINESIS

Element wood; **Type** utility (Sp); **Level** 1; **Burn** 0

You can prune and otherwise tend plants within 30 feet without using gardening tools. You can search wooded areas and other plant-heavy areas from a distance as if using the *sift*^{APG} cantrip. By concentrating, you can detect plants within 120 feet as if using *detect animals or plants*.

BRACHIATION

Element wood; **Type** utility (Su); **Level** 3; **Burn** 0

You can gain a climb speed equal to your base speed when moving through forested terrain.

FLESH OF WOOD

Element wood; **Type** defense (Su); **Level** —; **Burn** 0

Your skin toughens like timber and can turn aside some blows. You gain a +1 enhancement bonus to your existing natural armor bonus. By accepting 1 point of burn, you can increase this enhancement bonus by 1. For every 3 levels beyond 2nd, you can accept 1 additional point of burn to further increase this enhancement bonus by 1 (to a maximum of +7 at 17th level). Whenever you accept burn while using a wood wild talent, phytokinetic power causes your full natural armor bonus to apply to your touch AC for 1 round. You can dismiss and restore this effect as an immediate action.

FOREST SIEGE

Element wood; **Type** utility (Sp); **Level** 9; **Burn** 0

You can transform available plant life into a besieging army. This functions as *greater siege of trees*^{UC}, except you need to concentrate or the effect ends, and you can change targets as a free action. If you accept 1 point of burn, you can prolong the effect without the need for concentration until the next time you recover burn, but you need to spend a standard action to change targets.

FOXFIRE

Element fire or wood; **Type** utility (Sp); **Level** 2; **Burn** 0

Prerequisites fire blast or positive blast

Saving Throw none; **Spell Resistance** yes

You surround a creature with glowing flames that outline it, as per *faerie fire*. If you use foxfire with positive energy, the flames don't give off heat. If you use it with fire, the flames still aren't hot enough to deal damage immediately, but the illuminated creature counts as being under the effects of severe heat and must succeed at a Fortitude save against nonlethal damage after 10 minutes. A creature can extinguish the foxfire automatically as a full-round action.

FOXFIRE INFUSION

Element fire or wood; **Type** substance infusion (Sp); **Level** 3; **Burn** 2

Prerequisite foxfire or positive blast

Associated Blasts blue flame, fire, positive

Saving Throw Will partial

Your blast leaves behind flickering flames that reveal the target's location as per *faerie fire* for 1 minute (or until your next turn if the target succeeds at its save). This effect occurs

even if the foe doesn't take damage, as long as the attack overcomes spell resistance (if any). You can reduce the blast's damage by half to increase the DC of this saving throw by 2. A creature can remove the revealing flames early by taking a full-round action to extinguish them.

GREEN TONGUE

Element wood; **Type** utility (Su); **Level** 6; **Burn** 0

You can speak to plants and hear their whispers, as if constantly under the effect of *speak with plants*.

GREEN TONGUE, GREATER

Element wood; **Type** utility (Su);
Level 7; **Burn** 0

Prerequisite green tongue

You can spend 10 minutes in any outdoor location that would be valid for *commune with nature* in order to contact and chat with fey and leshy spirits, allowing you to gain three pieces of information as per *commune with nature*.

GREENSIGHT

Element wood; **Type** utility (Su);
Level 4; **Burn** 0

You can see through plant material as if you had greensight as per the universal monster rule (*Pathfinder RPG Bestiary 4* 295) with a range of 60 feet.

HEALING BURST

Element aether, void, water,
or wood; **Type** utility (Sp);
Level 4; **Burn** 1

Prerequisite kinetic healer or
void healer

Saving Throw none; **Spell Resistance** yes

You use kinetic healer or void healer (whichever you have, or either if you have both) to heal all creatures in a 30-foot radius around you. Healing burst heals half as much damage as normal, unless your healing amount is based on positive blast, in which case it heals the full amount. Unlike kinetic healer, you must accept the burn yourself. This counts as kinetic healer for the purpose of the kinetic surgeon archetype (the 17th-level metahealer ability heals the kinetic surgeon twice—once for half and once for full).

HERBAL ANTIVENOM

Element wood; **Type** utility (Sp); **Level** 4; **Burn** 0

Your body can produce the herbal remedies necessary to counter almost any poison. You gain a +5 alchemical bonus on saving



throws against poison, as if you were always under the effect of antitoxin. You can use the treat poison action from the Heal skill as a standard action with a mere touch, without a healer's kit, and even on yourself; if you succeed, you grant the touched creature a +5 alchemical bonus against that specific instance of poison in addition to the normal +4 bonus from treat poison. You can accept 1 point of burn while using the treat poison action in this way to also produce the effects of *neutralize poison*.

MERCIFUL FOLIAGE

Element wood; **Type** utility (Su); **Level** 2; **Burn** 0

The First World is a place of rampant life, and you can use some of its energy to ease the danger of your attacks. You can deal nonlethal damage without taking a penalty on attack rolls with your wood blasts or composite blasts that include wood.

PLANT DISGUISE

Element wood; **Type** utility (Sp); **Level** 4; **Burn** 0

You can assume the shape of an immobile plant, as per *tree shape* but transforming into any ordinary Small or Medium plant.

PLANT PUPPET

Element wood; **Type** utility (Sp); **Level** 5; **Burn** 0

You can control plants, causing them to attack your foes. This functions as the aether puppet wild talent, except it controls plants instead of objects. At 12th level, you can grant hardness 5 to Large and larger animated plants.

POSITIVE ADMIXTURE

Element wood; **Type** composite blast (Sp); **Level** —; **Burn** 2
Prerequisites positive blast, any other energy simple blast
Blast Type energy; **Damage** see text
 Choose another energy simple blast you know. Positive admixture's damage is half positive energy and half the chosen blast's type.

POSITIVE BLAST

Element wood; **Type** simple blast (Sp); **Level** —; **Burn** 0
Blast Type energy; **Damage** positive energy
 You blast your foe with positive energy. The positive energy

ROOTS

Element wood; **Type** utility (Su); **Level** 1; **Burn** 0
 Your body sinks roots into soft surfaces, making it hard to move you. This functions as the earth walk wild talent (*Occult Adventures* 24), except it works only on soft surfaces (like soil or snow) and not on stone. If you have both roots and earth walk, the bonuses stack while you're on soft earth surfaces.

SHAPE WOOD

Element wood; **Type** utility (Sp); **Level** 4; **Burn** 0
 You reshape wood to suit your purposes, as per *wood shape*.

SPORE INFUSION

Element wood; **Type** substance infusion; **Level** 5; **Burn** 3
Associated Blasts autumn, spring, summer, verdant, winter, wood
Saving Throw Fortitude negates
 Creatures that take piercing or slashing damage from your blast are infected with spores. If a target fails its Fortitude save, it takes 1d6 points of damage per round for 10 rounds as plants and fungi grow out of its body. At the end of that time, the target is exposed to the pulsing puffs disease. This infusion is a disease effect. When using a wood kinetic blast against a creature infected by this infusion, you gain a +2 bonus on attack rolls, to saving throw DCs, and on caster level checks to overcome spell resistance.

Pulsing Puffs: Blast—injury; save Fort DC 18; onset 1 minute; frequency 1/day; effect 1d6 Dex damage; cure 2 consecutive saving throws.

SPRING BLAST

Element air and wood; **Type** composite blast (Sp); **Level** —; **Burn** 2
Prerequisites air blast, wood blast
Blast Type physical; **Damage** half bludgeoning and half slashing or piercing
 Sharp blossoms and pummeling seeds buffet your foe.

SUMMER BLAST

Element fire and wood; **Type** composite blast (Sp); **Level** —; **Burn** 2
Prerequisites fire blast, wood blast
Blast Type physical; **Damage** half fire and half bludgeoning, piercing, or slashing
 A burning blast of heat and sun-dried foliage tears at your foe.

THORN FLESH

Element wood; **Type** utility (Sp); **Level** 3; **Burn** 1
Prerequisite flesh of wood
 You cover your body in barbed thorns that injure foes who strike you. This functions as the jagged flesh wild talent (*Occult Adventures* 25).



**TOXIC INFUSION**

Element wood; **Type** substance infusion; **Level** 4; **Burn** 3
Associated Blasts autumn, spring, summer, verdant, winter, wood
Saving Throw Fortitude negates
 The plants in your blast are mildly toxic. All creatures that take piercing or slashing damage from your blast are sickened for 1 round.

TOXIC INFUSION, GREATER

Element wood; **Type** substance infusion; **Level** 7; **Burn** 4
Prerequisites toxic infusion
Associated Blasts autumn, spring, summer, verdant, winter, wood
Saving Throw Fortitude negates
 Your plant toxin is more virulent. Each time you use this infusion, choose a physical ability score. Creatures that take piercing or slashing damage from your blast are exposed to your poison.
 Blast—injury; *save* Fort; *frequency* 1/round for 6 rounds; *effect* 1d2 damage to the chosen ability score; *cure* 2 consecutive saves.

TREE STEP

Element wood; **Type** utility (Sp); **Level** 7; **Burn** 1
Prerequisites greater woodland step, woodland step
 You can enter a tree and magically transport to a different tree of the same type within range, as per *tree stride*. Each time you activate this ability, it lasts until you have taken a number of tree steps equal to your kineticist level, your burn is removed, or you accept burn again to refresh it. Each time your burn is removed, you can automatically activate this ability once and ignore the burn cost. You can accept 1 additional point of burn while this ability is active to use all remaining tree steps at once, adding up the total distance traveled and instantly reaching your destination tree even if there wouldn't have been enough trees along the way to make the journey one at a time.

VERDANT BLAST

Element wood; **Type** composite blast (Sp); **Level** —; **Burn** 2
Prerequisites primary element (wood), expanded element (wood)
Blast Type physical; **Damage** bludgeoning, piercing, slashing, and optionally positive energy
 You blast your foes with fanciful wild growth overflowing with positive energy from the First World. Verdant blast's damage counts as positive energy damage only when it would be beneficial for you.

WARP WOOD

Element wood; **Type** utility (Sp); **Level** 3; **Burn** 0
 You can bend and twist plants and wooden objects. This functions as *warp wood*.

WILD GROWTH

Element wood; **Type** utility (Sp); **Level** 5; **Burn** 0
 You can charge plants with life energy, hindering your enemies or aiding local farmers. This functions as *plant growth*.

WINTER BLAST

Element water and wood; **Type** composite blast (Sp); **Level** —; **Burn** 2
Prerequisites cold blast, wood blast
Blast Type physical; **Damage** half cold and half bludgeoning, piercing, or slashing
 You unleash a blast of frigid frost and jagged, bare branches at your target.

WOOD BLAST

Element wood; **Type** simple blast (Sp); **Level** —; **Burn** 0
Blast Type physical; **Damage** bludgeoning, piercing, or slashing
 You lash out with boughs, vines, or a deluge of stinging blooms.

WOOD HEALER

Element wood; **Type** utility (Sp); **Level** 1; **Burn** 1; see text
Prerequisite positive blast
Saving Throw none; **Spell Resistance** yes
 This functions as kinetic healer, but you must base the amount of healing on your positive blast, not wood blast. A phytokineticist with positive blast as her first blast qualifies for the kinetic surgeon archetype and gains this utility talent instead of kinetic healer. This wild talent counts as kinetic healer for prerequisites for selecting other kineticist wild talents.

WOOD SOLDIERS

Element wood; **Type** utility (Su); **Level** 8; **Burn** 1
 Your presence animates surrounding plant life and causes it to fight by your side. Each time you recover burn, you automatically use this ability once and ignore the burn cost. This functions as *wooden phalanx*^{UM}, except you always animate four golems, and the duration lasts until the next time you recover burn. If you have spring blast, one of your golems gains a 30-foot fly speed (average maneuverability). If you have summer blast, one of your golems is healed by fire damage, is vulnerable to cold, and deals 1d6 extra points of fire damage on slam attacks and when splintering. If you have autumn blast, one of your golems gains a 20-foot burrow speed. If you have winter blast, one of your golems deals 1d6 extra points of cold damage on its slam attacks and when splintering. Each of the above modifications must apply to a different golem.

WOODLAND STEP

Element wood; **Type** utility (Su); **Level** 1; **Burn** 0
 You gain woodland stride, as per the druid ability. Due to your ability to manipulate plants, you can attempt a caster level check (DC = 11 + the spell's caster level) as a standard action to also ignore magically manipulated plants (but not creatures of the plant type).

WOODLAND STEP, GREATER

Element wood; **Type** utility (Sp); **Level** 5; **Burn** 0
Prerequisite woodland step
 The plants actively assist you and nearby allies. You and all allies within 30 feet benefit as per *forest friend*^{UC}.

BLIGHTED DEFILER (ARCHETYPE)

A few kineticists have developed the ability to steal the life force from the surrounding land in order to infuse themselves with unnatural strength beyond their bodies' normal capabilities.

Alignment: Blighted defilers must be evil in order to use steal power, since defiling the land and reaping the vulnerable for power is a particularly vile act. Nonevil blighted defilers can continue to gain kineticist levels and use their other abilities.

This alters the kineticist's alignment.

Steal Power (Su): A number of times per day equal to her Strength modifier, a blighted defiler can draw energy from the surrounding land to gather power, gaining one of the three following benefits.

She can increase the burn reduction from gather power by 1 for a blast wild talent.

Alternatively, she can use gather power to reduce the cost of a defense, infusion, or utility wild talent by 1, regardless

of whether she gathers power for longer or has abilities that increase the burn reduction from gather power.

Finally, she can siphon the energy into healing herself, recovering 2 hit points per kineticist level.

When a blighted defiler uses steal power, she afflicts the area within a radius of 250 feet per kineticist level (maximum 5,000 feet at 20th level) by stunting plants as the stunt growth option from *diminish plants*, weakening and killing minor wildlife (creatures too small or insignificant to themselves have statistics), and reducing the rate of live birth among the other surviving creatures in the area. If a blighted defiler uses steal power in an area that overlaps a previous use of her steal power within the same month, she expends a daily use and the remaining area is still blighted as above, but she doesn't gain any benefits. Steal power doesn't work in barren landscapes, the void of space, or other places without enough life to steal.

This alters gather power.

Elemental Might (Ex): A blighted defiler uses her Strength modifier instead of her Constitution modifier to determine her damage with wild talents, the DCs of Constitution-based wild talents, the durations of wild talents with Constitution-based durations, her bonus on concentration checks for wild talents, and other Constitution-based effects of her wild talents. She can't use abilities to substitute her Strength modifier for another ability score when determining damage from wild talents.

A blighted defiler gains attack and damage bonuses from elemental overflow based on her current burn total + the number of times she successfully used steal power that day. For instance, a 9th-level blighted defiler who used steal power twice and had 1 point of burn would add a +3 bonus on attack rolls and a +6 bonus on damage rolls. A blighted defiler does not gain size bonuses to physical ability scores or a chance to ignore critical hits and sneak attacks from elemental overflow.

This alters the key ability score of wild talents and elemental overflow.

Life Buffer (Su): At 6th level, a blighted defiler gains a buffer she can use to store life potential from healthy areas in order to use it later. She must use steal power on a healthy area and take none of the three usual benefits, and this doesn't count as a use of steal power for elemental might or stolen strength. This grants her buffer 1 life point. It can hold 1 life point at 6th level, 2 life points at 11th level, and 3 life points at 16th level.

When using steal power, she can spend 1 life point to gain the benefits even in an area she already blighted that month. Life points remain in the buffer until she spends them.

This replaces internal buffer.

Stolen Strength (Su): At 6th level, a blighted defiler gains the ability to collect





unused portions of the life she's stolen throughout the day to bolster herself. After the third time she successfully uses steal power in a given day, she gains a +2 size bonus to Strength and to either Dexterity or Constitution until she recovers uses of steal power. Starting at 11th level, after the fifth time the blighted defender successfully uses steal power in a day, she instead gains a +4 size bonus to Strength and a +2 size bonus to Dexterity and Constitution, and she can use the life energy to increase her size category by one (to a maximum of Large). Starting at 16th level, after the seventh time the blighted defender successfully uses steal power in a day, her size bonuses increase to +6 to Strength, +4 to either Dexterity or Constitution, and +2 to the remaining ability score, and she can also grow to Huge. Finally, at 20th level, after the 9th time she successfully uses steal power in a day, she can also grow to Gargantuan. All of these size increases function as kinetic form, meaning they don't change her ability scores in any way. A blighted defiler can never gain an elemental defense, even from expanded defense.

This replaces elemental defense.

Steal Life (Su): At 20th level, a blighted defiler who successfully uses steal power when gathering power as a move action can use a standard action on the same turn and choose a living creature within 30 feet. The creature must succeed at a Fortitude save (DC = 20 + the blighted defiler's Strength modifier) or die; this is a death effect. If the creature dies and was CR 10 or higher, on the blighted defiler's next turn, she counts as if she had used a full round to gather power with steal power. If the target survives or was lower than CR 10, she loses all benefits from both her gather power and steal power, as normal at the end of her turn.

This replaces omnikinesis.

TERRAKINETICIST (ARCHETYPE)

Terrakineticists have a stunted ability that allows them to access the Elemental Planes, but they've learned how to turn this limited talent into an incredible strength by tapping into the ambient elemental nature of the land surrounding them.

Terrakinesis: Whenever a terrakineticist gains a wild talent that isn't a universal talent, she chooses one wild talent of the appropriate level from each of the six elements (aether, air, fire, earth, water, and wood). She can use wild talents of the same element that she chose in this way to meet prerequisites for these wild talents. Instead of gaining one kineticist blast, a terrakineticist chooses one simple blast from each element that has more than one simple blast.

When in a corresponding terrain, as determined by the ranger favored terrain categories, her element changes to the corresponding element (granting her class skills, basic utility wild talent, simple blast, and elemental defense as appropriate), and she gains all the wild talents she selected from the corresponding element.

Aether corresponds to urban and the Ethereal Plane; air corresponds to hill, mountain, plains, and the Plane of Air; fire corresponds to desert and the Plane of Fire; earth corresponds to underground and the Plane of Earth; water corresponds to cold, swamp, water, and the Plane of Water; and wood corresponds to forest, jungle, the First World, and the Positive Energy Plane. In areas that might count as multiple types of terrain, the GM decides which element predominates, and in certain areas not covered by the ranger favored terrains (such as the upper atmosphere) or in those with strong elemental energy (like an underground temple of a fire cult), the corresponding element might differ. If the kineticist class gains additional elements, those elements also gain corresponding terrains at the GM's discretion, and the terrakineticist chooses wild talents from those elements. A terrakineticist should almost never be in a situation that doesn't correspond to any of these elements, but in such an unusual circumstance (for instance, the void of space given the standard six elements), she loses access to all her wild talents, even her universal wild talents.

When her element changes, she loses the benefits of all active wild talents from the previous element, even if it would usually last until the next time she recovers burn. However, time spent in other terrain still counts against the ability's duration; if she changes back again to the original element, the benefit returns only if it has any remaining duration.

This alters elemental focus and kinetic blast.

Terrakinetic Defense: At 2nd level, a terrakineticist's elemental defense wild talent changes with her corresponding element, just like her other wild talents. However, unlike her other wild talents, any burn she invests in one element's elemental defense carries over to her elemental defense when her element changes. For instance, if a 6th-level terrakineticist invested 2 points of burn in flesh of stone to gain 2 additional points of damage reduction and then entered a city and changed to aether, she would have 2 points of burn invested in force ward and increase the force ward's temporary hit points by 6.

This alters elemental defense.

Expanded Terrakinesis: At 7th level, a terrakineticist gains both simple blasts for the element corresponding to her current terrain, if that element has two, and the composite blast associated with expanding in that element (force blast, thunderstorm blast, blue flame blast, metal blast, ice blast, and verdant blast). She also gains a universal infusion or utility talent for which she meets the prerequisites. At 15th level, she gains one infusion or utility wild talent for which she meets the prerequisites.

This replaces expanded element.

Omniterrakinesis (Su): At 20th level, a terrakineticist can accept 1 point of burn as a free action at the start of her turn to change her element without regard to the surrounding terrain until the beginning of her next turn.

This replaces omnikinesis.

MONK

Some monks find hidden meaning in the seemingly random eddies of nature's flow. They strive to protect the wildlands or become one with the subtleties of nature.

MENHIR GUARDIAN (ARCHETYPE)

Menhir guardians are ascetic protectors of sacred druidic sites, less concerned with structure and maintaining internal order than they are with preserving the natural balance of the world.

Alignment: A menhir guardian can be lawful neutral, neutral good, neutral evil, or neutral. While they can work with chaotic allies, they cannot themselves be chaotic.

This alters the monk's alignment requirement.

Weapon and Armor Proficiency: A menhir guardian is proficient with the club, dagger, dart, quarterstaff, sickle, shortspear, sling, and spear. A menhir guardian can use these weapons in conjunction with his wild flurry ability.

This replaces the monk's weapon and armor proficiency.

Claws (Ex): A menhir guardian learns to draw upon natural forces to subtly change his body. He gains the shifter's shifter claws class feature and treats his monk level as his shifter level for the purposes of this ability. The menhir guardian cannot use the ki strike aspect of ki pool.

This replaces unarmed strike and alters ki pool.

Wild Flurry (Ex): A menhir guardian gains flurry of blows. He can use this ability with the natural attacks provided by his shifter claws ability or the weapons specified above under weapon and armor proficiency.

This alters flurry of blows.

Rebuking Strike (Ex): At 1st level, a menhir guardian can channel his ki into a devastating strike that repels his enemies. A menhir guardian must declare that he is using rebuking strike before making a natural attack with his claws. On a hit, a foe damaged by the menhir guardian's claws must succeed at a Fortitude saving throw (DC = 10 + half the menhir guardian's level + his Wisdom modifier) or be pushed back 5 feet directly away from the menhir guardian, plus an additional 5 feet for every 4 levels the menhir guardian has beyond 1st. If this movement would be blocked by a solid object, the target of rebuking strike takes 1d6 points of damage per 10 feet moved and falls prone at the end of the movement.

At 5th level, a creature that fails its save against a menhir guardian's rebuking strike also has its speed reduced by half for a number of rounds equal to the menhir guardian's level.

At 15th level, a creature that fails its save is also affected by *aversion*^{OA}, making it avoid the menhir guardian's current location for 1 round per level the menhir guardian has.

The menhir guardian can attempt a rebuking strike a number of times per day equal to his monk level but only once per round.

This replaces stunning fist, high jump, and quivering palm.

WASTELAND MEDITANT (ARCHETYPE)

Some monks journey to remote and isolated corners of the world to find serenity and a heightened sense of awareness.

Dehydrating Strike (Su): As a free action as part of a melee attack, a wasteland meditant can draw the moisture out of a living creature damaged by his unarmed strike. Unless the creature succeeds at a Will save (DC = 10 + half the monk's level + his Wisdom modifier), the creature is fatigued for a number of rounds equal to half the wasteland meditant's level (minimum 1). At 5th level, the creature struck is also staggered for 1 round if it fails its save. At 10th level, a creature that fails its save is exhausted instead of fatigued.

When used against a plant creature or a creature with the water subtype, dehydrating strike inflicts the above conditions (as applicable) on a failed save and also deals 1d6 points of damage, plus 1d6 additional points of damage at 4th level and every 4 levels thereafter. This damage is in addition to the wasteland meditant's normal unarmed strike damage. A wasteland meditant can use this ability a number of times per day equal to 3 + his Wisdom modifier but only once per round.

Creatures immune to critical hits or precision damage are immune to this ability.

This replaces stunning fist.

Vigor (Ex): At 2nd level, when a wasteland meditant succeeds at a Fortitude save against an effect with a partial effect on a successful save, he instead suffers no effect.

This replaces evasion.

Desert Strider (Ex): At 4th level, a wasteland meditant ignores movement penalties for difficult terrain when in desert terrain. Additionally, he kicks up dust around his body whenever he performs a double move action in desert terrain. This dust grants the wasteland meditant concealment. The miss chance granted by this concealment starts at 10% at 4th level and increases by 10% at 6th level and every 2 levels thereafter, to a maximum of 80% at 18th level. This concealment lasts until the start of the meditant's next turn and stacks with any concealment provided by movement, such as from the Wind Stance feat.

This replaces slow fall.

Improved Vigor (Ex): At 9th level, a wasteland meditant's vigor ability improves. He still takes no damage on a successful Fortitude saving throw against attacks, but henceforth he takes only half damage on a failed save.

This replaces improved evasion.

Pillar of Salt (Su): At 15th level, a wasteland meditant can transform a creature's body into a column of crumbling salt with a touch. He can use pillar of salt once per day as part of an unarmed strike, and he must announce his intent before making his attack roll. Creatures immune to critical hits or transmutation effects cannot be affected. A creature successfully damaged by the wasteland meditant's unarmed strike must succeed at a Fortitude saving throw (DC = 10 + half the monk's level + his Wisdom modifier) or begin to calcify. Each round thereafter, the target of pillar of salt takes 2 points of Strength and Dexterity drain and gains a +1 bonus



to its natural armor as a crust of salt begins to cover its body and restrict movement. These effects take place every round at the start of the wasteland meditant's turn and continue for 1 round per level the wasteland meditant has. If the target is reduced to 0 Strength or Dexterity at any time during this duration, the creature is instantly killed and its body is transformed into a pillar of salt. A creature killed in this way can't be brought back to life except by *miracle*, *true resurrection*, or *wish*. Total immersion in water suppresses the ongoing effects of pillar of salt but resets the accumulated natural armor bonus to zero. As long as the target lives, the ongoing effect of pillar of salt can be ended via a *heal* spell.

This replaces quivering palm.

WATER DANCER (ARCHETYPE)

Water dancers derive their martial training from ancient nereid traditions jealously guarded by these enigmatic fey.

Elemental Focus (Su and Sp): A water dancer gains the elemental focus ability of the kineticist^{OA} class, but must choose water as his element. He gains the basic hydrokinesis wild talent as normal, and gains the kinetic blast feature of the kineticist class for the water element, using his monk level as his effective kineticist level. He can't use his kinetic blast when armored or encumbered.

This replaces flurry of blows, stunning fist, and quivering palm.

Nereid's Grace (Su): When unarmored and unencumbered, a water dancer adds 1 point of Charisma bonus per monk level to his Armor Class as a dodge bonus. If he is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus. He uses his Charisma score instead of his Wisdom score to determine the size of his ki pool and the DC and effects of monk class features.

This replaces the bonus feat the monk normally gains at 1st level.

Unarmed Strike: A water dancer gains the unarmed strike monk class feature but treats his unarmed strike damage as that of a monk 4 levels lower (minimum 1st level).

This alters unarmed strike.

Burn (Ex): At 2nd level, a water dancer gains the burn class feature of the kineticist class.

This replaces evasion.

Wild Talents: At 2nd level and every 4 levels thereafter, a water dancer selects a new utility wild talent from the list of options available to the kineticist class, treating his monk level - 2 (minimum 1) as his kineticist level for the purpose of fulfilling prerequisites as well as for level-dependent effects of the utility talent. He can select only universal wild talents or those that match his element (see elemental focus above). At 6th, 10th, and 16th levels, he can replace one of his utility wild talents with another wild talent of the

same level or lower. He can't replace a wild talent that he used to qualify for another of his wild talents.

This replaces the bonus feats at 2nd, 6th, 10th, 14th, and 18th levels.

Water Dance (Su): At 4th level, a water dancer can move across any liquid surface as though it were solid ground up to a maximum distance of 20 feet before falling through the liquid's surface as normal. This distance increases by 10 feet at 6th level and every 2 levels thereafter, to a maximum of 90 feet at 18th level. Additionally, at 10th level the water dancer can even move vertically up water surfaces (such as a flowing waterfall) as though under the effects of *spider climb*. If he runs out of movement before reaching a solid surface when climbing a vertical water source, he immediately falls.

This replaces slow fall.

Metakinesis (Su): At 9th level, a water dancer gains the ability to alter his kinetic blasts as the kineticist's metakinesis (empower) class feature.

This replaces improved evasion.

Water Stride (Sp): At 12th level, a water dancer can leap from one source of water to another as per *dimension door* as a move action by expending 1 point of ki from his ki pool. He must begin and end his movement in a space of water equal to his size. He cannot take other creatures with him when he uses this ability.

This replaces abundant step.



OCCULTIST

Many occultists travel the world searching for treasured relics through which they can channel their power. While for most occultists these must be artifacts crafted by mortal hands, some occultists can tease out the psychic significance hiding within natural wonders such as a mesmerizing geode or a piece of fossilized wood twisted into an interesting shape. These occultists learn to make contact with the spirits of nature or draw magic from the land itself.

GEOMANCER (ARCHETYPE)

A geomancer studies every type of land, deriving power from the differences between types of terrain.

Class Skills: A geomancer adds Knowledge (geography), Knowledge (nature), and Survival to his list of class skills instead of Disable Device, Knowledge (engineering), and Knowledge (religion).

This alters the occultist's class skills.

Geomantic Focus (Su): When a geomancer invests mental focus into his implements for the day, he can store some of it in the surrounding terrain. As long as he remains in physical contact with the terrain, he gains the survivalist resonant power and the ability to use the terrain stride, dominion, and wall of terrain focus powers as appropriate for his level.

This alters mental focus.

Geomancy (Su): A geomancer learns one fewer implement school at 1st level. Instead, the spells that he knows are partially determined by the type of terrain he is currently in (and the level of spells he can cast). When he leaves a type of terrain, he loses knowledge of the spells that terrain grants and instead knows the spells granted by the new type of terrain he has entered. If a specific terrain falls into more than one category, the geomancer chooses which list of spells he receives when he enters the terrain. The spells at each spell level for the various types of terrain are listed below.

Cold: 1st—*frostbite*^{UM}, 2nd—*frigid touch*^{UM}, 3rd—*sleet storm*, 4th—*creeping ice*^{ACG}, 5th—*icy prison*^{UM}, 6th—*freezing sphere*.

Desert: 1st—*sun metal*^{UC}, 2nd—*shifting sand*^{APG}, 3rd—*cup of dust*^{APG}, 4th—*fire shield*, 5th—*flame strike*, 6th—*sirocco*^{APG}.

Forest: 1st—*entangle*, 2nd—*tree shape*, 3rd—*speak with plants*, 4th—*arboreal hammer*^{UM}, 5th—*tree stride*, 6th—*liveoak*.

Jungle: 1st—*nauseating dart*^{ACG}, 2nd—*sickening entanglement*^{ACG}, 3rd—*venomous bolt*^{APG}, 4th—*poison*, 5th—*snake staff*^{APG}, 6th—*swarm skin*^{APG}.

Mountain: 1st—*stone fist*^{APG}, 2nd—*stone call*^{APG}, 3rd—*stone shape*, 4th—*obsidian flow*^{UC}, 5th—*cave fangs*^{*}, 6th—*move earth*.

Plains: 1st—*mount*, 2nd—*gust of wind*, 3rd—*plant growth*, 4th—*aspect of the stag*^{APG}, 5th—*control winds*, 6th—*whip of ants*^{ACG}.

Planes (Other Than the Material Plane): 1st—*endure elements*, 2nd—*rope trick*, 3rd—*blink*, 4th—*dimensional anchor*, 5th—*planar adaptation*^{APG}, 6th—*plane shift*.

Swamp: 1st—*mudball*^{ARG}, 2nd—*burst of nettles*^{UM}, 3rd—*lily pad stride*^{APG}, 4th—*slowing mud*^{ACG}, 5th—*insect plague*, 6th—*mass fester*^{APG}.

Underground: 1st—*expeditious excavation*^{APG}, 2nd—*darkvision*, 3rd—*meld into stone*, 4th—*echolocation*^{UM}, 5th—*suffocation*^{APG}, 6th—*conjure black pudding*^{UM}.

Urban: 1st—*urban grace*^{ARG}, 2nd—*share language*^{APG}, 3rd—*urban step*^{UI}, 4th—*zone of silence*, 5th—*telepathic bond*, 6th—*statue*.

Water: 1st—*air bubble*^{UC}, 2nd—*slipstream*^{APG}, 3rd—*water breathing*, 4th—*fluid form*^{APG}, 5th—*geyser*^{APG}, 6th—*control water*.

This alters implements.

Survivalist (Su): At 2nd level, a geomancer gains a +1 bonus on Survival checks for every point of mental focus invested in the terrain (to a maximum equal to his occultist level).

This replaces magic item skill.

Terrain Stride (Su): At 5th level, as a swift action, a geomancer can expend 1 point of mental focus invested in the terrain to increase all of his movement speeds by 10 feet. At 5th level, the geomancer can expend 2 points of mental focus invested in the terrain to instead increase all of his movement speeds by 20 feet. This affects only movement speeds he already has.

This replaces aura sight.

Dominion (Su): At 7th level, as a standard action, a geomancer can expend 1 or more points of mental focus invested in the terrain to infuse himself and each of his allies within 30 feet of him with the might of the land. Affected creatures gain a +1 morale bonus on attack rolls, damage rolls, and Fortitude saves for every point of mental focus expended. These bonuses last for 1 minute and can't exceed one-quarter the geomancer's occultist level.

This replaces the focus power gained at 7th level.

Wall of Terrain (Sp): At 13th level, as a standard action, a geomancer can expend 3 points of mental focus invested in the terrain to fashion a solid wall of the surrounding terrain, no matter its actual composition. This functions as per *wall of stone*, using the geomancer's occultist level as his caster level. By expending an extra point of generic mental focus, he can increase the hardness of the wall to 10 and give it an extra 5 hit points per inch of thickness.

This replaces the focus power gained at 13th level.

NATURALIST (ARCHETYPE)

A naturalist eschews the contact with outsiders that other occultists use as the core of their work. Instead, he attunes his mind to the natural spirits that exist everywhere, just out of sight for the unawakened mind.

Class Skills: A naturalist adds Knowledge (nature) to his list of class skills instead of Knowledge (planes).

This alters the occultist's class skills.

Natural Focus (Su): A naturalist can always hear the spirits of nature whispering in his ears, and sometimes those whispers contain helpful advice. As a free action, a naturalist can expend 1 point of generic mental focus before rolling an ability check, saving throw, or skill check



to add 1d6 to the result. The naturalist must be conscious and aware to use this ability, and he can use this ability at most once per round.

At 8th level, the naturalist's natural focus die increases to 1d8, and at 16th level it increases to 1d10.

This ability doesn't function while the naturalist is wearing metal armor or using a metal shield (although he can wear a suit of armor or use a shield altered by the *ironwood* spell). This restriction is similar to the druid's armor restriction.

This alters mental focus and replaces magic circles and fast circles.

Tree Talker (Sp): At 8th level, a naturalist can cast *speak with plants* three times per day as a spell-like ability with a caster level equal to his occultist level. In addition, when the naturalist uses this power, he can whisper a message of 25 or fewer words to the surrounding plant life and designate a creature with which he is familiar. The next time that creature is on the same plane of existence and in an area of similar vegetation, it receives the message.

This replaces outside contact.

Reflect on the Land (Sp): At 12th level, a naturalist can cast *commune with nature* once per day as a spell-like ability with a caster level equal to his occultist level.

This replaces binding circles.

OCCULT HISTORIAN (ARCHETYPE)

Many wilderness areas contain the remnants of ancient civilizations, with some waiting to be discovered and some held by fierce monsters or devious cults. An occult historian seeks these ruins not only for their esoteric artifacts but also to learn the structures' secrets.

Ruin Reading (Su): At 2nd level, an occult historian can glean secrets from ruined structures. She must spend 1 minute examining and touching part of the structure (such as a wall or a doorframe). At the end of the minute, the occult historian attempts a Knowledge (history) check. If the ruin has been claimed as a lair for a creature, the DC of this check is equal to 10 + the CR of the most powerful creature in the ruin. If the ruin holds a magic item (or multiple magic items), the DC of this check is equal to 11 + the highest caster level of all the magic items

in the ruin. If the occult historian succeeds at the check, she learns the layout of the area of the ruin within 30 feet of her (including any secret doors), as well as a piece of information about the structure's history (as determined by the GM).

At 5th level, the occult historian can see into a ruin's past. This reveals the same information that can be gathered with the spell *retroognition*^{DA}, except the occult historian can use it only in ruins. If the occult historian succeeds at the check outlined above, she sees the events that occurred in the ruin over the past hour; for each minute she concentrates, she can see 1 additional hour into the ruin's past. If the result of her check exceeds the DC by 5 or more, she can see the events that occurred over the past week, plus for 1 additional week per minute she concentrates. If the result of her check exceeds the DC by 10 or more, she can see the events of the past year, plus for 1 additional year per minute she concentrates. If the result of her check exceeds the DC by 20 or more, she can see the events of the past century, plus for 1 additional century per minute she concentrates.

An occult historian can use ruin reading once per day, plus an additional time every 4 levels thereafter, to a maximum of five times per day at 18th level.

This replaces object reading and aura sight.

Trap Sense (Ex): At 3rd level, an occult historian gains trap sense +1, as per the rogue class feature of the same name.

This bonus improves by 1 for every 3 occultist levels gained after 3rd, to a maximum of +6 at 18th level.

This replaces the focus power gained at 3rd level.

Crumbling Strike (Su): At 12th level, an occult historian can channel the erosion of countless ages into a single melee strike. As a full-round action, the occult historian can make a melee attack against a single target at her highest base attack bonus. If she hits, she deals 2d6 points of damage per occultist level she has (maximum 40d6). If the target succeeds at a Fortitude save (the save DC is equal to 10 + half the occult historian's occultist level + her Intelligence modifier), it takes only 5d6 points of damage. A creature slain by this attack crumbles to dust.

The occult historian can use this ability once per day, plus an additional time per day at

16th and 20th levels.

This replaces outside contact 2, 3, and 4.



ORACLE

Oracles draw their powers and curses from many forces of the multiverse, but some of the most primal draw on the elements and the wild flow of nature. Oracles associated with the natural world typically have no specific restrictions on the mysteries they can select, but they usually avoid mysteries that have little in common thematically with nature or the wild. As a result, it's somewhat unusual for a wilderness-themed oracle to select the mysteries of dark tapestry or intrigue. For each archetype listed below, recommended mysteries are listed. If your oracle chooses a mystery outside of these recommendations, it's best to come up with an interesting story reason for why she has chosen the unusual option.

ELEMENTALIST ORACLE (ARCHETYPE)

An elemental oracle shares an affinity with the elements and elemental creatures. She can communicate with elemental creatures and can eventually become an elemental herself. She sees perfection in manifestations of elemental fury in the natural world, be they the thunderous wrath of the storm, the churning waters of the ocean's tides or a

flooding river, the terrain-shaping power of a landslide or earthquake, or the apocalyptic fury of a volcanic eruption.

Recommended Mysteries: Flame, stone, waves, wind.

Bonus Spells: *Elemental touch*^{APG} (4th), *protection from energy* (6th), *elemental body* (8th), *summon monster V* (elementals only; 10th), *elemental body III* (12th), *elemental swarm*^{APG} (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: An elemental oracle must take the following revelations at the listed levels.

Elemental Linguist (Su): At 1st level, you gain a bonus language of your choice from the following list: Aquan, Auran, Ignan, or Terran. At 5th, 10th, and 15th levels, you gain another language chosen from this list.

Elemental Form (Su): At 11th level, you gain the air, earth, fire, or water subtype and an associated ability:

- Air: Fly speed of 30 feet with perfect maneuverability.
- Earth: Tremorsense with a range of 30 feet.
- Fire: Immunity to fire and vulnerability to cold.
- Water: Swim speed of 30 feet and the ability to breathe underwater.

Elemental Revelation (Su): At 20th level, you fully harness the power of the elements. You can apply the Elemental Spell metamagic feat (*Pathfinder RPG Advanced Player's Guide* 158) to spells you cast without increasing the level or casting time. You can choose acid, cold, electricity, or fire each time you use this ability. Whenever you score a critical hit with an attack that deals energy damage, you ignore the target's energy resistance (if any). If you score such a critical hit against a creature that has immunity to the energy type you are attacking with, the creature takes half damage from the attack.

This replaces final revelation.

RIVER SOUL (ARCHETYPE)

River soul oracles derive their powers from their bonds with rivers, whether these waterways are rapid cascades or lazy channels plied by boats. The powerful bond formed with a river is also the river soul oracle's curse, as he must always carry water from the river with him, and his fate is bound to it. River soul oracles can be gentle and still when calm, but they're raging torrents when angered.

Class Skills: A river soul oracle adds Escape Artist, Knowledge (nature), Survival, and Swim to his list of class skills.

This replaces the class skills granted by the oracle's mystery and alters the oracle's class skills.

Recommended Mysteries: Life, nature, stone, waves.

Bonus Spells: *Hydraulic push*^{APG} (2nd), *hydraulic torrent*^{APG} (6th), *control water* (8th), *cone of cold* (10th), *world wave*^{APG} (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

River Bound Curse (Su): You bind your power to one particular river, which is the source of your spells and





class abilities. You must carry a small vessel containing water from the river you are bound to at all times. If the vessel is destroyed or travels more than 10 feet away from you, you are unable to cast oracle spells or use your supernatural or spell-like class abilities until you recover the vessel or fill a new one with water from the river to which you are bound. Once per month, you can bond with a different river in a ceremony at that river that takes 12 hours to complete. You lose your bond with the previous river in the process.

This replaces oracle's curse.

Revelations: A river soul oracle must take the following revelations at the listed levels.

River Flow (Su): At 1st level, as a free action while you are underwater, you can negate the penalties you take for making bludgeoning, piercing, and slashing melee attacks underwater. You can use this ability a number of rounds per day equal to 1 + your Charisma modifier (minimum 1). The rounds do not have to be used consecutively.

River Form (Su): At 11th level, you can become one with a river. Once a day as a standard action, while immersed in a river, you can completely merge with it. Your body and all your gear meld into the water, as per *meld into stone*, except abilities that control or shape water expel you and deal you 5d6 damage rather than abilities that control or shape stone. You travel along with the river at the rate it is currently moving. You can remain in this form a number of hours equal to 3 + your Charisma modifier (minimum 1). Transforming back to your normal form is a swift action.

River Soul Revelation (Su): At 20th level, you strengthen your ties to the river with which you bonded. While traveling on or immersed in the river, you gain fast healing 10 and immunity to bleed, death attacks, exhaustion, fatigue, nausea effects, negative levels, and sickened effects. Additionally, if you are slain and your body or some part of your body (including your ashes, if applicable) is floated down the river in a specially prepared vessel costing 5,000 gp, you return to life as per *resurrection* once you reach the mouth of the river, as long as the trip has taken 24 hours or longer.

This replaces final revelation.

TREE SOUL (ARCHETYPE)

Tree souls develop an affinity not just with trees but also with objects carved from them, feeling the essence of the tree's spirit living within. By bonding to trees, they learn to manipulate the trees' power to produce divine energy. The type of tree a tree soul oracle bonds to often seems to influence the oracle's personality. A tree soul who is bound to a towering redwood may value traditions and be slow to anger, while a tree soul bound to a smaller pine tree might be quick to react and have a somewhat prickly personality. Regardless of the trees they form their metaphysical attachment to, tree soul oracles tend to be steadfast and stubborn, having an aura of timelessness even as the world changes around them.

Class Skills: A tree soul adds Acrobatics, Climb, Knowledge (nature), and Survival to her list of class skills.

This replaces the class skills granted by the oracle's mystery and class skills.

Weapon and Armor Proficiency: Tree souls are proficient with light and medium armor but are prohibited from wearing metal armor. A tree soul can also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. Tree souls are proficient with shields (except tower shields) but can use only those crafted from wood.

A tree soul who wears prohibited armor or uses a prohibited shield is unable to cast oracle spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Recommended Mysteries: Ancestor^{UM}, lore, nature, wood^{UM}.

Bonus Spells: *Warp wood* (2nd), *tree stride* (10th), *ironwood* (12th), *changestaff* (14th), *repel metal or stone* (16th), *greater siege of trees*^{UC} (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Tree Bound Curse (Su): You bind your power to a specific tree. Any damage to the tree deals the same amount of damage to you, overcoming DR, energy resistance, and immunities. Damage you take in this way cannot be healed by normal or magical means until your bonded tree is healed or destroyed. The damage can reduce you to 0 hit points but not below. If the tree is destroyed, you are considered to be staggered and are unable to cast oracle spells or use supernatural or spell-like class abilities until you bond with a new tree in a ceremony that takes 12 hours to complete. Once per month, you can create a new bond with a different tree in a ceremony at that tree that takes 12 hours to complete. You lose your bond with your previous tree in the process.

This replaces oracle's curse.

Revelations: A tree soul oracle must take the following revelations at the listed levels.

Transform Wood (Su): At 1st level, as a standard action you can temporarily transform a number of 5-foot cubes of wood each day equal to 1 + your Charisma modifier. The wood takes on the quality of darkwood for 1 minute per oracle level. At 11th level, you can have it instead take on the quality of living steel^{UE} for the same duration.

Living Steel Dolls (Ex): At 11th level, you add *animate objects* to your list of spells known. When you cast this spell on wooden objects, the objects' wooden parts immediately transform into living steel^{UE}. If the objects are destroyed or the duration ends, the wooden parts revert back to their original material.

Tree Soul Revelation (Su): At 20th level, your skin takes on the appearance and properties of a tree trunk. This bark-like skin grants you a +4 natural armor bonus to your Armor Class and DR 10/slashing. You also regrow any severed limbs except your head within 24 hours as per *regenerate*. Finally, once a day as a standard action, you can assume the form of a treant, as per *plant shape III*, for a number of minutes equal to 3 + your Charisma modifier (minimum 1).

This replaces final revelation.

PALADIN

Not all paladins are knights who seek to hold back the chaos that comes pounding at the city gate. Some instead find their purpose protecting nature from the evils of civilization.

FOREST PRESERVER (ARCHETYPE)

Forest preservers are sacred defenders of the woodlands and of the wild creatures and natural beauty within them.

Class Skills: A forest preserver adds Climb, Knowledge (nature), and Survival to her list of class skills. She does not gain Diplomacy, Knowledge (nobility), or Sense Motive as class skills.

This alters the paladin's class skills.

Favored Terrain (Ex): At 3rd level, a forest preserver gains the ranger's favored terrain ability but must select either forest or jungle as her favored terrain. The bonuses granted by this ability increase by 2 for every 5 levels after 3rd, but she does not gain additional favored terrains.

This replaces aura of courage.

Woodland Stride (Ex): At 3rd level, a forest preserver (as well as her divine bond creature, if she has one) gains woodland stride, as per the druid class feature.

This replaces divine health.

Sacred Botany (Ex): At 4th level, a forest preserver adds the following spells to her spell list: 1st—*detect animals or plants, entangle, goodberry, shillelagh*; 2nd—*barkskin, eagle eye*^{APG}, *tree shape, warp wood, wood shape*; 3rd—*diminish plants, plant growth, snare, speak with plants, spike growth*; 4th—*antiplant shell, awaken* (trees only), *blight, command plants, commune with nature, thorn body*^{APG}, *tree stride, wall of thorns*. In addition, she treats her caster level as 1 higher when casting these spells in her favored terrain.

This replaces channel positive energy.

Fireproof Aura (Su): At 8th level, a forest preserver and creatures within 10 feet of her gain a +2 bonus on saving throws against fire effects and gain fire resistance 5; these are doubled for plant allies, which also gain evasion against fire effects only. Whenever a fire spell would affect a creature within the fireproof aura, the forest preserver can expend three uses of her lay on hands ability as an immediate action to attempt to counter the effect, as if she had readied a *dispel magic* spell (caster level = her paladin level) to counterspell. This ability functions only if the forest preserver is conscious.

This replaces aura of resolve.

Sacred Grove (Su): At 11th level, a forest preserver can expend two uses of her smite evil ability to consecrate a 20-foot-radius area that must contain a living tree. This fills the area with dense undergrowth, though it does not impede her allies' movement. In addition, animals, fey, and plants allied with the forest preserver gain a +1 sacred bonus on attack rolls, damage rolls, and saving throws, and animals, fey, and plants called or summoned within this area gain 1 hit point per Hit Die as long as the calling or summoning effect lasts or until the sacred grove effect ends (whichever

comes first). If the area contains a shrine or hallowed area dedicated to a good-aligned deity (or at the GM's discretion, a place of natural magical power, such as a natural portal to the First World), these bonuses are doubled.

When she uses this ability in her favored terrain, she can also imbue plants in the area with limited animation, allowing them to obscure vision and impede movement and attacks as if the area were affected by *solid fog*.

A sacred grove remains enhanced in this way for a number of minutes equal to the paladin's level.

This replaces aura of justice.

Aura of Preservation (Su): At 14th level, a forest preserver grants animals and plants within 10 feet spell resistance equal to 11 + her paladin level. This spell resistance doesn't apply against harmless effects created by the forest preserver or allies within 10 feet of her. This ability functions only if the forest preserver is conscious.

This replaces aura of faith.

HUNTING PALADIN (ARCHETYPE)

Hunting paladins are tenacious trackers and stealthy stalkers in pursuit of evildoers.

Class Skills: A hunting paladin adds Knowledge (nature), Perception, Stealth, and Survival as class skills. She does not gain Diplomacy, Heal, Knowledge (nobility), or Spellcraft as class skills.

This alters the paladin's class skills.

Weapon and Armor Proficiency: A hunting paladin is not proficient with heavy armor.

This alters the paladin's armor proficiencies.

Hunt Evil (Su): Once per day, a hunting paladin can designate a single evil creature within her sight or one that she has determined to be evil by declaring it the target of her hunt and following its tracks; this allows her to add her Charisma modifier as a bonus on Survival checks to follow that creature's tracks and on Perception and Stealth checks opposed by the target of her hunt. She can sense her target's presence and location, which lets her pinpoint her target's location when within 10 feet; if the target has concealment, she can roll twice and use the better result on rolls to determine whether she misses due to the concealment. She gains uncanny dodge as per the barbarian class feature against her target.

If the hunting paladin targets a nonevil creature with hunt evil, the ability fails and it is wasted. This ability ends after 24 hours (unless she spends the next day's use of this ability to continue hunting the same target), after the hunting paladin or the target is killed or when she designates a new target for her hunt.

This replaces the use of smite evil gained at 1st level.

Detect Evil (Su): A hunting paladin cannot use this ability as a move action. However, when a hunting paladin has successfully followed a creature's tracks for at least 1 minute, she can discern whether the tracked creature's alignment was evil, as if she had cast *detect evil* in its presence and concentrated for 3 rounds.

This alters detect evil.



Smite Evil (Su): A hunting paladin gains this ability at 4th level, and it functions at her paladin level – 3. She can expend a daily use of smite evil to gain an additional daily use of hunt evil. She can use smite evil and hunt evil against the same target.

This alters smite evil.

Spells: For each level of spell she can cast, a hunting paladin can prepare and cast one spell per day from the ranger spell list rather than the paladin spell list.

This alters spells.

Tireless Aura (Su): At 8th level, a hunting paladin becomes immune to fatigue and sleep effects, and allies within 10 feet gain a +4 bonus on saving throws to avoid becoming fatigued or falling asleep.

This replaces aura of resolve.

WILDERNESS WARDEN (ARCHETYPE)

Wilderness wardens are vigilant guardians of natural places of all kinds, from mountain peaks to tangled thickets.

Class Skills: A wilderness warden gains Climb, Knowledge (geography), Knowledge (nature), Survival, and Swim as class skills. She does not gain Diplomacy, Heal, Knowledge (nobility), or Spellcraft as class skills.

This alters the paladin's class skills.

Natural Defense (Su): At 2nd level, once per day, a wilderness warden can grant herself energy resistance 10 to cold, electricity, or fire and a +2 insight bonus to her CMD for a number of minutes equal to her paladin level. The energy resistance increases by 5 and the CMD bonus increases by 1 at 5th level and every 5 levels thereafter.

This replaces divine grace.

Smite Evil (Su): A wilderness warden gains this ability at 4th level, and it functions at her paladin level – 3. She can expend a daily use of smite evil to gain an additional daily use of natural defense. She deals additional damage on her first successful attack when the target of her smite evil is an evil fey, humanoid (giant), magical beast, or monstrous humanoid, rather than an evil dragon, outsider (evil), or undead.

This alters smite evil.

Aura of Comfort (Ex): At 3rd level, a wilderness warden is comfortable in nearly any climate, as if she were affected by a constant *endure elements* spell, and she and allies within 10 feet of her gain a +4 bonus on Constitution checks and saving throws to resist fatigue; exhaustion; and the effects of hunger, thirst, and hot or cold climates (including from magical effects).

This replaces aura of courage.

Favored Terrain (Ex): At 3rd level, a wilderness warden selects a favored terrain, as per the ranger class feature.

Every 6 levels after 3rd, she selects an additional favored terrain; each time she does so, the bonuses she gains in her previous favored terrain or terrains increase by 2.

This replaces the mercies gained at 3rd level, 9th level, and 15th level.

Spells: For each level of spell she can cast, a wilderness warden can prepare and cast one spell per day from the druid spell list rather than the paladin spell list.

This alters the paladin's spells.

Aura of Purity (Su): At 8th level, a wilderness warden gains immunity to poison. Each ally within 10 feet gains a +2 bonus on saving throws against disease and poison.

This replaces aura of resolve.

Natural Shield (Su): At 11th level, a wilderness warden can expend two daily uses of her natural defense ability to grant the benefits of that ability to all nonevil allies within 10 feet for 1 minute.

This replaces aura of justice.



RANGER

Rangers are the quintessential rovers of the natural world, as diverse as the terrain in which they dwell.

FLAMEWARDEN (ARCHETYPE)

Emulating the blazing phoenix, flamewardens sweep through the world like a selective forest fire, burning away corruption, evil, and those who cling to decay.

Touch of Flame (Su): At 4th level, a flamewarden can cause his weapons to burst into flame. As a standard action, the ranger can grant a single weapon he holds the *flaming* special ability for 1 minute; while under this effect, the weapon counts as magic for the purpose of overcoming damage reduction. A flamewarden can use this ability a number of times per day equal to 3 + his Wisdom modifier. At 12th level, weapons affected by this ability gain the *flaming burst* special ability instead.

This replaces hunter's bond.

Spells: A flamewarden can prepare spells from the druid list that have the fire descriptor.

This alters the ranger's spells.

Stoking the Embers (Sp): At 9th level, a flamewarden can fan the last spark of a recently slain creature's life force back into a full flame. Once per day as a standard action, a flamewarden can touch the corpse of a creature that has died within 1 round to grant it the effects of *breath of life*.

This replaces evasion.

Burning Renewal (Su): At 12th level, a flamewarden can use the cleansing power of fire to remove afflictions from his body, mind, and soul. When the flamewarden takes 5 or more points of fire damage, he can remove one of the following conditions: fatigued, shaken, or sickened. Alternatively, he can remove 1 point of ability damage or drain from an ability score of his choice.

If the flamewarden takes 10 or more points of fire damage, he can remove one of the following conditions: exhausted, frightened, or nauseated. Alternatively, he can remove 1d6 points of ability damage or drain from an ability score of his choice.

The ranger can use this ability only once each time he takes fire damage, regardless of how much damage it deals over the required amount. He can use this ability a number of times per day equal to 3 + her Wisdom modifier.

If the flamewarden has fire resistance or immunity to fire, fire damage he would have otherwise taken still counts toward activating burning renewal.

This replaces camouflage.

Phoenix Rising (Su): At 16th level, if a flamewarden dies, his body explodes in a conflagration in a 20-foot spread. Each hostile creature in the area takes 10d6 points of fire damage unless it succeeds at a Reflex save (DC = 10 + half the ranger's level + his Constitution modifier) for half damage. The flames don't harm the flamewarden's allies, who instead are healed 5d6 points of damage, and any poisons they are

currently suffering are neutralized as per *neutralize poison*. The flamewarden's body is reduced to ashes by the explosion.

At 20th level, the flamewarden gains immunity to fire, and once per week, the flamewarden rises from the ashes of his own destruction 1 round after dying. The flamewarden's body re-forms with all his equipment, and he returns to life with half his maximum hit points. Any ability scores that were 0 become 1, and nonmagical diseases and poisons are cured. A *limited wish*, *miracle*, or *wish* spell cast before he rises from the ashes prevents him from doing so, as does the area of an *unhallow* effect.

This replaces improved evasion and master hunter.

STORMWALKER (ARCHETYPE)

Rangers who walk in the tempest unafraid draw the power of the storm into themselves and become stormwalkers.

Combat Style Feat (Ex): At 2nd level, a stormwalker must choose archery style.

This alters the ranger's combat style.

Thundershot (Su): At 4th level, a stormwalker can wreath his weapon in lightning. As a standard action, he can grant a single weapon he holds the *shock* special ability for 1 minute; while under this effect, the weapon counts as magic for the purpose of overcoming damage reduction. A stormwalker can use this ability a number of times per day equal to 3 + his Wisdom modifier. At 12th level, weapons affected by this ability gain the *shocking burst* special ability.

This replaces hunter's bond.

Wind Treader (Ex): At 8th level, a stormwalker becomes immune to the effects of strong wind. He can move without hindrance in windy conditions, and his ranged attacks take no penalties from nonmagical wind.

This replaces swift tracker.

Flash Step (Su): At 11th level, a stormwalker can move across the battlefield like a bolt of lightning. As a full-round action, he can transform into lightning and move to any unoccupied square within 60 feet without provoking attacks of opportunity. He can make a single ranged attack before or after this movement.

This replaces quarry.

Control Weather (Sp): At 16th level, a stormwalker can cast *control weather* as a spell-like ability once per day.

This replaces improved evasion.

Flash Shot (Su): At 19th level, when a stormwalker uses flash step, he can make a ranged attack both before and after his movement. Both of these attacks are made at his highest base attack bonus.

This replaces improved quarry.

SUMMIT SENTINEL (ARCHETYPE)

Some rangers eschew the path of the swift skirmisher and embrace the implacable strength of the mountain.

Roots of the Mountain (Su): At 2nd level, a summit sentinel gains Toughness as a bonus feat.

Additionally, as a move action, she can enter a defensive stance for 1 minute. While in this stance, the summit sentinel's



speed is reduced to 5 feet, she gains a +2 enhancement bonus to her natural armor, and she gains a +2 bonus to her CMD against maneuvers that would move her or knock her prone. If the ranger loses contact with the ground or other solid surface, the stance ends immediately. The ranger can enter this stance a number of times per day equal to 3 + her Constitution modifier.

At 6th level and every 4 levels thereafter, the enhancement bonus to natural armor increases by 1, and the bonus to CMD increases by 2.

This replaces the ranger's combat style feats.

Mountain Mastery (Ex): At 3rd level, a summit sentinel must select mountains as her favored terrain, and she does not gain additional favored terrains at higher levels. Every 5 levels beyond 5th, the bonus from this favored terrain increases by 2.

At 8th level, a summit sentinel draws strength from the earth. When she and her target are both in contact with the ground or an earthen floor, the summit sentinel gains a +1 bonus on attack and damage rolls against the target. At 18th level, the bonus on attack and damage rolls increases to +2.

This alters favored terrain.

Spells: A summit sentinel adds *stoneskin* to the ranger spell list as a 4th-level spell.

This alters the ranger's spells.

Rockslide (Su): At 8th level, once per day as a standard action, a summit sentinel can create a rushing wave of earth and stone. The summit sentinel chooses a point on the ground or floor within 30 feet. Rippling waves of earth and stone emanate from the chosen point in a 25-foot cone in a direction of the summit sentinel's choice. Each creature in the area takes 4d6 points of bludgeoning damage and is pushed to the end of the cone. A target that succeeds at a Reflex save (DC = 10 + half the ranger's level + the ranger's Wisdom modifier) takes half damage and is not pushed.

This replaces swift tracker.

Invincible (Su): At 17th level, a summit sentinel takes on the unyielding hardness of the mountains. While in her roots of the mountain defensive stance, she is immune to critical hits and precision damage.

This replaces hide in plain sight.

TIDAL HUNTER (ARCHETYPE)

The tidal hunter draws strength from the fish and other wildlife of the deep.

Waterborn (Su): A tidal hunter can breathe water for up to 10 minutes per ranger level each day. At 6th level, he can breathe underwater indefinitely.

This replaces wild empathy and the 6th-level combat style feat.

Keen Scent (Ex): A tidal hunter gains scent, as per the universal monster rule. At 12th level, while in water, the tidal hunter can detect particularly strong or distinct odors (such as blood) up to 1 mile away.

This replaces track and camouflage.

Aquatic Mastery (Ex): At 3rd level, a tidal hunter must select water as his favored terrain, and he doesn't gain additional favored terrains. At 8th level and every 5 levels thereafter, the bonus from this favored terrain increases by 2.

This alters favored terrain.

Wave Rush (Ex): At 7th level, a tidal hunter gains a swim speed equal to his base speed. If he already has a swim speed, it increases by 10 feet.

This replaces woodland stride.

Tidal Surge (Sp): At 16th level, a tidal hunter gains control over water, and he can use the tides to attack his foes. Once per day, he can cast *tidal surge* (see page 237) as a spell-like ability.

This replaces improved evasion.



TOXIC HERBALIST (ARCHETYPE)

Saviors and destroyers in equal measure, toxic herbalists use nature's bounty to craft remedies and poisons.

Toxic Touch (Ex): A toxic herbalist studies the safe handling of deadly substances. He cannot accidentally poison himself when he applies poison to a weapon.

This replaces wild empathy.

Nature's Mercy (Ex and Su): At 3rd level, a toxic herbalist's knowledge of the natural world offers respite from wounds and illness. Once per day, he can spend 1 hour in a wilderness area gathering herbs and other natural materials and combine them into a medicinal poultice—this hour can be integrated with the hour required for the ranger to prepare spells. Placing the poultice on a wound or ingesting it is a standard action; the creature receiving the poultice heals a number of hit points equal to 1d6 + the ranger's Wisdom modifier.

At 8th level and every 5 levels thereafter, the ranger creates one additional poultice when using this ability, to a maximum of four at 18th level. Poultices remain potent for 1 hour.

Additionally, at 8th level, the poultice neutralizes one poison affecting the recipient, as per *neutralize poison*. At 13th level, it also attempts to cure one disease affecting the recipient, as per *remove disease*. The caster level of both of these effects is equal to the toxic herbalist's level. These additional effects are supernatural effects.

This replaces endurance.

Sudden Onset (Ex): At 4th level, a toxic herbalist can administer a poultice he created via nature's mercy or poison a weapon as a swift action. Additionally, the toxic herbalist adds the following spells to the ranger spell list at the indicated spell levels: 1st—*nauseating dart*^{ACG}, *ray of sickening*^{UM}; 2nd—*pernicious poison*^{UM}, *pox pustules*^{APG}; 3rd—*poison*, *toxic giff*^{UM}; 4th—*absorb toxicity*^{UC}, *cloudkill*.

This replaces hunter's bond.

Grim Harvest (Ex): At 8th level, a toxic herbalist can spend 1 hour foraging for poisonous substances to create a dose of poison (this hour can be integrated with the hour required to prepare spells or poultices). The toxic herbalist rolls 1d20 and adds his ranger level and his Intelligence modifier. The DC of this check is equal to the Craft DC of the poison he wishes to create. If he succeeds at this check, the ranger creates 1 dose of the chosen poison. The poison remains potent for a number of hours equal to the toxic herbalist's level, regardless of the means used in attempts to preserve it, and it can't be sold. This ability functions only while the toxic herbalist is within one of his favored terrains.

This replaces swift tracker.

Potent Venom (Ex): At 11th level, a toxic herbalist's poisons become even deadlier. When he poisons a favored enemy, the DC of the poison's saving throw increases by half the toxic herbalist's favored enemy bonus against that target.

This replaces quarry.

Poisonous Reaper (Ex): At 19th level, a single dose of poison on a toxic herbalist's weapon remains potent for the entirety of a full attack, instead of for a single strike.

This replaces improved quarry.

WILDERNESS EXPLORER (ARCHETYPE)

Wilderness explorers are adept at making peaceful contact with remote societies.

Class Skills (Ex): A wilderness explorer gains Diplomacy and Knowledge (local) as class skills, but he does not gain Intimidate or Knowledge (dungeoneering) as class skills.

This alters the ranger's class skills.

Cultural Contact (Ex): A wilderness explorer gains the ability to communicate with creatures with which he doesn't share a common language. Only basic concepts can be conveyed or understood, such as "I need help," "I come in peace," "Come over here," "Go over there," and the like. This allows the wilderness explorer to ignore the common language requirement of social interaction and language-dependent spells and effects, but he can do so only when the information being shared is relatively simple. The creature with which the wilderness explorer communicates must understand at least one language for this ability to function.

Additionally, a wilderness explorer can peacefully influence the initial attitude of humanoids that have Intelligence scores of 2 or lower. This ability functions just like wild empathy, but it works on humanoids instead of on animals. The wilderness explorer can also use this ability to influence a monstrous humanoid with 2 or lower Intelligence, but the wilderness explorer takes a -4 penalty on the check.

This replaces wild empathy.

Hazard Sense (Ex): At 4th level, a wilderness explorer gains an intuitive understanding of natural hazards and traps fashioned from a natural environment. He gains a +1 bonus on Reflex saves against natural hazards and wilderness traps and a +1 dodge bonus to AC against attacks from wilderness traps. This bonus increases by 1 at 8th level and every 4 levels thereafter.

This replaces hunter's bond.

Indigenous Spirit (Su): At 8th level, a wilderness explorer attracts the aid of native spirits, which reward his appreciation of their home with whispered warnings. The wilderness explorer gains uncanny dodge as long as he remains within one of his chosen favored terrains. This works like the barbarian ability of the same name.

This replaces swift tracker and alters favored terrain.

Guardian Spirit (Su): At 11th level, a wilderness explorer gains the aid of indigenous spirits, which favor him when he is defending himself against multiple foes that surround him. He gains improved uncanny dodge; this ability functions only while the ranger is within one of his favored terrains.

This replaces quarry and alters favored terrain.

Manifest Spirit (Su): At 19th level, a wilderness explorer is shielded from magic by those guardian spirits that favor him. He gains spell resistance equal to 11 + his ranger level. This ability functions only while the wilderness explorer is within one of his favored terrains.

This replaces improved quarry and alters favored terrain.



WILD SOUL (ARCHETYPE)

Hailing from primitive roots in the wild, some rangers venture to more civilized lands and learn their ways. Wild souls carry these more refined teachings back to the frontier lands of their birth, and they employ that knowledge in defense of their homes.

Unfettered Soul: A wild soul swears to himself never to make use of advanced technology, alchemy, arcane magic, or firearms. He also must oppose their use on his person, refusing to be a willing target and attempting a saving throw if possible (even if the effect is harmless or beneficial). Violating this oath causes a wild soul to lose the abilities granted by this archetype until he atones.

Nemesis (Ex): A wild soul gains a +2 bonus on Intimidate, Knowledge, Perception, Sense Motive, Spellcraft, and Survival checks against creatures that wield advanced technology, alchemical weapons (including an alchemist's bombs), or firearms and against those that cast arcane spells (this does not apply to creatures that use spell-like abilities). Likewise, he gains a +2 bonus on weapon attack and damage rolls against such opponents. The wild soul can attempt Craft (alchemy), Knowledge (arcana), and Spellcraft checks untrained when attempting to identify enemy magic or advanced technology.

At 5th level and every 5 levels thereafter, these bonuses increase by 1 (to a maximum of +5 at 20th level).

This replaces favored enemy.

Nemesis Defense (Ex): At 8th level, a wild soul adds his nemesis bonus on saving throws against advanced technology, alchemical items (including an alchemist's bombs and extracts), and arcane spells. He also adds this bonus to his AC against advanced technological items, alchemical items (including alchemist bombs), arcane spells that require attack rolls, and firearms.

This replaces swift tracker.

Break the Interloper (Su): At 11th level, when a wild soul hits an arcane spellcaster, a creature with extract slots, or a creature with grit (but not grit-like pools such as panache) with a weapon attack, the target either loses its highest-level available spell or extract slot or loses 1 point of grit, and the wild soul gains 5 temporary hit points. A target of this ability can negate this effect with a successful Fortitude save (DC = 10 + half the ranger's level + his Wisdom modifier). Regardless of the outcome of the saving throw, the target is immune to this ability for 24 hours.

This replaces quarry.

Dizzying Onslaught (Ex): At 19th level, a wild soul lands punishing blows that devastate his nemeses' ability to focus. When he confirms a critical hit against a creature against whom his nemesis bonus applies, for 1 minute the target must succeed at a concentration check (DC = 20 + the wild soul's Wisdom modifier + twice the spell's level) to

cast an arcane spell, create an extract, or use an alchemist's bomb, and the target can't spend or gain grit.

This replaces improved quarry.

Nemesis Slayer (Ex): At 20th level, a wild soul becomes death incarnate to his nemeses. As a standard action, he can make a single attack against a nemesis at his full attack bonus. If the attack hits, the target takes damage normally and must succeed at a Fortitude save (DC = 10 + half the wild soul's level + his Wisdom modifier) or die. The wild soul can instead deal an amount of nonlethal damage equal to the creature's current hit points, which the target can negate with a successful save at the same DC. The ranger can use this ability up to five times per day, but he cannot use it against the same creature more than once in a 24-hour period.

This replaces master hunter.



ROGUE

Though rogues are common in the courts and streets of bustling cities, many prefer the wilderness as a place to avoid the authorities, hide their treasure, or waylay travelers. Stories of highway banditry, charming wildland robbers, and mischievous tricksters who enjoy playing pranks on travelers often rise from the antics and actions of wilderness-dwelling rogues. Rogues with the fey type can also select the fey prankster archetype found on page 11.

DESERT RAIDER (ARCHETYPE)

Desert raiders constantly threaten caravans that cross vast, desolate expanses. Some desert raiders are tribespeople who raid to supplement their hardscrabble existence, while others are career thieves who take to the desert to avoid the noose. To survive, a desert raider must learn the secrets of the deserts and become inured to their dangers.

Though most often associated with hot deserts, desert raiders can also operate in tundra, where sunlight on snow can blind as easily as on sand.

Class Skills: A desert raider adds Knowledge (geography) and Survival to her list of class skills instead of Knowledge (dungeoneering) and Swim.

This alters the rogue's class skills.

Desert Tracker (Ex): A desert raider is immune to the dazzled condition. A desert raider adds half her level (minimum 1) as a bonus on Survival skill checks to follow or identify tracks in desert terrain.

This replaces trapfinding.

Sun at Your Back (Ex): At 2nd level, a desert raider can use the reflected light of the blinding sun to conceal her presence. A desert raider in bright light can attempt Stealth checks without cover or concealment but takes a -5 penalty on her check. The desert raider cannot use this ability to hide from creatures immune to the blinded or dazzled conditions.

This replaces the rogue talent gained at 2nd level.

Light Step (Ex): At 3rd level, the DC of Survival checks to track the desert raider increase by 3. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. The DC increase and the bonus on Perception checks increase by 1 every 3 rogue levels thereafter (to a maximum increase of 8 and a maximum bonus of +6 at 18th level).

This replaces trap sense.

Rogue Talents: The following rogue talents complement the desert raider archetype: fast stealth, getaway artist^{UC}, ledge walker, rogue crawl, stand up, surprise attack.

Advanced Talents: The following advanced rogue talents complement the desert raider archetype: hide in plain sight^{UC}, stealthy sniper^{APG}.

RIVER RAT (ARCHETYPE)

What highway robbers are to roads, river rats are to waterways. Skilled at hiding amid reeds and roots, these rogues strike the unwary from the shallows as others would from the shadows. Despite their strong association with banditry, river rats make excellent guides and hunters.

Class Skills: A river rat gains Knowledge (nature) as a class skill instead of Knowledge (dungeoneering).

This alters the rogue's class skills.

Swamper (Ex): At 1st level, a river rat gains a bonus equal to half her rogue level on Swim checks (minimum +1).

A river rat ignores difficult terrain caused by light undergrowth and shallow bogs, and it costs her only 2 squares of movement to enter a square of deep bog or heavy undergrowth, rather than 4 squares of movement.

She takes no penalty on Acrobatics or Stealth checks for being in bogs and undergrowth. All of these abilities apply only when she is wearing light or no armor and carrying no more than a light load.

This replaces trapfinding.





Rat's Resilience (Ex): A river rat is inured to dangers presented by disease-carrying parasites, poisonous fish, and other toxic river denizens. At 3rd level, a river rat gains a +1 bonus on saving throws against disease and poison effects. This bonus increases by 1 every 3 levels thereafter, to a maximum bonus of +6 at 18th level.

This replaces trap sense.

Rogue Talents: The following rogue talents complement the river rat archetype: camouflage^{APG}, hold breath^{UC}, rogue crawl, stand up, strong stroke^{UC}, survivalist^{APG}.

Advanced Talents: The following advanced rogue talents complement the river rat archetype: hide in plain sight^{UC}, opportunist, skill mastery, stealthy sniper^{APG}.

SLY SABOTEUR (ARCHETYPE)

Sly saboteurs are irregular soldiers who specialize in sabotage and surprise attacks. Though they often face enemies with greater numbers or resources (or both), sly saboteurs have the advantage of knowing the local people and terrain. They might be rebels fighting against a corrupt government, or they might be members of a militia opposing an invading force. Some are environmentalists who sabotage the tools of industry in order to protect unspoiled nature.

Class Skills: A sly saboteur adds Survival to her list of class skills instead of Knowledge (dungeoneering).

This alters the rogue's class skills.

Scamper (Ex): At 3rd level, a sly saboteur can move through 5 feet of difficult terrain each round as if it were normal terrain. At 6th level and every 3 levels thereafter, this distance increases by 5 feet (to a maximum of 30 feet at 18th level). This ability allows the sly saboteur to take a 5-foot step into difficult terrain. This ability applies only when she is wearing light armor or no armor and carrying no more than a light load, and it stacks with the Acrobatic Steps and Nimble Moves feats.

This replaces trap sense.

Catastrophic Failure (Ex): At 4th level, when a sly saboteur uses Disable Device to rig a device to fail, she can increase the DC of the check by 5. If she does so and succeeds at the check, when the device fails, users take damage equal to the sly saboteur's sneak attack, or they take half that amount with a successful Reflex save (DC = 10 + half the sly saboteur's level + her Dexterity modifier). The type of damage depends on the nature of the device but is typically bludgeoning, fire, piercing, or slashing.

This replaces uncanny dodge.

Disable Magic Device (Su): At 8th level, a sly saboteur can use Disable Device to rig a magic item to fail as if it were an extremely complex device. If the item's effect is instantaneous, the effect is countered the next time the item is activated, but the activation still consumes a charge or use. If the item's effect is continuous or has a duration, the effect fails after 1d4 rounds or minutes of use (sly saboteur's choice). This ends the duration or suppresses a continuous effect for 1d4 rounds (as the spell *dispel magic*). This ability cannot be used on artifacts.

If this ability is combined with the catastrophic failure ability, the resulting damage is untyped magic and is not reduced by damage reduction or energy resistance.

This replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the sly saboteur archetype: cunning trigger^{APG}, fast stealth, getaway artist^{UC}, quick disable, quick trapsmith^{APG}, rogue crawl, trap spotter, wall scramble^{UC}.

Advanced Talents: The following advanced rogue talents complement the sly saboteur archetype: frugal trapsmith^{APG}, hide in plain sight^{UC}, knock-out blow^{APG}, rumormonger^{UC}, skill mastery, stealthy sniper^{APG}.

SYLVAN TRICKSTER (ARCHETYPE)

Sylvan tricksters are rogues who model themselves after the mischievous fey of legend. Though not spellcasters, sylvan tricksters learn minor magical abilities reminiscent of those favored by fey creatures. The journey for many sylvan tricksters began in childhood, learning at an elder's knee the stories of the fey and the secrets of how to resist their tricks. Sylvan tricksters often live in areas where the boundary with the First World is thin, and a few have even been there—voluntarily or not.

Class Skills: A sylvan trickster adds Knowledge (nature) to her list of class skills and learns Sylvan as a bonus language. She does not gain Knowledge (dungeoneering) as a class skill.

This alters the rogue's class skills.

Wild Empathy (Ex): A sylvan trickster can improve an animal's attitude. This ability functions as the druid ability of the same name, using the sylvan trickster's rogue level as her effective druid level.

This replaces trapfinding.

Fey Tricks: A sylvan trickster can select a witch hex^{APG} in place of a rogue talent. At 10th level, the sylvan trickster can select a hex or major hex in place of a rogue talent. At 18th level, a sylvan trickster can select a hex, major hex, or grand hex in place of a rogue talent. She cannot select any hex more than once.

This alters rogue talents.

Resist Nature's Lure (Ex): At 4th level, a sylvan trickster gains resist nature's lure as the druid ability of the same name.

This replaces uncanny dodge.

Fey Resistance (Ex): At 8th level, a sylvan trickster gains DR 2/cold iron. At 11th level and every 3 levels thereafter, this damage reduction increases by 2 (to a maximum of DR 10/cold iron at 20th level).

This replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the sylvan trickster archetype: camouflage^{APG}, charmer^{APG}, honeyed words^{APG}, major magic, minor magic, survivalist^{APG}, terrain mastery^{UC}.

Advanced Talents: The following advanced rogue talents complement the sylvan trickster archetype: familiar^{UC}, hide in plain sight^{UC}.

SHIFTER

While most shifters work with druids and protect the groves and sacred spaces of the Green Faith, some take stranger paths or even delve into the unsettling darkness that often dwells in the heart of the wilds. An additional archetype available to ghoran shifters, the leafshifter, is found on page 18.



ELEMENTALIST SHIFTER (ARCHETYPE)

Rather than drawing power from bestial aspects, elemental shifters channel power from the Inner Sphere and can take on powerful elemental forms at the cost of the greater diversity available to traditional shifters. Although the elemental shifter's powers seem more outlandish and supernatural than those of others of their kind, they remain equally immersed in the druidic traditions; their focus is simply rooted in expressions of nature found in extraplanar regions: the planes of Air, Earth, Fire, and Water.

Languages: An elemental shifter adds Aquan, Auran, Ignan, and Terran to her list of available bonus languages.

This alters the shifter's languages.

Elemental Aspect (Su): At 1st level, an elemental shifter chooses one elemental aspect (see page 79) rather than a shifter aspect. This ability otherwise functions as shifter aspect. As the elemental shifter gains levels, she gains more elemental aspects: a second aspect at 5th level, a third at 10th, and a fourth at 15th.

This alters shifter aspect.

Elemental Speech (Su): When in her elemental aspect, an elemental shifter gains the benefit of *tongues* with creatures of the elemental subtype that matches her elemental aspect.

This replaces wild empathy.

Elemental Strike (Su): At 1st level, as a swift action, an elemental shifter can charge her melee attacks with elemental energy. The elemental shifter can charge her attacks only with an element she has chosen with elemental

aspect. Once charged, each melee attack the elemental shifter makes until the start of her next turn deals an additional 1d6 points of energy damage based on the element she chooses when taking this action (see Elemental Aspects on page 79). This additional damage increases by 1d6 at 4th level and every 4 levels thereafter, to a maximum of 6d6 points of energy damage at 20th level. An elemental shifter can't use elemental strike while under a polymorph effect.

This replaces shifter claws.

Elemental Form (Su): At 4th level, when an elemental shifter uses wild shape, she is instead affected as if by *elemental body I*, but she gains only the benefits listed in her elemental aspect. While in an elemental form, the elemental shifter can speak only the elemental language associated with that form, and she can do so only if she knows it.

This alters wild shape.

Omnielementalist (Su): At 9th level, an elemental shifter can fuse two elemental forms together, gaining combined powers of the different aspects and manifesting them in ways that bring to mind powerful natural weather phenomena. When the elemental shifter takes on one minor form each from two of her elemental aspects, she gains an additional ability as long as she maintains the form. The effects of the abilities depend on the elemental combination, as detailed below.

Ash Storm (Su): By combining air and fire, the elemental shifter surrounds herself with a storm of swirling ash, granting her a 20% miss chance against ranged attacks.

Downpour (Su): The elemental shifter combines the powers of air and water to generate a torrential downpour in her square and squares adjacent to her. This rain automatically extinguishes all nonmagical fires in her square and squares adjacent to her (including flames on creatures that have caught on fire). It also has a chance to extinguish ongoing magical fire (but not instantaneous magical fire effects such as *fireball*) within or that enters the area, as if the elemental shifter had cast *dispel magic*, using her elemental shifter level as her caster level for the effect.

Mudslide (Su): Combining the elements of earth and water causes the elemental shifter to generate an aura of mud. This mud extends out to all squares adjacent to her and counts as difficult terrain; it moves with her and vanishes when she ends her elemental aspect.

Sandstorm (Su): Combining the high winds of air and fine particulates of earth produces a sandstorm that extends out to a radius of 20 feet from the elemental shifter. All light levels in the area diminish by one step, and creatures caught in the effect take 1d6 points of nonlethal damage each round they remain within the sandstorm.

Steam Cloud (Su): When the elemental shifter enters a minor form of fire and water at the same time, the heat



of fire and moisture of water generate an explosive area of steam around her out to a radius of 20 feet as per *obscuring mist*. The mist remains in place until she ends her elemental aspect; it doesn't move with her.

Volcanic Stride (Su): By combining earth and fire, the elemental shifter can damage the ground around herself. As a standard action, she can deform a region of natural or artificial rock in her space, turning it into difficult terrain and causing creatures that pass through it to take an amount of fire damage equal to that dealt by her elemental strike with no save. Affected terrain remains transformed until the shifter ends her elemental aspect.

This replaces chimeric aspect and greater chimeric aspect.

Elemental Aspects (Elementalist Shifter Aspects)

Elementalist shifters do not infuse their bodies with bestial qualities taken from animal aspects. Rather, they take into themselves raw elemental power from the planes of Air, Earth, Fire, and Water. The following aspects are used by the elemental shifter archetype; they cannot be selected as aspects by other shifters.

Air

You take on the power of an air elemental, gaining the ability to fly and to control powerful gusts of wind. You take inspiration from the patterns of clouds in the sky, the tumultuous fury of the storm, and the gentle caress of a cooling breeze. Flying creatures, such as bats and birds, are your favorites. Spring is your favored season—a time when storms bring freshness to the world but that lacks the brutality of winter's devastation.

Minor Form: You gain a +2 enhancement bonus to your Dexterity score. This bonus increases to +4 at 8th level and to +6 at 15th level.

Major Form: Your shape changes to that of a Medium air elemental (*Pathfinder RPG Bestiary* 120). While you are in this form, you gain a fly speed of 60 feet (average maneuverability) and airborne creatures take a –1 penalty on attack and damage rolls against you. At 8th level, your fly speed increases to 100 feet (perfect) and you gain the whirlwind special ability (see below). At 15th level, you gain Improved Natural Attack with your slam.

Whirlwind (Su): You can transform yourself into a whirlwind as a standard action for 1 round per 2 shifter levels you have. This otherwise functions as per the whirlwind universal monster rule.

Earth

You take on the power of an earth elemental, gaining the ability to burrow through the earth and deliver powerful blows. You take comfort in caverns, mountainous regions, and areas rent by canyons and chasms, and you feel a deep kinship to burrowing animals of all types. Be it the soothing feel of fresh topsoil or the devastating fury of an earthquake, you understand the raw power of earth. Your favored season

is fall—the traditional time of the harvest, when bounty from the earth is offered.

Minor Form: You gain a +2 enhancement bonus to your Constitution score. This bonus increases to +4 at 8th level and to +6 at 15th level.

Major Form: Your shape changes to that of a Medium earth elemental (*Pathfinder RPG Bestiary* 122). While you are in this form, your base speed is reduced to 20 feet, but you gain a burrow speed of 10 feet, and you gain a +1 bonus on attack and damage rolls if both you and your target are touching the ground. If the target is airborne or waterborne, you take a –4 penalty on attack and damage rolls against it. These modifiers also apply to bull rush and overrun combat maneuvers, whether you are initiating or resisting these kinds of attacks. At 8th level, your burrow speed increases to 20 feet and you gain earth glide as per the universal monster rule. At 15th level, you gain Improved Natural Attack with your slam.

Fire

You take on the power of a fire elemental, becoming a being of living flame that can burn enemies and move with great speed. You enjoy regions where precipitation rarely intrudes, such as desert landscapes and dry savannas, but the slopes of volcanoes hold the greatest majesty to you. You enjoy the companionship of swiftly moving creatures and those who enjoy basking in the sun, for you empathize with their appreciation of the daytime's warmth. Forest fires are things of beauty to you, yet you respect fire and would never think to wantonly inflict it upon the natural world. Summer is your favorite season, for this is a time of heat waves and blistering sunny days.

Minor Form: You gain a +2 enhancement bonus to your Dexterity score. This bonus increases to +4 at 8th level and to +6 at 15th level.

Major Form: Your shape changes to that of a Medium fire elemental (*Pathfinder RPG Bestiary* 124). While you are in this form, your base speed changes to 50 feet and you gain immunity to fire, vulnerability to cold, and the burn special attack as per the universal monster rule, dealing damage equal to your slam attack whenever a creature fails its Reflex save against that ability. At 8th level, you gain Improved Natural Attack with your slam. At 15th level, you deal fire damage equal to double your slam damage against opponents that fail their saves against your burn ability.

Water

You take on the power of a water elemental, gaining the ability to move swiftly in water, rain down crashing blows on your enemies, and transform into a swirling vortex. You identify with aquatic animals of all types, be they water-breathing creatures such as fish, amphibians such as newts or frogs, or air-breathing mammals such as whales or walrus. The unrelenting churn of waves on the shoreline, the soothing babble of a gentle stream, and the pounding kiss of a deluge of rain all bring joy to your heart. Your favored season is

winter, for it is at this time that the most powerful of storms bring water to all the world.

Minor Form: You gain a +2 enhancement bonus to your Strength score. This bonus increases to +4 at 8th level and to +6 at 15th level.

Major Form: Your shape changes to that of a Medium water elemental (*Pathfinder RPG Bestiary* 126). While you are in this form, your base speed is reduced to 20 feet but you gain a swim speed of 60 feet, and if both you and your target are touching water, you also gain a +1 bonus on attack and damage rolls. If the target is touching the ground, you take a -4 penalty on attack and damage rolls against it. These modifiers apply to bull rush and overrun combat maneuvers, whether you are initiating or resisting these kinds of attacks. At 8th level, your swim speed increases to 90 feet, your touch automatically extinguishes nonmagical flames of size Large or smaller, and you can dispel magical fires as per *dispel magic* using your shifter level as your effective caster level. At 15th level, you gain Improved Natural Attack with your slam

and the vortex special ability, which functions identically to the air aspect's whirlwind ability (see page 79) but can form only underwater and cannot leave the water.

FIENDFLESH SHIFTER (ARCHETYPE)

By forging dark pacts with extraplanar forces, fiendflesh shifters invoke sinister powers to assume the strengths of daemons, demons, or devils. Fiendflesh shifters care nothing for the natural world and are instead consumed by an ever-growing lust for power at any price. To other shifters, the fiendflesh shifter is often viewed as a monster herself—an intrusion into the natural order of things and a foe who must be sought out and destroyed. Very few druids will ever willingly ally with fiendflesh shifters; this leaves these outcasts to live bitter, lonely lives or to seek out fiendish cults or other abhorrent faiths for support and companionship.

Alignment: A fiendflesh shifter must be evil in alignment. If the fiendflesh shifter becomes nonevil, she loses all powers granted by this archetype.

This alters the shifter's alignment.

Infernal Claws (Ex): A fiendflesh shifter's claws are infused with the unholy power of the evil Outer Planes. At 1st level, a fiendflesh shifter's claws are treated as evil weapons for the purpose of overcoming damage reduction. This ability otherwise functions as the shifter claws class feature.

This alters shifter claws.

Fiendish Aspect (Su): At 1st level, a fiendflesh shifter can temporarily transform her body into an amalgam of otherworldly evil creatures as a swift action. While in this form, the fiendflesh shifter gains darkvision out to a range of 60 feet (or doubles the range of her darkvision if she already has it), a gore natural attack that deals 1d6 points of damage (1d4 points of damage if the shifter is Small), and DR 1/good. A fiendflesh shifter can maintain this form for a number of minutes per day equal to 3 + her shifter level. The duration does not need to be consecutive but must be spent in 1-minute increments.

At 5th level, the fiendflesh shifter's DR increases to 2/good and she also grows a pair of bat-like wings when in her fiendish aspect, granting her a fly speed of 30 feet with average maneuverability.

At 10th level, the fiendflesh shifter's DR increases to 5/good, and the electricity and fire resistance provided by her fiendish resilience ability (see below) doubles while she's in her fiendish aspect.

At 15th level, the fiendflesh shifter's DR increases to 7/good and her fly speed increases to 60 feet.





At 20th level, the fiendflesh shifter's DR increases to 10/good. She also gains immunity to electricity and fire and spell resistance equal to 15 + her shifter level.

This replaces wild shape, shifter aspect, and all improvements to shifter aspect.

Fiendish Resilience (Su): At 2nd level, a fiendflesh shifter gains a +1 natural armor bonus to her AC and resistance 5 to electricity and fire, but only while unencumbered and either wearing no armor or wearing light or medium nonmetal armor. At 4th level, 12th level, and 20th level, this natural armor bonus increases by 1. At 8th level and 16th level, the fiendflesh shifter's resistance to electricity and fire increases by 5.

This replaces defensive instinct.

Chimeric Fiend (Su): At 9th level, when a fiendflesh shifter uses her fiendish aspect ability, she can gain an additional ability from the list below. The fiendflesh shifter can change which ability she gains each time she uses fiendish aspect.

Daemon: Acid resistance 10 and a +4 profane bonus on saves against disease.

Demon: The shifter's electricity resistance doubles.

Devil: The shifter's fire resistance doubles.

This replaces chimeric aspect.

Greater Chimeric Fiend (Su): At 14th level, a fiendflesh shifter's chimeric fiend ability grants her additional bonuses as noted below.

Daemon: The shifter gains a +4 enhancement bonus to her Constitution score and immunity to disease.

Demon: The shifter gains a +4 enhancement bonus to her Strength score and increases the damage die of all natural attacks by one step.

Devil: The shifter gains a +4 enhancement bonus to her Dexterity score and see in darkness as per the universal monster rule.

This replaces greater chimeric aspect.

OOZEMORPH (ARCHETYPE)

While most shifters are trained in druidic traditions that allow them to tap into animalistic powers, others look instead to the simplest forms of life for inspiration. Known as oozemorphs, these shifters focus on the ooze—a form of life as simple in construction as it is dangerous in combat. While some shifters consider the oozemorph to be unsettling or even vile, these shifters merely embrace a stranger form of life than most. They are not inherently evil, yet they are often misunderstood by druidic circles and these circles' shifter champions.

Weapon and Armor Proficiency: An oozemorph is proficient with all simple weapons and light armor.

This replaces a shifter's normal weapon and armor proficiencies.

Compression (Ex): An oozemorph gains compression as per the universal monster rule. This ability can be used regardless of the current form the oozemorph has taken.

Fluidic Body (Su): An oozemorph's base form is not that of her race but rather that of a protoplasmic blob that has the same volume and weight. An oozemorph treats her creature

type as both ooze and her base creature type from her race for the purposes of effects targeting creatures by type (such as *bane* weapons and a ranger's favored enemy). In this form, the oozemorph is immune to critical hits and precision damage and can't be flanked. However, she has no magic item slots and she cannot benefit from armor; cast spells; hold objects; speak; or use any magic item that requires activation, is held, or is worn on the body.

An oozemorph reverts to this formless state whenever she is unconscious or in an area of antimagic. This is treated as a polymorph effect.

A number of times per day equal to half her level (minimum 1), an oozemorph can assume a humanoid form as a move action. This transformation is identical to *alter self*, except the oozemorph can maintain the form for a number of hours equal to her level. Each hour after this duration, the oozemorph must succeed at a DC 15 Fortitude save or revert back to her fluidic body until she rests for at least 8 hours. This save DC increases by 1 for each additional hour spent maintaining the form.

At 8th level, the oozemorph can treat this ability as *beast shape I*, and at 15th level, she can treat this ability as *beast shape II* or *giant shape I*.

Ending this transformation at any time reverts the oozemorph back to her ooze form and renders her fatigued for a number of minutes equal to the number of hours she maintained the form.

This replaces chimeric form, greater chimeric form, wild shape, shifter aspect, and all improvements of shifter aspect.

Morphic Weaponry (Ex): An oozemorph can create a number of natural weapons to fight with from any portion of her body, regardless of her current form. At 1st level, as a move action, an oozemorph can form two primary natural attacks that each deal 1d6 points of bludgeoning, piercing, or slashing damage, chosen by the oozemorph when she forms them. An oozemorph can change the damage type of any number of her natural weapons as a swift action. An oozemorph gains one additional primary natural attack at 6th level and another at 15th level.

The total number of natural attacks an oozemorph has at any given time includes those gained via her current form. For example, an 8th-level oozemorph who has taken the form of a wolf with *beast shape I* has a bite attack as part of that form; she can create only two additional natural attacks via morphic weaponry, for a total of three attacks available to her at that level. If the oozemorph later reverts to a humanoid form with no natural weapons, she can instead create three morphic weapons.

This replaces shifter claws.

Ooze Empathy (Ex): An oozemorph gains the shifter's wild empathy class feature, but she can use it only to influence the attitude of oozes with an Intelligence score of 2 or lower. An oozemorph can use this ability on mindless oozes; when she does so, she imparts a modicum of intellect to the ooze to allow it to respond to her commands.

This alters wild empathy.

Damage Reduction (Ex): At 2nd level, an oozemorph gains DR 4/slashing while unencumbered and either wearing no armor or wearing light nonmetal armor. This damage reduction increases by 2 at 4th level and every 4 levels thereafter, to a maximum of DR 14/slashing at 20th level.

This replaces defensive instinct.

Clinging Ooze (Ex): At 4th level, when in her natural form, an oozemorph gains a climb speed of 10 feet.

This replaces woodland stride.

RAGESHAPER (ARCHETYPE)

Not all shifters represent the balance of nature. The rageshaper is a destructive force of nature brought to bear—a wild and uncontrollable engine of annihilation fueled by wrath. Rageshapers fly into bloodletting frenzies and rain down devastation like unstoppable natural disasters.

Alignment: A rageshaper can be any nonlawful alignment. A rageshaper who

becomes lawful cannot take any further levels in rageshaper, but he does not lose access to any rageshaper abilities he has already gained.

This alters the shifter's alignment.

Devastating Form (Su): A rageshaper can enter a state of intense fury, transforming into a living engine of destruction. This ability functions as the barbarian's rage class feature, except entering this state of fury requires a full-round action that provokes attacks of opportunity and has additional effects as noted below. At the start of the rageshaper's next turn, he not only gains the benefit of rage but also grows one size category larger (though worn equipment and held items do not increase in size).

Armor or clothing the rageshaper wears that doesn't accommodate his changing size immediately gains the broken condition. If insufficient room is available to accommodate this change, the rageshaper attains the maximum possible size for the available space and can attempt a Strength check (using his increased Strength) to burst any enclosures in the process. If the check fails, he is constrained but not harmed by the materials enclosing him.

A rageshaper can remain in his devastating form for a number of rounds per day equal to his shifter level. He can dismiss devastating form only with a successful Will save (DC = 10 + his shifter level) made as a free action. On a failed save, the attempted remains in devastating form for an additional round. If the rageshaper does not successfully end his devastating form before he runs out of daily rounds, the next time he fails his Will save to revert, he flies into an uncontrollable frenzy as if affected by *confusion*, but he treats a roll of 26–50 as “attacks nearest creature.” Each round the rageshaper spends in an uncontrollable frenzy, the Will save DC to exit devastating form decreases by 2.

When a rageshaper ends his devastating form ability, he is fatigued for a number of rounds equal to twice the number of rounds he spent in devastating form. A rageshaper cannot enter devastating form again while fatigued or exhausted. If a rageshaper falls unconscious, his devastating form ends immediately.

At 10th level, the rageshaper can grow up to a maximum of two size categories larger with devastating form and his rage is now treated as greater rage.

At 20th level, the rageshaper can grow up to a maximum of three size categories larger with devastating form and his rage is treated as mighty rage.

This replaces wild shape, shifter aspect, and all improvements to shifter aspect.

Terrible Slam (Su): A rageshaper can deliver blows that demolish his foes. This functions as the shifter claws class ability, except his natural weapons are treated as slam attacks. Additionally, rather than granting





the ability to bypass different kinds of damage reduction, the rageshaper's terrible slam ignores some of an object's hardness. At 1st level, terrible slam ignores 5 points of an object's hardness. This increases to 10 points at 5th level, 15 points at 10th level, and 20 points at 15th level.

This alters shifter claws.

Invulnerable Defenses (Ex): At 2nd level, a rageshaper becomes difficult to harm in his devastating form. Whenever the rageshaper takes on his devastating form and is unencumbered and either wearing no armor or wearing light or medium nonmetal armor, he gains a +2 natural armor bonus to his AC and DR 2/—.

This replaces defensive instinct, chimeric aspect, and greater chimeric aspect.

Unrestrained Stride (Ex): At 3rd level, whenever the rageshaper is in devastating form, he ignores movement penalties from difficult terrain and is immune to the entangled condition.

This replaces woodland stride.

Terrible Leap (Ex): At 5th level, when a rageshaper is in his devastating form, he can perform a terrible leap as a move action without attempting an Acrobatics check, jumping any distance up to his move speed (upward movement counts as double, as when flying). He can leap in this way once per day per shifter level.

This replaces trackless step.

VERDANT SHIFTER (ARCHETYPE)

Verdant shifters have an affinity for plants rather than animals and gain a plantlike form that grows in power as they do. Verdant shifters are the enemies of creatures that would despoil the natural world, and they seek to maintain balance with civilization and industry to ensure the sanctity of wild spaces.

Speak with Plants (Sp): At 1st level, a verdant shifter gains the ability to cast *Speak with Plants* as a spell-like ability a number of times per day equal to 3 plus her Charisma modifier.

This replaces wild empathy.

Verdant Body (Su): At 1st level, a verdant shifter takes on plant qualities as vines grow over her body, flowers bloom in her hair, and bark grows from her skin. The verdant shifter is treated as both her normal creature type and a plant creature for purposes of spells or effects that target a creature by type (such as *bane* weapons and a ranger's favored enemy). Verdant body also grants the verdant shifter a 25% immunity to critical hits and precision damage (such as sneak attack).

At 5th level, the verdant shifter gains a +2 enhancement bonus to her Constitution score. At 8th level, the enhancement bonus to her Constitution score increases to +4 and her immunity to critical hits increases to 50%. At 15th level, the enhancement bonus her Constitution score increases to +6.

This replaces shifter aspect and all improvements of shifter aspect.

Wild Armor (Ex): At 2nd level, a verdant shifter gains a +2 natural armor bonus to her AC while unencumbered

and either wearing no armor or wearing light or medium nonmetal armor. This bonus increases by 1 at 4th level and every 4 levels thereafter, to a maximum of a +7 natural armor bonus to AC at 20th level.

This replaces defensive instinct.

Plant Shape (Su): At 6th level, a verdant shifter's wild shape ability instead functions as *plant shape I*. The verdant shifter can maintain this form for a number of rounds per day equal to her shifter level. At 12th level, this ability instead functions as *plant shape II*, and at 18th level, it functions as *plant shape III*. This ability otherwise functions as the standard wild shape shifter class feature.

This alters wild shape and replaces chimeric form and greater chimeric form.

WERETOUCHED (ARCHETYPE)

Weretouched shifters are scions of lycanthropic forces, whether hereditary or supernaturally imposed. They can assume both animal and hybrid forms, as a lycanthrope does.

Lycanthrope Aspect (Su): At 1st level, a weretouched gains the shifter aspect ability, except the animal aspect chosen is the only animal aspect the weretouched can gain. This alters her other class features, as detailed in each relevant class feature. Otherwise, this ability functions identically to shifter aspect.

At 5th level, a weretouched gains DR/silver equal to half her shifter level, to a maximum of DR 10/silver at 20th level. Additionally, a weretouched shifter becomes immune to a lycanthrope's curse of lycanthropy.

This alters shifter aspect and all of its improvements.

Lycanthropic Empathy (Ex): At 1st level, a weretouched gains wild empathy and a +4 bonus on wild empathy checks, but this ability works only on the type of animal she chose for her lycanthrope aspect.

This alters wild empathy.

Lycanthropic Wild Shape (Su): At 4th level, when a weretouched uses wild shape, she can assume only the form of an animal of the same type as her lycanthrope aspect. However, instead of assuming a major form, she can assume a hybrid form that mixes the traits of her natural form and the major form of her aspect. While in a hybrid form, she gain a +2 size bonus to her Strength score, a +2 natural armor bonus to her AC, and all of the natural attacks and abilities listed by her major form. A weretouched also counts as being in her natural form for the purpose of determining whether she can extend her shifter claws. A weretouched's hybrid form is roughly the same size and shape as her natural form, albeit with bestial qualities such as digitigrade legs or shaggy fur, so her equipment does not merge into her new form when she shifts between her natural form and hybrid form. In addition, the size of a weretouched's hybrid form is the same as the size of her natural form. This otherwise counts as assuming a major form using wild shape.

This alters wild shape.



SKALD

Skalds are valued in the wilderness for inspiring allies to extraordinary feats of endurance.

BACCHANAL (ARCHETYPE)

Bacchanals are skalds who use ecstatic dancing and ribald songs to influence the primal instincts of listeners. To these skalds, the passionate frenzy of a celebration or feast shares many features with the violence of combat, and several of their talents blur the line between festival and battle in dramatic ways.

Fermented Fruit (Sp): A bacchanal adds *goodberry* to his list of 1st-level skald spells known. In addition, he can cast it as a spell-like ability once per day. When he casts *goodberry* as a spell or spell-like ability, the targeted berries ferment; this causes each berry to act as a serving of an alcoholic beverage. A creature that eats a fermented berry does not gain a meal's nourishment, but it is cured of 1 point of damage and becomes slightly foolhardy as if tipsy, gaining a +1 bonus on saves against fear effects for 1 minute after eating the berry.

This replaces Scribe Scroll.

Drunken Dancer (Su): At 2nd level, while maintaining a raging song, a bacchanal can consume a berry affected by *goodberry*, a potion, or a serving of alcohol as a move action that does not provoke attacks of opportunity. A berry affected by *goodberry* or a potion has its normal effect, while an alcoholic drink or a berry affected by *goodberry* via fermented fruit (see above) allows the skald to maintain his raging song that round without expending a round of raging song for the day (instead of the normal effects of the alcohol or fermented berry). For each alcoholic drink or fermented berry consumed while raging, the skald is nauseated for 1 round after his raging song ends. The internal fortitude rage power prevents this nauseated condition from occurring.

At 7th level, when the bacchanal consumes an alcoholic drink or fermented berry while maintaining his rage song, he can gain the benefits of *cure light wounds* or *remove fear* (for the duration of the raging song) at his caster level by spending 2 rounds of raging song. At 12th level, the bacchanal can gain the benefits of *heroism* (for the duration of the raging song) in this manner. At 17th level, he can gain the benefits of *persistent vigor*^{ACG} (for the duration of the raging song) in this manner.

This replaces versatile performance.

Raging Song (Su): A bacchanal gains access to the following raging songs.

Song of Urging (Su): At 3rd level, the bacchanal's raging song can wordlessly influence creatures of the wild. This raging song functions just like a Diplomacy check to make a simple request or an Intimidate check but can influence only animals. The bacchanal rolls 1d20 and adds his skald level and his Charisma modifier to determine the urging check's result. Bonuses and penalties that apply to wild empathy checks apply to these urging checks. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. The song can influence plants or magical

beasts with Intelligence scores of 1 or 2 as well as drunken creatures of any Intelligence (even without sharing a language), but against these nonanimals, the bacchanal takes a -4 penalty on this check. The bacchanal must continue to perform the song for the entire time required for the check; otherwise, its effect is wasted, but only 1 round of raging song is expended regardless of how long the check takes.

This raging song replaces song of marching.

Maddening Dance (Su): At 10th level, the bacchanal's raging song can compel a creature within 30 feet to perform an ecstatic dance. Unless it succeeds at its Will save, the victim becomes confused, takes a -2 penalty to its AC and on Reflex saving throws, and loses the benefit of any shield it holds. The effect ends when the target can no longer hear the bacchanal from within 30 feet. As an immediate action, an ally of the bacchanal within 30 feet can dance along as a full-round action (taking all penalties except the confused condition for that round) to allow the bacchanal to target an additional creature. A creature that succeeds at the Will saving throw against this raging song is immune to this effect for 24 hours. This is a compulsion, emotion^{UM}, enchantment, and mind-affecting effect.

This raging song replaces dirge of doom.

Rage Powers: The following rage powers complement the bacchanal archetype: animal fury, boasting taunt^{APG}, fearless rage, fierce fortitude^{ACG}, increased damage reduction, internal fortitude, liquid courage^{APG}, night vision, roaring drunk^{APG}, and staggering drunk^{APG}.

BOASTER (ARCHETYPE)

Boasters use incredible tales and claims to challenge themselves and their allies to accomplish remarkable feats. With a properly delivered boast, a boaster can inspire listeners to attempt, and more often than not, succeed at stunts or tasks they may not have realized they were capable of doing.

Endurance: The boaster gains Endurance as a bonus feat.

This replaces Scribe Scroll.

Raging Song (Su): A boaster gains access to the following raging songs.

Song of Endurance (Su): At 3rd level, the boaster's raging song can inspire his allies to great feats of endurance. This raging song functions as song of marching except affected allies also gain the benefits of the Endurance feat in addition to the benefits of any of the following feats the boaster has (even if they don't meet the prerequisites): Deathless Initiate^{UC}, Deathless Master^{UC}, Deathless Zealot^{UC}, Diehard, Fast Healer^{APG}, Heroic Defiance^{APG}, and Heroic Recovery^{APG}.

This raging song replaces uncanny dodge and alters song of marching.

Song of Surmounting (Su): At 7th level, the boaster's raging song can inspire allies to move quickly and easily. By spending 1 round of raging song, the boaster can affect all allies within 90 feet for 1 hour. Affected allies gain a benefit according to the surrounding terrain (the benefits don't stack): a climb speed equal to half their base speed (forest, jungle, mountain, underground), a swim speed equal to their base speed (swamp, water), or a +10 foot enhancement bonus



to their base speed (cold, desert, hill, plains, or urban). The skald must continue to perform the song for the remainder of the hour; otherwise, its effects end, but only 1 round of raging song is expended for that hour. At 13th level, the speed or bonus granted by this ability doubles. At 19th level, this ability grants triple the listed speed or bonus.

This raging song replaces lore master.

Frightful Boast (Su): At 14th level, the boaster's raging song can frighten foes, as per the frightening tune bardic performance.

This replaces song of the fallen.

Rage Power (Ex): The boaster does not gain this ability until 4th level.

This alters the skald's rage powers.

Greater Endurance: At 6th level, the boaster gains a bonus feat that he qualifies for. The feat must have Endurance as a prerequisite (such as Diehard or Fast Healer^{APG}).

This replaces the rage power gained at 6th level.

Rage Powers: The following rage powers complement the boaster archetype: boasting taunt^{APG}, come and get me^{APG}, fearless rage, fierce fortitude^{ACG}, intimidating glare, raging climber, raging flier^{ACG}, raging leaper, raging swimmer, sprint^{UC}, strength surge, and swift foot.

HUNT CALLER (ARCHETYPE)

Hunt callers are skalds whose songs draw their allies into the animal world. They can invoke the inner beasts of those who observe their supernatural performances—a talent that causes many to mistake the hunt caller and her allies for lycanthropes or other shapechanging creatures.

Raging Song (Su): A hunt caller gains access to the following raging songs.

Song of the Senses (Su): At 2nd level, the hunt caller's raging song unlocks animalistic senses in her allies. By spending 1 round of raging song, the hunt caller can affect all allies within 60 feet for 1 hour. The allies gain low-light vision and a +2 competence bonus on Perception and Survival checks. If an ally already has low-light vision, the range doubles. The skald must continue to perform the song for the remainder of the hour; otherwise, its effects end, but only 1 round of raging song is expended for that hour.

This raging song replaces well-versed.

Call of the Wild (Su): At 6th level, the hunt caller's raging song can transform herself and her allies within 60 feet into animalistic shapes, as per *beast shape I* (Small animals only) at her caster level. The same transformation applies to all targets. By spending 1 round of raging song per target, the hunt caller can affect any number of allies within 60 feet for 1 hour. When in animal form, the hunt caller is treated as able to speak normally for the purpose of using raging song, but not for using other abilities that require speech (such as spellcasting). The skald must continue to perform the song for the remainder of the hour;

otherwise, its effects end, but only 1 round of raging song per target is expended for that hour.

At 10th level, the hunt caller can instead choose a Medium animal shape. At 14th level, the hunt caller can choose *shapechanger's gift** or the effects of *beast shape II*. At 18th level, she can choose the effects of *beast shape III*.

This raging song replaces song of strength, song of the fallen, and the rage power gained at 18th level.

Wilderness Magic (Su): At 5th level and again at 11th level and 17th level, the hunt caller adds two spells of any level she can cast from the druid spell list to her class spell list and list of skald spells known.

This replaces spell kenning.

Inspire Scent (Ex): At 6th level, the hunt caller gains the scent rage power. Her song of the senses and inspired rage raging songs both grant affected allies this rage power.

This replaces the rage power gained at 6th level.

Rage Powers: The following rage powers complement the hunt caller archetype: animal fury, battle roar^{ACG}, beast totem^{APG} (lesser, normal, and greater), intimidating glare, low-light vision, no escape, primal scent^{UC}, quick reflexes, sprint^{UC}, and swift foot.



SLAYER

Slayers in wilderness environments are masters of using natural terrain to establish combat advantages.

SLAYER TALENTS

The following slayer talents can be taken by any slayer who meets their prerequisites.

Sticks and Stones (Ex): The slayer gains Catch Off-Guard as a bonus feat.

Sunlight Strike (Ex): The slayer can reflect sunlight (or other sources of bright light) into the eyes of an adjacent target as a swift action, causing it to gain the dazzled condition for 1 round.

Sure Footing (Ex): The slayer gains a +5 bonus on Acrobatics checks to move on narrow surfaces and loose or uneven ground.

Toxin Training (Ex): The slayer builds resistance to certain poisons over time. Each time he chooses this talent, he chooses one ability score. He gains a +4 bonus on saving throws against poisons that deal damage to the chosen ability score. The slayer can choose this talent multiple times. Each time he does, he chooses a new ability score and gains the bonus on saves against poisons that target that ability. The slayer must be at least 4th level and have the poison use talent to select this talent.

AVALANCHER (ARCHETYPE)

Avalanchers attack from overhead cliffs and mesas like a landslide of arrows and blades.

Falling Strike (Ex): An avalancher excels at dropping onto opponents from higher ground. He gains a +1 bonus on Stealth checks and attack and damage rolls when he falls at least 10 feet before attacking an opponent. These bonuses stack with any bonuses the avalancher receives for charging or attacking from higher ground.

At 5th, 10th, 15th, and 20th levels, the bonuses from falling strike increase by 1.

This replaces studied target.

Cliff Jumper (Ex): An avalancher adds half his level on Acrobatics checks to jump or soften a fall. Whenever he attempts an Acrobatics check to soften an intentional fall, he reduces the falling damage he takes by an additional 1d6 for every increment of 10 by which his Acrobatics check result exceeds the DC (a 2d6 reduction at DC 25, 3d6 at DC 35, and so on). At 11th level, the avalancher reduces the DC of his Acrobatics checks to soften a fall by 5.

This replaces track and swift tracker.

Falling Dodge (Ex): At 7th level, an avalancher gains his bonus to AC from the falling strike ability when a jump or fall carries him through threatened squares. This bonus applies only when he's jumping, not when he's using Acrobatics to try to avoid attacks of opportunity from moving through threatened squares.

This replaces stalker.

Fall-By Attack (Ex): At 14th level, if the avalancher makes a single jump of at least 20 feet in any direction and lands at an elevation at least 10 feet lower than his starting elevation, he can make ranged or melee attacks during his fall as if he were making a full-round attack. He can make any number of attacks in any combination of squares along this single jump, up to his maximum number of attacks, but he can attack a given creature once at most. If the avalancher attempts a jump but fails the Acrobatics check, he makes no attacks and suffers the consequences of his failed jump normally. At 19th level, he can add his extra damage from sneak attack against each creature he hits while using this ability, even if the targets have acted in combat or retain their Dexterity bonuses to AC.

This replaces quarry and improved quarry.

Death from Above (Ex): At 20th level, an avalancher can take down his foe with a single attack. During a round, if he falls at least 10 feet (the action type depends on how he comes to be falling), he can make a single attack at his full base attack bonus as a standard action, choosing one of the following effects: kill, knock unconscious for 1d4 hours, or paralyze for 2d6 rounds. If the attack hits, the target takes damage normally and must succeed at a Fortitude save or suffer the additional effect. The save DC is equal to 20 + 1 for every 10 feet the avalancher fell before making the attack (to a maximum of DC 30 for a fall of 100 feet or more). Whether or not the target succeeds, it can't be targeted by this ability again (by any avalancher) for 24 hours.

This replaces master slayer.

DUNE RIDER (ARCHETYPE)

Mounted harriers, saboteurs, and skirmishers, dune riders can disrupt even the most organized opposition.

Sand Foot (Ex): The dune rider adds half his level as a bonus on Ride checks in warm deserts, hills, and mountains. At 11th level, the dune rider and his mount no longer treat sand or rocky ground as difficult terrain, and they gain a +10-foot enhancement bonus to their base speed in warm deserts, hills, and mountains.

This replaces track and fast tracker.

Desert Skirmisher (Ex): The dune rider excels in combat in warm deserts, hills, and mountains. While in such terrain, he gains a +2 bonus on initiative, Perception, and Stealth checks, and a +1 bonus on attack and damage rolls. At 5th level and every 5 levels thereafter, the bonus on initiative, Perception, and Stealth checks increases by 2 (maximum +10) and the bonus on attack and damage rolls increases by 1 (maximum +5).

This replaces studied target.

Galloping Fire (Ex): At 4th level, the penalties for the dune rider's ranged attacks while mounted decrease by 2. These penalties decrease by an additional 2 at 7th level.

This replaces stalker and the slayer talent normally gained at 4th level.

Dust Vision (Ex): At 8th level, the dune rider is at home in the desert. He exists comfortably in hot conditions up to 140° Fahrenheit without having to attempt Fortitude saves.



His equipment is likewise protected. He takes no penalties on Perception checks from blowing sand, dust, or heat shimmers, nor do these effects grant concealment to the dune rider's enemies within 30 feet. Effects that would grant total concealment work normally.

This replaces the slayer talent normally gained at 8th level.

Dunes of Death (Su): At 20th level, a dune rider can use the desert's heat to finish off his foes. As a standard action, he can make a single attack at his full base attack bonus while in warm desert, hills, or mountains, choosing one of the following effects: kill, knock unconscious for 1d4 hours, or paralyze for 2d6 rounds. If the attack hits, the target takes damage normally and must succeed at a Fortitude save or suffer the additional effect. The DC of this save is 20 + the dune rider's Intelligence modifier. Whether or not the target succeeds, it can't be targeted by this ability again for 24 hours.

This replaces master slayer.

GUERRILLA (ARCHETYPE)

Slayers characterized by cunning and patience, guerrillas specialize in ambush and harassment of enemies.

Strike First, Strike Last (Ex): A guerrilla adds half his level on Stealth checks when remaining motionless and reduces the penalty on Stealth checks when sniping by an equal amount. He also gains this bonus on his initiative checks in surprise rounds whenever he is aware of the surprise round and at least one enemy is unaware.

This replaces track and swift tracker.

Quick Start (Ex): At 6th level, the guerrilla can take a normal charge action during the surprise round, rather than a charge with half the usual distance.

This replaces the 6th-level slayer talent.

Astonishing Strike (Ex): At 14th level, when the guerrilla deals sneak attack damage to a target of his studied target ability during the surprise round, that target is denied its Dexterity bonus to AC against attacks from the same guerrilla until the end of the guerrilla's next turn. When the guerrilla reaches 19th level, this ability works any time he deals sneak attack damage to a target of his studied target ability during the first round of combat, whether or not it's a surprise round.

This replaces quarry and improved quarry.

WOODLAND SNIPER (ARCHETYPE)

Woodland snipers are guardians of forest and grove, keeping vigil on their borders and hunting bounties and trespassers from the shelter of sturdy branches.

Tree Climber (Ex): A woodland sniper adds half his level to Acrobatics and Climb checks to move between, through, or up trees. With a successful DC 15 Acrobatics check, he can make ranged attacks with bows while balancing on branches.

This replaces track.

Ranged Sneak Attack (Ex): At 3rd level, whenever a woodland sniper makes a ranged attack against a creature within 30 feet that is denied its Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), he deals an additional 1d6 points of damage. This damage increases by 1d6 every



3 levels thereafter. Should the woodland sniper score a critical hit with his ranged attack, this additional damage is not multiplied.

A woodland sniper cannot use sneak attack with a melee attack.

At 6th level and every 3rd level thereafter, the range at which he can make a sneak attack increases by 10 feet.

This alters sneak attack.

Still Shot (Ex): At 7th level, when he has cover provided by one or more trees, the woodland sniper reduces the penalty on Stealth checks to remain hidden while sniping by half his slayer level.

This replaces stalker.

Branchwalking (Ex): At 11th level, the woodland sniper gains a climb speed equal to his base speed. In addition, at 13th level, he can move from one tree to another via connecting branches by adding 5 to the DC of an Acrobatics or Climb check to move within the canopy. The woodland sniper cannot end his movement on a branch that cannot support his weight.

This replaces swift tracker and slayer's advance.

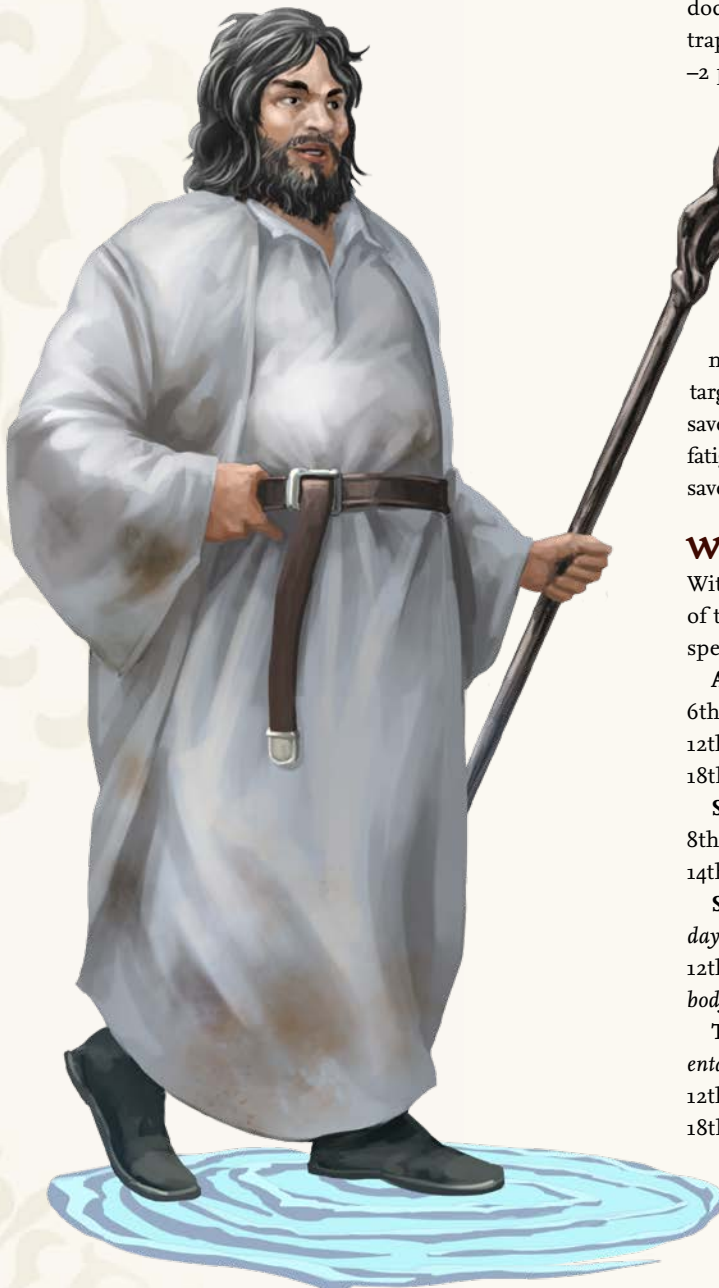
WITCH

Witches blur the line between arcane and divine power, casting hexes and spells granted by their recondite patrons.

WITCH HEXES

The following hexes are available to all witches and use the standard rules for witches found in *Pathfinder RPG Advanced Player's Guide*. The save DC for a witch's hex is 10 + half the witch's level + the witch's Intelligence modifier.

City Sight (Su): The witch curses a target with the simple vision of urban mortals. On a failed Fortitude save, the subject loses the use of darkvision, greensight, low-light vision, see in darkness, and other visual abilities beyond simple sight, but not nonvisual means of perception like



blindsight, scent, or tremorsense. This effect lasts 1 minute. At 8th level, this effect lasts for 10 minutes instead. Whether or not the creature succeeds at the saving throw, it can't be the target of this hex again for 1 day.

Enemy Ground (Su): The witch curses a target with clumsiness when in dangerous terrain. The target takes a -4 penalty on Acrobatics checks to move over slippery or uneven surfaces and to avoid attacks of opportunity while moving through threatened squares. This effect lasts for 1 minute. On a successful Will save, the penalty is reduced by half and the duration is only 1 round. At 8th level, this penalty increases to -8.

No Place Like Home (Su): The witch fills an ally with the safety he feels at home or inflicts pangs of homesickness to hamper an enemy's defenses. She chooses a target for the hex within 30 feet. If she chooses an ally, that ally gains a +2 dodge bonus to AC against traps and on Reflex saves against traps. If she chooses an opponent, that opponent takes a -2 penalty to AC against traps and on Reflex saves against traps. Either way, the effects last for 1 minute.

The target can attempt a Will save to negate the effects of the hex. At 8th level, the bonus or penalty increases to 4. At 16th level, the bonus or penalty increases to 6. A creature targeted by this hex cannot be targeted again by this hex for 1 day.

Summer's Heat (Su): The witch surrounds her target with oppressive heat, dealing a number of points of nonlethal damage equal to her witch level and causing the target to become fatigued. The target can attempt a Fortitude save to reduce this nonlethal damage by half and negate the fatigued condition. Whether or not the target succeeds at this save, it can't be the target of this hex again for 1 day.

WITCH PATRONS

Witches can choose the following patrons based on themes of the natural world to further associate the effects of their spellcasting powers with the wilderness.

Autumn: 2nd—*ray of enfeeblement*, 4th—*create pit*^{APG}, 6th—*gentle repose*, 8th—*vitriolic mist*^{UM}, 10th—*major creation*, 12th—*acid fog*, 14th—*caustic eruption*^{UM}, 16th—*horrid wilting*, 18th—*wail of the banshee*.

Spring: 2nd—*feather fall*, 4th—*alter self*, 6th—*pup shape*^{UC}, 8th—*true form*^{APG}, 10th—*lightning arc*^{UM}, 12th—*chain lightning*, 14th—*control weather*, 16th—*stormbolts*^{APG}, 18th—*time stop*.

Summer: 2nd—*goodberry*, 4th—*flaming sphere*, 6th—*daylight*, 8th—*greater flaming sphere*^{ACG}, 10th—*wall of fire*, 12th—*sirocco*^{APG}, 14th—*sunbeam*, 16th—*sunburst*, 18th—*fiery body*^{APG}.

Thorns: 2nd—*thorn javelin*^{ACG}, 4th—*wrath*^{APG}, 6th—*thorny entanglement*^{ACG}, 8th—*thorn body*^{APG}, 10th—*wall of thorns*, 12th—*blade barrier*, 14th—*repulsion*, 16th—*mage's sword*, 18th—*wooden phalanx*^{UM}.

Winter: 2nd—*unshakable chill*^{UM}, 4th—*resist energy* (cold only), 6th—*ice storm*, 8th—*wall of ice*, 10th—*cone of cold*, 12th—*freezing sphere*, 14th—*control weather*, 16th—*polar ray*, 18th—*polar midnight*^{UM}.



Woodlands: 2nd—*entangle*, 4th—*accelerate poison*^{APG}, 6th—*lily pad stride*^{APG}, 8th—*grove of respite*^{APG}, 10th—*tree stride*, 12th—*repel wood*, 14th—*animate plants*, 16th—*control plants*, 18th—*shambler*.

FLOOD WALKER (ARCHETYPE)

Witches who dwell in floodplains or along the banks of predictably dangerous rivers can tap into the underlying potential of surging waters in order to enhance their eerie powers.

Alignment: Flood walkers exult in the final gasp for air of a drowning victim and must be evil in alignment. A flood walker who becomes nonevil loses access to all abilities granted by this archetype but does not regain any abilities this archetype replaced.

Class Skills: A flood walker gains Survival and Swim as class skills but does not gain Fly and Heal as class skills.

This alters the witch's class skills.

Patron Spells: Regardless of which patron a flood walker selects, he replaces some of his patron spells with the following: 4th—*aboleth's lung*^{ARG}, 10th—*suffocation*^{APG}, 16th—*seamantle*^{APG}, 18th—*mass suffocation*^{APG}.

This alters the witch's patron spells.

Gasping Breath Aura (Su): A creature attempting to hold its breath within 30 feet of a flood walker is treated as having taken a standard or full-round action when determining how long it can hold its breath, regardless of the number and type of actions it takes in a round. At 5th level, increase the DC of Swim checks attempted within 30 feet of the flood walker by 5, and creatures actively engaged in combat or a similarly strenuous activity use air twice as quickly within the aura. The flood walker can exempt creatures within this aura from these increased penalties.

This replaces the hex gained at 1st level.

River Stride (Su): At 6th level, a flood walker and his familiar can walk on the surface of water and other liquids as if under the effects of a *water walk* spell. The flood walker chooses at the beginning of his turn each round whether this ability is active or suppressed (for himself and his familiar separately), allowing him to walk on water or swim.

This replaces the hex gained at 6th level.

Breath Siphon (Su): At 10th level, a flood walker gains strength from his patron when creatures suffocate or drown. Whenever a creature with an Intelligence of 3 or higher asphyxiates or drowns within 30 feet of him, the flood walker gains the benefit of a *death knell* spell for 1 hour. If a flood walker drowns such a victim himself (such as by holding a grappled or helpless creature under water until it dies or by killing it with a *suffocation* spell), the duration is doubled, and the flood walker gains 4d8 temporary hit points and a +6 enhancement bonus to Strength instead of the usual temporary hit points and enhancement bonus to Strength from *death knell*. Like *death knell* itself, this is an evil act.

This replaces the hex gained at 10th level.

Hexes: The following witch hexes complement the flood walker archetype: blight, prehensile hair^{UM}, swamp hag^{UM}, water lung^{UM}.

Major Hexes: The following major hex complements the flood walker archetype: weather control.

Grand Hexes: The following grand hex complements the flood walker archetype: natural disaster.

HERB WITCH (ARCHETYPE)

Some witches dedicate their lives to the mastery of herb lore. Herb witches brew foul-tasting medicines, sweet poisons, and other concoctions from the untamed plants of the wild.

Patron Spells: An herb witch must choose a patron with a theme compatible with the needs of the natural world, selected from the following list: ancestors^{UM}, animals, death^{UM}, elements, healing^{UM}, plague, strength, time^{UM}, water, winter^{UM}, wisdom, or woodlands*.

This alters the witch's patron spells.

Herb Lore (Ex): Herb witches are masters of herbalism, and they can use what they gather from garden or grove to duplicate many of the effects of alchemy. An herb witch can attempt Profession (herbalist) checks in place of Craft (alchemy) checks, and she gains a bonus on Profession (herbalist) checks equal to half her class level.

Herb witches are adept at brewing thick herbal cure-alls called remedies. An herb witch prepares these remedies while communing with her familiar, during which she can prepare a number of remedies equal to 3 + her Intelligence modifier (minimum 1 remedy). A remedy becomes inert if it leaves the herb witch's possession, reactivating as soon as it returns to her keeping. A witch can never have more remedies than 3 + her Intelligence modifier.

As a standard action, the herb witch can administer a remedy to herself or a creature within reach which consumes the remedy. The herb witch attempts a Profession (herbalist) check against the save DC of any one disease or poison currently afflicting the consumer. If she is successful, the affliction is suppressed for 1 minute. At 10th level, if she exceeds the DC of the check by 10 or more, the affliction immediately ends. If the disease or poison doesn't allow saving throws, the remedy is ineffective.

An herb witch can also use a remedy to attempt to remove the blinded, deafened, fatigued, nauseated, sickened, and staggered conditions. This requires a Profession (herbalist) check with a DC equal to the spell or effect that caused the condition, or a DC 25 check if the condition was caused by an effect that doesn't allow a saving throw. If the herb witch succeeds, the condition is removed unless the condition is permanent; at 10th level, if the herb witch succeeds by 10 or more, her remedy can remove a permanent condition.

Only a single condition, disease, or poison can be removed with each application of a remedy, and a creature can only benefit from one herbal remedy each day, whether or not the herb witch succeeds at her skill check.

This replaces the hexes gained at 1st and 10th levels.



Hexes: An herb witch must select cauldron as her hex at 2nd level. The following witch hexes complement the herb witch archetype: fortune, healing, poison steep^{UM}, swamp hag^{UM}.

Major Hexes: The following major hexes complement the herb witch archetype: major healing, weather control, witch's brew^{UM}.

Grand Hexes: The following grand hex complements the herb witch archetype: life giver.

SEASON WITCH (ARCHETYPE)

Season witches gain their power from the cyclical and mystical exchange of energy passed from one season of

nature to another. Often, season witches carry bitter grudges against their fellow witches, with many believing that the season prior to their chosen focus is inferior and the season that replaces their favored time is an usurper of time, but at other times season witches work together, understanding that all are a part of the cycle of the natural world.

Season of the Witch (Su): A season witch observes the cycles of life through symbolic festivals and the very real passage of time. Their covens celebrate the seasons and their impact on magic. These seasonal cycles alter their magic and mind-set, focusing their spells and hexes on a predominant energy type and philosophy.

A season witch makes a commitment to embody the sacred symbolism of a season year round, and learns her spells through communion with nature, divining secrets from shapes in the clouds or the play of leaves on the wind. At 1st level, a season witch chooses the season that defines her abilities as her patron; this choice also provides her certain benefits.

A spring witch has dominion over the renewing spirit of life and youth. The save DCs of her spells that deal electricity damage increase by 1. At 1st level, she gains either the charm hex or disguise hex as a bonus hex.

A summer witch has dominion over growth, the harvest, and toil. The save DCs of her spells that deal fire damage increase by 1. At 1st level, she gains either the fortune hex or misfortune hex as a bonus hex.

An autumn witch has dominion over the provision of the land and the passing of life. The save DCs of her spells that deal acid damage increase by 1. At 1st level, she gains either the blight hex or slumber hex as a bonus hex.

A winter witch has dominion over hearth and home. The save DCs of her spells that deal cold damage increase by 1. At 1st level, she gains either the healing hex or ward hex as a bonus hex.

This alters patron and the hex gained at 1st level.

Hexes: The following hexes complement the season witch archetype: flight (spring), summer's heat* (summer), poison steep^{UM} (autumn), no place like home* (winter).

Major Hexes: The following major hexes complement the season witch archetype: speak in dreams^{UM} (spring), agony (summer), hoarfrost^{UM} (autumn), major healing (winter).

Grand Hexes: The following grand hexes complement the season witch archetype: forced reincarnation (spring), natural disaster (summer), death curse (autumn), life giver (winter).



OTHER ARCHETYPES AND CLASS OPTIONS

While some classes are not as at home in the wild places of the world, there are still those who have adapted to the wilderness. The following includes a sample of other class archetypes that survive and thrive among the elements.

BLIGHTED MYRMIDON (ANTIPALADIN ARCHETYPE)

Blighted myrmidons carry the seed of rot in their black hearts and sap life from the natural world.

Smite Nature (Su): A blighted myrmidon can drain the life from a creature tied to nature. As a swift action, the blighted myrmidon chooses one target within sight to smite. Regardless of its alignment, if the target is an animal, plant, or vermin, the blighted myrmidon adds her Charisma bonus (if any) on her attack rolls and adds her blighted myrmidon level on damage rolls against the target of her smite. If the target of smite nature is an elemental, a fey, or a creature with levels of druid, hunter, ranger, or shifter, the bonus on damage on the first successful attack increases to 2 points of damage per class level the blighted myrmidon has. This ability otherwise functions as smite good.

This alters smite good.

Corrupted Companion (Sp): At 5th level, a blighted myrmidon can call upon a corrupted servant of nature. When the blighted myrmidon chooses the second fiendish boon option, it functions as a *summon nature's ally* spell of the appropriate level. This ability otherwise functions as the standard fiendish boon antipaladin class feature.

This alters fiendish boon.

Feed on Decay (Ex): At 10th level, a blighted myrmidon draws strength from corrupting the natural world. When the blighted myrmidon damages a creature with her smite nature ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for 1 round.

This replaces the use of smite good gained at 10th level.

Aura of Decay (Su): At 11th level, as a free action, a blighted myrmidon can expend two uses of her smite nature ability to generate an aura of decay with a range of 10 feet for 1 minute. Living foes of the blighted myrmidon within the aura take 3d6 points of damage unless they succeed at a Fortitude save

(DC = half the blighted myrmidon's level + her Charisma modifier) for half damage. If an elemental, a fey, or a creature with levels in druid, hunter, ranger, or shifter takes damage from aura of decay, the blighted myrmidon regains a number of hit points equal to half the amount of damage the creature takes; this doesn't stack if multiple such creatures are in the aura.

This replaces aura of vengeance.

Enervating Touch (Su): At 15th level, when she damages a creature with her touch of corruption, a blighted myrmidon can suppress the vital force of her target for 1 round per level. While affected, when the target regains hit points, it regains only half the number of hit points it would otherwise receive, and it can't gain temporary hit points. The target can attempt a Fortitude save (DC = half the blighted myrmidon's level + her Charisma modifier) to negate this effect.

This replaces the cruelty gained at 15th level.

Unnatural Champion (Ex): At 20th level, when a blighted myrmidon uses smite nature and strikes an elemental or fey creature with the extraplanar subtype, the target is also subject to the effects of a *banishment* spell, using her blighted myrmidon level as her caster level, and her weapon and unholy symbol automatically count as objects that the subject hates. This ability otherwise functions as unholy champion.

This alters unholy champion.

COMMANDO (GUNSLINGER ARCHETYPE)

Commandos are those rough and ready gunslingers who excel at hit-and-run tactics and leveraging their expertise in the wild against their enemies.

Class Skills: A commando gains Knowledge (geography), Knowledge (nature), and Stealth as class skills instead of Knowledge (engineering), Knowledge (local), and Sleight of Hand.

This alters the gunslinger's class skills.

Deeds: A commando gains the following deeds; each of these deeds replaces an existing deed.

Trap Shot (Ex): At 3rd level, the commando can spend 1 point of grit and target a 5-foot square with her firearm. If she succeeds at an attack against an AC of 10, she triggers a single trap within that 5-foot square, even if she is unaware of the trap. If there are multiple traps within the same 5-foot square, the commando must declare which trap



she is triggering; otherwise it is determined randomly. If a creature is occupying the same square as the triggered trap, the trap affects the creature as if it had triggered the trap.

This deed replaces utility shot.

Sniping Shot (Ex): At 11th level, the commando can spend 1 point of grit as a swift action to negate the –20 penalty on Stealth checks when sniping until the start of her next turn.

This deed replaces expert loading.

Camouflage (Ex): At 11th level, as long as the commando has 1 point of grit, she gains the camouflage ranger class feature.

This deed replaces lightning reload.

Hide in Plain Sight (Ex): At 15th level, as long as the commando has 1 point of grit, she gains the hide in plain sight ranger class feature.

This deed replaces slinger's luck.

Favored Terrain (Ex): At 2nd level, a commando gains the favored terrain ranger class feature. At 6th level and every 4 levels thereafter, the commando can pick an additional favored terrain.

This replaces nimble.

Track (Ex): At 4th level, a commando adds half her level on Survival checks to follow tracks.

This replaces the bonus feat gained at 4th level.

Trapsmith: At 5th level, a commando can learn how to create one ranger trap (*Pathfinder RPG Ultimate Magic* 64) in place of gaining the next level of gun training. A commando can use a known trap a number of times per day equal to her Wisdom bonus (minimum 1). The DC for a commando's trap is equal to 10 + half her commando level + her Wisdom bonus, and it lasts 1 day per 2 levels she has.

A commando can set only extraordinary ranger traps with this ability; as with extraordinary ranger traps, the trap DC for these traps has a –2 penalty.

This alters gun training.

NATURE-BONDED MAGUS (MAGUS ARCHETYPE)

A nature-bonded magus synergizes arcane magic and the divine magic traditions of druids into a deadly synthesis.

Natural Magic: A nature-bonded magus adds one 0-level and one 1st-level spell from the druid spell list to the magus spell list and his spellbook. Each time a nature-bonded magus gains the ability to cast a new level of spells, he can add one spell of that level from the druid spell list to both the magus spell list and his spellbook.

Plant Familiar: A nature-bonded magus gains the familiar magus arcana. A nature-bonded magus must choose a plant familiar (see page 190) as his familiar.

This replaces arcane pool.

Familiar Symbiosis (Su): A 4th level, when a nature-bonded magus is adjacent to his familiar, he can merge with his familiar as a standard action; both the nature-bonded magus and the familiar provoke attacks of opportunity with this action. Doing so causes the plant familiar to bond with a part of the nature-bonded magus's body as though it were growing on him. While merged, the nature-bonded magus's

familiar can take no actions (but can still attempt Perception checks and communicate with the nature-bonded magus), and it can't be targeted or harmed by effects. As long as his familiar is merged, the nature-bonded magus gains half his plant familiar's natural armor adjustment to AC.

The nature-bonded magus can separate from his plant familiar as a standard action that provokes attacks of opportunity for both of them. Once they have separated, the familiar appears in an adjacent square of the nature-bonded magus' choosing.

This replaces spell recall.

Woodland Stride (Ex): At 7th level, a nature-bonded magus can move through any sort of undergrowth (such as natural briars, overgrown areas, thorns, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Briars, overgrown areas, and thorns that are enchanted or magically manipulated to impede motion, however, still affect him.

This replaces knowledge pool.

Improved Familiar Symbiosis (Su): At 11th level, when a nature-bonded magus is merged with his familiar, he gains a +4 enhancement bonus to his Strength and Constitution.

This replaces improved spell recall.

FEROCITY (PSYCHIC DISCIPLINE)

You are in touch with the most primal part of your subconscious. Your training allows you to unlock animalistic senses and powers.

Phrenic Pool Ability: Wisdom.

Bonus Spells: *Anticipate peril*^{UM} (1st), *bull's strength* (4th), *heroism* (6th), *freedom of movement* (8th), *stoneskin* (10th), *transformation* (12th), *greater arcane sight* (14th), *mind blank* (16th), *foresight* (18th).

Discipline Powers: Through your psychic training, you can unleash the most animalistic portions of your subconscious, enhancing your senses and physical capabilities.

Enhanced Senses (Ex): Your mind can process sensory stimuli with exceptional efficiency, awakening you to a world most humanoids cannot comprehend. You gain scent as per the universal monster rule. You can spend 1 point from your phrenic pool as a standard action to amplify your sense of smell, gaining blindsense with a range of 30 feet for 1 minute. At 11th level, your blindsense is continuously active, and you can spend 1 point from your phrenic pool as a standard action to gain blindsight with a range of 30 feet for 1 minute.

Survival Instinct (Ex): Through sheer willpower, you can keep your body going longer than should be possible. You add your Wisdom bonus (minimum +1) to your Constitution score to determine the negative hit point total at which you die, and as a bonus on Constitution checks to become stable or regain consciousness.

Ferocity (Ex): At 5th level, you cling to life with increasing ferocity. You gain ferocity as per the universal monster rule. Whenever you have 0 hit points or negative hit points, you gain a +4 morale bonus to your Strength and Dexterity, as well as a +2 morale bonus on Fortitude saves. At 8th level,



you are not staggered when you have 0 hit points or negative hit points, and you automatically stabilize when you have negative hit points.

Primal Fury (Su): At 13th level, you can unleash a more primal version of yourself as a free action. This functions as *transformation*, with the following exceptions. You can use this ability for a number of rounds per day equal to your psychic level. These rounds do not need to be consecutive. You can end the effect as a free action. After using this ability, you are fatigued for a number of rounds equal to twice the number of rounds spent in primal fury. You cannot enter a new primal fury while fatigued or exhausted. If you fall unconscious, your primal fury immediately ends.

SYMBIOSIS (PSYCHIC DISCIPLINE)

Like pollen on the wind or the roots of plants in the ground, your thoughts permeate your surroundings, allowing you to study and manipulate the world around you.

Phrenic Pool Ability: Charisma.

Bonus Spells: *Hide from animals* (1st), *hold animal* (4th), *dominate animal* (6th), *command plants* (8th), *awaken* (10th), *liveoak* (12th), *greater scrying* (14th), *control plants* (16th), *dominate monster* (18th).

Discipline Powers: Your powers allow you to connect with and manipulate natural life.

Animal Mastery (Su): As a standard action, you can project your mind into the mind of an animal you can see, establishing a mental link that allows you to share the animal's senses—hearing, seeing, smelling, tasting, and touching everything the animal does. You cannot use this ability on an animal if its Hit Dice exceed your psychic level. The animal can attempt a Will save to resist the effect. If it is successful, the animal is immune to this ability for 24 hours.

While sharing an animal's senses, your body is effectively unconscious, but you can end the effect as a free action. You can maintain the link for 1 hour per level, but the link is immediately severed if the animal moves beyond a range of 1 mile per psychic level you have. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

At 7th level, the mental link becomes stronger. Whenever you share an animal's senses, you can control it, as per *dominate animal*, except the duration, Hit Dice limit, range, and other conditions listed above apply.

One with Nature (Sp, Su): You can cast *detect animals or plants* as a spell-like ability at will. You gain a +2 insight bonus on Knowledge (nature) checks, and while using *detect animals or plants*, the bonus increases to +4 to identify a matching animal or plant creature within the area of effect. At 7th level, you can speak with any animal you successfully identify, as per *speak with animals*, but this ability doesn't make the creature any friendlier than normal.

Bionetwork (Su): At 5th level, your mental influence over nature increases. Once per day, you can spend 10 minutes to mentally connect with living fungi, leaves, moss, roots, and similar plants or plantlike things. You form a temporary network that functions as an extension of your senses.

The network allows you to use one of the following two effects: you can remotely view any familiar or obvious location within a range of 250 feet per psychic level, as per *clairaudience/clairvoyance*; or you can attempt to locate a creature within the area, as per *scrying*. You don't need a focus to use this effect, and you can't cast spells through the sensor.

This ability doesn't function in areas of sparse vegetation, such as arid deserts, barren caverns, or frozen tundras. Buildings and urban areas are generally excluded from your network, but ruins reclaimed by nature are connected. While you're underground, roots and fungi function as your network, but the radius of the network is only 100 feet per psychic level.

At 9th level and every 4 levels thereafter, you gain an additional daily use of this ability.

Animate Tree (Su): At 13th level, you can animate a tree within 180 feet as a standard action. This functions as a treant's animate trees ability, with the following exceptions. Each day, you can animate a number of trees equal to 3 + your Charisma modifier, and you can control up to one tree at a time, plus an additional tree at 15th level and every 2 levels thereafter. A tree remains animated for 10 minutes per level, or until dismissed by you or destroyed.

WOOD (SHAMAN SPIRIT)

A shaman who selects the wood spirit has a skin tone similar to the coloration of trees in her home region. Her vibrant hair is fragrant and resembles leaves and blossoms.

Spirit Magic Spells: *Shillelagh* (1st), *barkskin* (2nd), *minor creation* (wood items only) (3rd), *thorn body*^{APG} (4th), *tree stride* (5th), *ironwood* (6th), *transmute metal to wood* (7th), *changestaff* (8th), *wooden phalanx*^{JM} (9th).

Hexes: A shaman who chooses the wood spirit can select from the following hexes.

Hex of Lignification (Su): The shaman causes a creature within 30 feet to turn into a twisted, treelike shape for 2 rounds. The target gains hardness 5 but is staggered, and can negate the effect with a successful Fortitude saving throw. Whether or not the target succeeds at its save, it can't be the target of this hex again for 24 hours.

Nature's Gifts (Su): Once per day, the shaman can command trees and other plants to yield magical berries and fruit. This ability functions as *goodberry*, except the maximum number of hit points it can restore to a subject in a 24-hour period from this hex is equal to the shaman's Charisma modifier (minimum 1 hit point per day).

Spines and Brambles (Su): With a beckoning gesture, the shaman conjures spiny shrubs in a number of squares equal to her Charisma modifier (minimum 1) within 30 feet. The squares become filled with light undergrowth (*Pathfinder RPG Core Rulebook* 426). The shaman can pass through the affected squares without impediment. When the shaman uses this hex again, any previously conjured undergrowth withers away.

Verdant Path (Sp): Even the most tangled briars make way for the shaman, and suitable roots and branches appear to support her feet. The shaman gains woodland stride, as per the druid ability of the same name. At 8th level, she can use



air walk at will whenever she is within 10 feet of a tree, though the effect ends instantly when she moves farther than 10 feet from a tree.

Whispering Leaves (Sp): Whenever the shaman is within 10 feet of a tree or undergrowth, she can cast *whispering wind* as a spell-like ability with a caster level equal to her shaman level. The targeted area must also contain trees or undergrowth, which relay the message in a gentle, rustling voice. At 8th level, the shaman can also listen to the targeted area as though she were using *clairaudience/clairvoyance* for the 1 round during which the hex is delivering the message.

Spirit Animal: The shaman's spirit animal looks like a wooden figurine or a vaguely animal-shaped tree branch when it is motionless. The animal gains freeze as per the universal monster rule (*Pathfinder RPG Bestiary 2* 297).

Spirit Ability: A shaman who chooses the wood spirit as her spirit or wandering spirit gains the following ability.

Tree Limb (Su): As a swift action, the shaman can turn one of her arms into a heavy, branch-like limb. She must drop anything held in that hand, and she can't use this ability if she is wearing a shield on that arm. Until the beginning of her next turn, she gains a slam attack that deals 1d8 points of damage (for a Medium shaman; 1d6 if Small, 2d6 if Large). A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

At 8th level, the reach of this slam attack increases by 5 feet. At 16th level, the shaman can transform both of her arms, gaining two slam attacks.

Greater Spirit Ability: A shaman who chooses the wood spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Bloody Roots (Sp): As a standard action, the shaman can cause a field of thick roots to burrow up from the ground. This ability functions as *black tentacles* with a caster level equal to the shaman's level. The area is centered on the shaman when she activates the ability but remains stationary if she then moves. The shaman is unaffected by the roots. Her allies treat the area as difficult terrain, but the roots don't attack them.

The shaman can end the effect as a free action. She can use this ability a number of rounds

per day equal to 3 + her Charisma modifier, but these rounds do not need to be consecutive.

True Spirit Ability: A shaman who chooses the wood spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Tree Form (Sp): As a standard action, the shaman can assume the form of a plant creature as per *plant shape III* with a duration of 1 hour per level. She can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a living creature of wood. She is forevermore treated as a plant creature rather than her original creature type for the purposes of spells and magical effects. Her skin takes on the appearance of polished wood grain, and she gains a +4 natural armor bonus to her Armor Class and damage reduction 10/— against wooden weapons and the natural attacks of wooden and wood-like creatures. She gains immunity to paralysis, poison, polymorph, sleep, and stun. At will, the shaman can meld with any tree or single block of wood (as per *meld into stone*, except she can meld only with wood and has no limit on how long she can remain in the wood).

LESHY CALLER (SUMMONER ARCHETYPE)

A leshy caller summons creatures from the First World and forges a bond with a leshy eidolon.

Leshy Eidolon: When a leshy caller summons her eidolon, the eidolon's body is created from extraplanar plant material and imbued with the intelligence of a leshy spirit. Its statistics are changed from those of a standard eidolon as follows. An unchained summoner uses the plant eidolon subtype (see page 95) instead of one of the subtypes listed in *Pathfinder RPG Pathfinder Unchained*.

Type: The eidolon is still an outsider, and its statistics don't change, but it also counts as a plant. As it isn't truly a plant, it doesn't gain the plant immunities.

Base Form: The leshy caller chooses one of the base forms listed below for her eidolon. When the eidolon is summoned in an environment matching one of these base forms, the leshy caller can change the eidolon's base form to the matching form by sacrificing one daily use of her *summon nature's ally* ability as a free action.





Plant eidolon base forms are as follows.

Cactus (Desert): **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** sting (1d4); **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** limbs (arms), limbs (legs), sting.

Conifer (Forest, Mountain): **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (bad), Will (good); **Attack** 2 claws (1d4); **Ability Scores** Str 14, Dex 12, Con 15, Int 7, Wis 10, Cha 11; **Free Evolutions** claws, limbs (arms), limbs (legs).

Fungus (Swamp, Underground): **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** bite (1d6); **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** bite, limbs (arms), limbs (legs).

Leaf (Forest, Jungle, Swamp): **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** slam (1d8); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** limbs (arms), limbs (legs), slam.

Seaweed (Aquatic): **Size** Medium; **Speed** 20 ft., swim 40 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** slam (1d8); **Ability Scores** Str 12, Dex 14, Con 15, Int 7, Wis 10, Cha 11; **Free Evolutions** limbs (arms), slam, swim (2).

This alters the summoner's eidolon.

Summon Nature's Ally (Sp): A leshy caller can cast *summon nature's ally* as a spell-like ability a number of times per day equal to 3 + her Charisma modifier. At levels where a regular summoner would gain access to a new level of *summon monster* as a spell-like ability, the leshy caller instead gains the equivalent *summon nature's ally* spell; at 19th level, she can cast *summon nature's ally IX* or *gate*. When a leshy caller gains a *summon nature's ally* spell as a spell-like ability, she adds it to her class spell list (though she must still select it as a spell known if she wants to gain the ability to cast it as a normal spell). She adds leaf leshys^{B3}, gourd leshys^{B3}, fungus leshys^{B3}, seaweed leshys^{B3}, and lotus leshys^{B5} to her list of creatures for *summon nature's ally I, II, III, IV, and V*, respectively.

This alters summon monster.

PLANT EIDOLON SUBTYPE

Plant eidolons consist of vegetable matter infused with raw natural spiritual power.

Alignment: Any. Plant eidolons don't have alignment subtypes.

Base Form: Cactus (limbs [arms], limbs [legs], sting), conifer (claws, limbs [arms], limbs [legs]), fungus (bite, limbs [arms], limbs [legs]), leaf (limbs [arms], limbs [legs], slam), seaweed (limbs [arms], slam, swim [2]).

Base Evolutions: At 1st level, plant eidolons gain low-light vision as well as the resistance (electricity) and resistance (sonic) evolutions.

At 4th level, plant eidolons gain constant *pass without trace* and they can change shape into plants of the size category corresponding to their base form with results similar to *tree shape*.

At 8th level, plant eidolons gain the ability to use *speak with plants* for 1 minute per Hit Die per day with any plants related to the eidolon's base form. These minutes need not be consecutive.

At 12th level, plant eidolons gain immunity to paralysis, poison, sleep, and stun.

At 16th level, plant eidolons gain the ability to use *commune with nature* once per day and can use their *speak with plants* ability at will. At 20th level, plant eidolons gain a +8 resistance bonus on saving throws against mind-affecting effects. They lose their resistance (electricity) and resistance (sonic) evolutions and instead gain the immunity (electricity) and immunity (sonic) evolutions.

ARROW CHAMPION (SWASHBUCKLER ARCHETYPE)

While the swashbuckler's agile style of combat is equally suited to urban settings and wilderness, the bow and arrow is an indispensable asset in open areas and harsh terrain where fancy footwork isn't enough to close the distance or dodge the enemy's arrows.

Arrow Champion's Panache (Ex): An arrow champion regains panache when she makes a killing blow with a light or one-handed piercing melee weapon or a bow (a longbow, shortbow, composite longbow, or composite shortbow).

This alters panache.

Deeds: An arrow champion gains the following deeds, each of which replaces an existing deed.

Retaliation (Ex): When a foe hits the arrow champion with an attack, she can spend 1 panache point to make a retaliatory attack of opportunity against that foe. If the triggering attack is a melee attack, she can retaliate with a melee attack using a light or one-handed piercing melee weapon, provided the creature is within her reach. If the triggering attack is a ranged attack, she can retaliate with a ranged attack using a bow, provided that the creature is within 30 feet of her. This deed's cost cannot be reduced by any ability or effect that reduces the number of panache points a deed costs.

This deed replaces opportune parry and riposte.

Precise Aim (Ex): At 3rd level, when attacking with a light or one-handed piercing melee weapon, an arrow champion can add her swashbuckler level to the damage she deals, as the swashbuckler's precise strike deed. She can also add one-quarter of her swashbuckler level to the damage dealt when attacking with a bow, but the target must be within 30 feet of her. As a swift action, an arrow champion can spend 1 panache point to increase the range of the effect to her bow's first range increment. Unlike a normal swashbuckler, an arrow champion cannot spend panache to double the extra damage.

This deed alters precise strike.

Swift Switch (Ex): At 3rd level, while the arrow champion has at least 1 panache point, she can sheathe or draw an unhidden light or one-handed piercing melee weapon or a bow as a swift action without provoking attacks of opportunity. If the

arrow champion spends 1 panache point, she can perform either action as an immediate action. In addition, if she has the Quick Draw feat and one of her hands is free, she can sheathe a weapon and draw an unhidden weapon as part of the same swift action, provided that one of the weapons is a bow and the other is a light or one-handed piercing melee weapon. If she spends 1 panache point, she can perform the switch as an immediate action.

This deed replaces swashbuckler's initiative.

Archer's Feint (Ex): At 7th level, when the arrow champion hits a foe within 30 feet with a bow attack, she can forgo the damage and instead attempt a Bluff check to feint against that foe as a swift action. If successful, in addition to the normal benefits of feinting, she doubles the extra damage from precise aim on her next melee attack before the end of her next turn.

This deed replaces superior feint.

Weapon Versatility (Ex): At 5th level, an arrow champion learns to use precision-based tricks just as accurately with her bow as with her melee weapons. Provided that her swashbuckler level is high enough, she can use the bleeding wound, deadly stab, menacing swordplay, perfect thrust, stunning stab, and targeted strike deeds when attacking with a bow, so long as her target is within 30 feet. If she spends a panache point to increase the range of her precise aim ability, the increased range applies to this ability as well.

This replaces swashbuckler weapon training.

Versatile Weapon Mastery (Ex): At 20th level, an arrow champion gains the benefits of swashbuckler weapon mastery when using a light or one-handed piercing melee weapon or a bow.

This alters swashbuckler weapon mastery.

WILDSTRIDER (SWASHBUCKLER ARCHETYPE)

Most swashbucklers call cities their home, but some prefer deserts, marshlands, mountains, or woods, where the rough terrain grants them an advantage, and have little interest in the comforts of an urban lifestyle.

Class Skills: A wildstrider gains Knowledge (nature), Stealth, and Survival as class skills, but does not gain Knowledge (nobility), Sense Motive, and Sleight of Hand as class skills.

This alters the swashbuckler's class skills.

Deeds: A wildstrider gains the following deeds, each of which replaces an existing deed.

Subterfuge (Ex): A wildstrider adds Stealth to the list of skills to which the derring-do deed applies. At 15th level, she adds Stealth to the list of skills on which she can take 10 using the swashbuckler's edge deed.

This deed replaces dodging panache and alters derring-do and swashbuckler's edge.

Adroit Step (Ex): At 3rd level, a wildstrider can use a swift action to treat a 5-foot square of difficult terrain as if it were normal terrain. If she also spends a panache point, she can treat all difficult terrain as though it were normal terrain until the end of her turn.

This deed replaces kip-up.

Keen Gaze (Ex): At 11th level, while a wildstrider has at least 1 panache point, she can ignore the miss chance from concealment (but not total concealment) caused by normal and magical fog, smoke, and undergrowth, but not other sources of concealment or a miss chance, such as *blur*.

This deed replaces subtle blade.

AVENGING BEAST (VIGILANTE ARCHETYPE)

Some vigilantes turn to natural traditions and supernatural forces to transform into beasts, unleashing a primal fury on their foes before returning to an ordinary guise.

Class Skills: An avenging beast gains Knowledge (nature) and Spellcraft as class skills, but does not gain Disable Device, Knowledge (engineering), Perform, and Sleight of Hand as class skills.

This alters the vigilante's class skills.

Skill Ranks per Level: An avenging beast gains a number of skill ranks equal to 4 + his Intelligence modifier at each level, instead of 6 + his Intelligence modifier.

This alters the vigilante's skill ranks per level.

Animal Mask (Ex): An avenging beast gains an ornate animal-headed mask that is a focus for his power and must be worn when assuming his vigilante identity. This mask symbolizes one specific animal, and the animal cannot be changed once chosen. Without this mask, an avenging beast cannot assume his vigilante identity. An avenging beast who loses his mask can replace it after 1 week through a specialized ritual that takes 8 hours to complete and costs 200 gp per avenging beast level.

This alters dual identity.

Spellcasting: An avenging beast casts divine spells as a hunter and uses the hunter's spell list.

This replaces the vigilante talents gained at 4th, 8th, 10th, 14th, and 16th level.

Patron Spells: An avenging beast selects a patron from the witch patron list and adds the patron bonus spells to his spell list (up to 6th-level spells). Patron spells of 7th level or higher are not counted as being on the avenging beast's spell list.

This replaces vigilante specialization.

Wild Shape (Su): At 5th level, when in his vigilante identity, the avenging beast gains the ability to take on the shape of the animal represented by his animal mask. This ability functions identically to the druid's wild shape ability, except the ability does not improve beyond functioning as *beast shape I*. The avenging beast treats his vigilante level as his druid level for the purposes of this ability. An avenging beast can use wild shape once per day at 5th level and one additional time per day at 7th level and every 2 levels thereafter, for a total of eight times per day at 19th level.

This replaces startling appearance, frightening appearance, and stunning appearance.



FERAL CHAMPION (WARPRIEST ARCHETYPE)

When a warpriest devotes himself to a god of the natural world, he is sometimes blessed with supernatural powers that allow him to evoke animalistic power and fury.

Feral Blessing: A feral champion must take the Animal blessing and does not gain a second blessing.

This alters blessings.

Sacred Claws (Su): Rather than empowering a physical weapon, a feral champion grows claws as primary natural weapons on each hand. These claws deal damage as a warpriest's sacred weapon and can be enhanced as such.

This alters sacred weapon.

Wild Shape (Su): At 7th level, a feral champion gains wild shape, as the druid ability of the same name, and treats his warpriest level – 3 as his effective druid level for the purposes of this ability. However, a feral champion does not gain the ability to take on elemental or plant forms with wild shape. A feral champion can use wild shape once per day at 7th level and one additional time per day every 4 levels thereafter, for a total of four times per day at 19th level.

This replaces sacred armor.

DISASTER BLESSINGS (WARPRIEST BLESSINGS)

Evil deities that offer the Air, Earth, Fire, and Water blessings or nonevil deities with disasters in their portfolios might also offer these disaster blessings as options for their warpriests.

Earthquake Blessing

The fury of the quaking earth infuses your faith.

Stone's Base (Minor): You can touch an ally to bless it with the stalwart resilience of stone. For 1 minute, the creature gains a +4 bonus to its CMD against maneuvers that would move the ally or knock it prone.

Earth Hammer (Major): At 10th level, you can touch a weapon to bless it with the force of a mighty earthquake for 1 minute. When the weapon hits a creature, the target must succeed at a Reflex save or fall prone; either way, the creature is immune to this ability for 24 hours.

Flood Blessing

You see proof of your convictions in the churning waters of a flood.

Lasting Breath (Minor): You can touch an ally to bless it with an extra reserve of breath. For 1 minute, while the ally holds its breath, standard and full-round actions don't decrease the number of rounds the ally can hold its breath (see page 445 of *Pathfinder RPG Core Rulebook*).

Tsunami Burst (Major): At 10th level, when you are hit by a melee attack, you can invoke this blessing as an immediate action. A wave of water blasts out from you at your attacker, attempting a bull rush combat

maneuver check using your CMB but adding your Wisdom modifier instead of your Strength modifier.

Tornado Blessing

The howling wrath of a tornado inspires your religion.

Dust Devil (Minor): When you hit with a weapon attack, you can use a swift action to cause a sudden burst of wind and debris to swirl around your target. The target is dazzled for 1 minute.

Howling Gale (Major): At 10th level, you can invoke a howling windstorm around yourself as a standard action. For 1 minute, any Large or smaller creature takes twice as much movement to enter a space adjacent to you due to the winds, and thus can't take a 5-foot step to move adjacent to you.

Wildfire Blessing

In the flames of a wildfire you take inspiration.

Leaping Flames (Minor): You touch an ally to bless it with the speed of a wildfire for 1 minute. The ally gains a +10-foot enhancement bonus to its base speed, and the ally gains a +1 dodge bonus to its AC against attacks of opportunity.

Fiery Wake (Major): At 10th level, when you move, you can use a swift action to invoke a blazing blessing on yourself. For the rest of your turn, your movement leaves behind a 10-foot-tall wall of opaque fire in your path. The wall burns for 1 minute. A creature that touches the wall takes 2d6 points of fire damage.





3 FEATS



*S*eltyiel's eyes glowed blue, and magical sparks of the same color flickered up and down his blade. He glared, and the boggards paused in their croaking charge, caught off guard by the ferocity of his gaze. He pointed his sword at the murderous amphibians and spoke.

“There’s mud in my boots.”

The boggards looked at each other, confused.

“There’s mud... in... my... boots!” Lightning shot from the magus’s blade, sizzling through two of the boggards and lighting them up from the inside. With a scream, Seltyiel launched himself at the attackers.

From the tree, Adowyn loosed another flaming arrow. *“I know I said you being uptight about the swamp was going to be a problem, but I take it back.”*

FEATS

Feats represent special abilities that characters acquire through training, luck, or a quirk of birth. They grant abilities and benefits in certain situations, and some feats are more useful to certain types of characters than others; many of them have prerequisites.

TYPES OF FEATS

Though most of the feats presented in this chapter are general and have no special rules governing them, some feats belong to a type or types of feats that share special rules. A feat's types appear in parentheses after the feat name. This chapter features the following types of feats.

Combat Feats

Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take combat feats provided they meet the prerequisites.

Style Feats

Style feats were first introduced in *Pathfinder RPG Ultimate Combat*. The style feats presented in this chapter are suited for those who have learned to fight or grew up fighting in the wilderness.

As a swift action, you can enter the stance employed by the fighting style that a style feat embodies. Although you can't use a style feat before combat begins, once you've entered a stance, the style you are in persists until either you use a swift action to switch styles or until the end of the combat encounter, whichever occurs first. You can use a feat that has a style feat as a prerequisite only while you are in the stance of the associated style.

The styles presented in this book follow, along with specific feat paths—the progression of feats that complement each style.

Beastmaster Style: While in this style, you have greater control over your non-mount animal companion.

Feat Path: Beastmaster Style, Beastmaster Salvation, Beastmaster Ire.

Crashing Wave Style: Someone skilled in this style jostles and pulls her opponents about, inspired by the power of ocean waves churning upon the shore.

Feat Path: Crashing Wave Style, Crashing Wave Buffet, Crashing Wave Fist.

Indomitable Mountain Style: A practitioner of this style stands like a mighty mountain, difficult to move and punishing those who try.

Feat Path: Indomitable Mountain Style, Indomitable Mountain Peak, Indomitable Mountain Avalanche.

Wolf Style: This style mimics the harrying tactics that wolves use when they hunt: slowing, tripping, and then savaging a foe.

Feat Path: Wolf Style, Wolf Trip, Wolf Savage.

Item Creation Feats

An item creation feat lets a character create a magic item of a certain type. Regardless of the type of item, the various item creation feats have several features in common, primarily the cost in money, raw materials, and time required to create the item. Other costs may apply, and each item requires a specific skill check. Full information on these common features can be found on page 112 of the *Pathfinder RPG Core Rulebook*.

Metamagic Feats

Metamagic feats allow spellcasters to modify and enhance their spells, granting the spells new powers and effects. Such spells generally take up a higher-level spell slot than the normal spell. For complete rules on how to apply metamagic feats to spells, see page 112 of the *Pathfinder RPG Core Rulebook*.

Teamwork Feats

Teamwork feats grant significant bonuses, but they function only under specific circumstances. In most cases, these feats require an ally with the same feat to have a specific position on the battlefield. Teamwork feats provide their benefit only if the given conditions are met. Allies who are paralyzed, stunned, unconscious, or otherwise unable to act don't count for the purpose of these feats. Cavaliers, hunters, and inquisitors have special class abilities that allow them to use teamwork feats even if their allies don't have those feats.

FEAT DESCRIPTIONS

The feats in this chapter and those found in the race sections of Chapter 1 are summarized on Table 3–1: Feats on pages 101–105. The prerequisites and benefits of the feats listed in this table are abbreviated for ease of reference. See the feats' description for full details. Additionally, numerous feats for specific races appear in Chapter 1.

All feat descriptions use the following format.

Feat Name: The feat's name also indicates what type or types, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: This entry lists the minimum ability score, feats, minimum base attack bonus, minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisites. A feat can have more than one prerequisite. Prerequisites from this book, such as classes, class abilities, and feats, are marked with an asterisk (*).

Benefit: This entry describes what a feat enables the character (“you” in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: This entry states what a character who doesn't have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.



TABLE 3-1: FEATS

Feats	Prerequisites	Benefits
Ambush Awareness	Alertness	Take total defense action when surprised
Animal Call	Bluff 1 rank, Knowledge (nature) 1 rank	Make convincing animal sounds with Bluff checks
Animal Disguise	Disguise 6 ranks, Knowledge (nature) 6 ranks	Disguise yourself as an animal using pelts and animal parts
Animal Ferocity [†]	Base attack bonus +3, ferocity racial ability	Make full attacks at negative hit points but at a -5 penalty
Aquatic Combatant [†]	Swim 1 rank	+2 bonus on Swim checks; avoid normal penalties on melee attack rolls underwater
Arctic Adaptation	Favored terrain (cold) class feature	Treat cold environments as one step less severe, +2 Perception against creatures adapted to hide in snow, and +5 on saves to avoid snow blindness
Beast Hunter [†]	Base attack bonus +1, Knowledge (nature) or Survival 1 rank	+2 bonus to track and +1 bonus to AC and on attacks against larger animals in a chosen terrain
Improved Beast Hunter [†]	Beast Hunter [*] ; base attack bonus +3; Knowledge (nature) or Survival 3 ranks	Gain bonuses on combat maneuver checks, CMD, and Reflex saves when fighting animals larger than you in a chosen terrain
Greater Beast Hunter [†]	Beast Hunter [*] ; Improved Beast Hunter [*] ; base attack bonus +6; Knowledge (nature) or Survival 6 ranks	Act normally in surprise round when surprised by an animal in a chosen terrain; +4 bonus on rolls to confirm critical hits against animals native to that terrain
Branch Pounce [†]	Climb 3 ranks, Stealth 3 ranks	Deal additional damage on a target you leap down upon from above
Bristling Bull Rush [†]	Str 13, Improved Bull Rush, Power Attack, base attack bonus +3	Deal additional damage to a foe when you successfully bull rush it through difficult terrain
Bristling Drag [†]	Str 13, Improved Drag ^{APG} , Power Attack, base attack bonus +1	Deal additional damage to a foe when you drag it through difficult terrain
Camouflaged Trap	Craft (traps) 4 ranks, Survival 4 ranks	Increase the DCs of Perception checks to notice a trap you craft in a wilderness environment by +5
Clinging Climber [†]	Str 13, Climb 3 ranks	Cling to a surface using your legs so you can use both hands to attack.
Command Animals	Animal domain, channel energy class feature	Use channeled energy to control animals
Command Plants	Channel energy class feature, Plant domain	Use channeled energy to control plants
Cover Tracks	Survival 3 ranks	Increase the DC of Survival checks to track you and your allies
Deadly Trap	Craft (traps) 8 ranks, Survival 8 ranks	Increase one of your trap's critical threat multiplier by one or give it a +4 bonus on rolls to confirm critical hits
Deep Diver	Endurance	Gain bonuses on diving into water and swimming deep underwater; hold your breath for longer than normal
Desert Dweller	Favored terrain (desert) class feature	Treat hot environments as one step less severe; reduced penalties for thirst and a +4 bonus on saves to avoid desert-related visual hazards such as mirages
Eagle-Eyed	Perception 3 ranks	Distance penalizes your Perception checks less than normal
Earth Magic	Ability to cast 1st-level spells, favored terrain class feature	Your spells are more potent in your favored terrain
Eidolon Mount	Eidolon (quadruped or serpentine base form)	Your eidolon is capable of serving as a combat-trained mount
Energized Wild Shape	Wis 19, base attack bonus +6, wild shape class feature	One natural attack while wild shaped deals +1d6 points of energy damage; gain energy resistance 10 (choose between acid, cold, electricity, or fire)

Feats	Prerequisites	Benefits
Enhanced Gnome Magic	Cha 13, Knowledge (nature) 3 ranks, gnome, gnome magic racial trait	Gain an additional spell-like ability
Exotic Heritage	—	Gain a +2 bonus on skill checks with a skill of your choice, and adjust prerequisites for the Eldritch Heritage feat
Expert Cartographer	Craft (maps) 3 ranks	Gain a +4 bonus on Craft (maps) checks, and enhanced results when using discovery system (see page 124)
Expert Explorer	Knowledge (nature) or Survival 5 ranks	Gain a +2 bonus on skill checks when using discovery rules (see page 124)
Expert Salvager	Craft (any) 2 ranks, Spellcraft 2 ranks	Gain a +4 bonus on Craft checks for certain actions while foraging or salvaging (see page 134)
Extended Animal Focus	Animal focus class feature	Add Wisdom bonus to minutes usable per day for your animal focus ability
Extended Aspects	Shifter aspect* class feature	Add Wisdom bonus to minutes usable per day for your shifter aspect ability to assume a minor form
False Trail	Survival 3 ranks	Create false trail in the wild to deceive creatures tracking you
Fey Insight	Wis 13; Knowledge (nature) or Knowledge (planes) 2 ranks	Gain +2 bonus on Bluff, Diplomacy, and Sense Motive when interacting with fey
Fey Performance	Bardic performance class ability	Nature enhances your bardic performances
Fey-Guarded	Knowledge (nature) or Knowledge (planes) 3 ranks	Gain a +2 morale bonus against enchantment and illusion effects from fey
Flinging Charge†	Quick Draw, base attack bonus +6	Attack with a thrown weapon during a charge and then end the charge with a melee weapon attack
Foebane Magic	Ability to cast 1st-level spells, favored enemy class feature	Favored enemies take a penalty against your spells
Forester	Favored terrain (forest) class feature	Ignore difficult terrain from undergrowth and use trees to protect from attacks
Frightful Shape	Wis 19, base attack bonus +9, wild shape class feature	Your wild shape form is supernaturally fearsome and can frighten observers
Hide Worker	Craft (armor) 3 ranks, Knowledge (nature) 3 ranks	Gain a +4 bonus on Craft (armor) checks when working with hides, can sometimes craft items at discount
Ice Climber	Arctic Adaptation* or Mountaineer*; Climb 2 ranks	Gain bonuses to climb on or move across slippery surfaces and to notice and avoid avalanches
Improved Hunter's Bond†	Hunter's bond (companions) class feature, ranger level 9th	Grant your allies full favored enemy bonus
Greater Hunter's Bond†	Improved Hunter's Bond*, hunter's bond (companions) class feature, ranger level 12th	Select targets equal to your Wisdom modifier to benefit from your hunter's bond
Improved Spring Attack†	Dex 15, Dodge, Mobility, Nimble Moves, Spring Attack, base attack bonus +9	Attack up to two targets instead of one when you use Spring Attack
Greater Spring Attack†	Dex 17, Acrobatic Steps, Dodge, Improved Spring Attack*, Mobility, Nimble Moves, Spring Attack, base attack bonus +16	Attack up to three targets instead of one when you use Spring Attack
Intimidate Animals†	Greater Wild Empathy, Intimidate 5 ranks, Knowledge (nature) 5 ranks, wild empathy class feature	Add your Wisdom modifier on Intimidate checks in addition to Charisma modifier when intimidating animals
Jaguar Pounce†	Base attack bonus +4	Gain benefits of Improved Critical feat when charging or Spring Attacking a flat-footed or helpless foe
Jungle Survivalist	Favored terrain (jungle) class feature	Gain a +2 bonus on saves against diseases, poisons, and distraction from swarms; Acrobatics and Climb checks in trees; and on Perception checks against certain creatures that are hiding in vegetation



Feats	Prerequisites	Benefits
Live Off the Land	Favored terrain class feature	Move at full speed and gain a +4 bonus on Survival checks when using Survival to gather food
Moontouched	—	Gain a +2 bonus on Fortitude and Reflex saves but take a –2 penalty on Will saves at night when the moon is at least partially showing
Mountaineer	Favored terrain (mountains) class feature	Gain +2 on Climb checks and +4 on saves to avoid high altitude effects; you acclimate to altitudes more quickly
Mutated Shape	Wis 19, base attack bonus +6, wild shape class feature	Grow an additional limb to make a natural attack in wild shape form
Natural Poison Harvester	Craft (alchemy) 6 ranks, Survival 6 ranks	Gain a +2 bonus on Craft (alchemy) checks when creating poisons harvested from creatures; such poisons increase their save DC by +2
Improved Natural Poison Harvester	Natural Poison Harvester*, Craft (alchemy) 9 ranks, Survival 9 ranks	Gain 1d4 additional doses of poison when you harvest poison
Natural Poison Antitoxin	Natural Poison Harvester*, Craft (alchemy) 8 ranks, Survival 8 ranks	When you create an antitoxin (see page 143), it has a duration of 4 hours or more
Nature's Freedom	Animal or Plant domain; channel energy class feature	Allow creatures of your choice the ability to move through dense undergrowth with ease
Nature's Weapons†	Catch Off-Guard; base attack bonus +2; Knowledge (nature) or Survival 2 ranks	Wield improvised weapons you find in the wild so that they do more damage than normal
Night Sky Hex	Hex class feature, patron (moon, stars, or winter) class feature	One of your hex's save DCs increases by 2 when you are in view of the night sky
One Eye Open	Wis 13, Alertness	The DCs of your Perception checks don't increase when you sleep
One with the Land	Favored terrain class feature	You eat and drink half as much, heal naturally faster, and are protected from environmental effects in your favored terrain
Plains Nomad	Favored terrain (plains) class feature	Gain a +2 bonus on Constitution checks attempted as a result of a forced march; bonus is doubled and applies on other checks in plains terrain
River Raider†	—	+2 bonus on Swim and Stealth checks in non-stormy water, can take more actions than normal in surprise rounds where you're in water
Rubble Skirmisher†	Dex 13, Nimble Moves, base attack bonus +2	Gain a +2 bonus on combat maneuver checks and CMD when in naturally occurring difficult terrain
Shifter's Edge	Dex 13, Weapon Finesse, shifter claws* class feature	Add your shifter level to damage with your claws when you use Weapon Finesse
Shifter's Rush	Wild shape class feature, shifter* level 4th	Use wild shape as a free action when you charge or move more than 10 feet
Storm Survivor	Knowledge (nature) 2 ranks, Survival 2 ranks	Gain a +2 bonus on Perception checks, Survival checks, and saves against storm effects during a storm of any type
Swamper	Favored terrain (swamp) class feature	+2 bonus on Swim checks, Climb checks, and some Acrobatics checks on slippery surfaces; move at full speed through bogs and see twice as far in fog
Thrill of the Hunt†	Survival 1 rank; base attack bonus +4 or track* class feature	Designate a creature you are tracking as your prize to gain bonuses against it
Torrid Tolerance	Desert Dweller* or Jungle Survivalist*	Treat hot environments as though they were one step less severe; take no penalty on Constitution checks for wearing armor in hot climates
Totemic Initiate	Str 13; Dex 13; Athletic, base attack bonus +5; no barbarian totem rage powers except those chosen with this feat; nonlawful alignment	Gain benefits of a barbarian lesser totem rage power

Feats	Prerequisites	Benefits
Totemic Disciple	Str 15; Dex 13; Athletic; Totemic Initiate*; base attack bonus +9; no barbarian totem rage powers except those chosen with this feat or Totemic Initiate; nonlawful alignment	Gain benefits of a rage power linked to your chosen totem
Totemic Master	Str 17; Dex 13; Wis 13; Athletic; Totemic Disciple*; Totemic Initiate*; base attack bonus +13; no barbarian totem rage powers except those chosen with this feat, Totemic Disciple, or Totemic Initiate; nonlawful alignment	Gain benefits of a greater rage power linked to your chosen totem
Tree Leaper	—	Count as having a running start when you jump while in a tree
Vigilant Charger†	Str 13, Dex 13, Combat Reflexes	Ready an action to charge an enemy
Voice of Beasts	Wild shape class feature	Can speak with animals while in wild shape form
Waterway Caster	—	Automatically succeed at concentration checks while in rough water, and gain a +4 bonus on concentration checks to cast spells underwater
Wild Growth Channel	Channel positive energy class feature, Plant domain	Cause grasping vines under your control to grow from the ground
Wild Growth Hex	Hex class feature, patron (summer, thorns, or woodlands) class feature	Cause disruptive thorny plants to grow at the feet of victims of a chosen hex
Wild Vigor	Wild shape class feature	Gain temporary hits points equal to your base attack bonus when you use wild shape
Wilding	Any neutral alignment, must be taken at 1st level	Gain wild empathy ability or bonus and are treated as an animal for the purpose of harmful mind-affecting effects that target animals
Wilding Mind	Wis 13, Wilding*	Can take 1d3 Int damage to reroll a failed saving throw versus a fear effect or versus a mind-affecting effect
Wilding Senses	Wis 13, Wilding*	Gain a +2 bonus on Perception checks (increases to +4 when determining if you can act during a surprise round)
Wilding Stride	Con 13, Wilding*	Base speed increases by 10 feet
Wilding Strike†	Str 13, Improved Unarmed Strike, Wilding*	Your unarmed strike damage increases to 1d6 (or 1d4 if you are Small)
Improved Wilding Strike†	Str 16, Improved Unarmed Strike, Wilding*, Wilding Strike*, base attack bonus +11	Your unarmed strike damage increases to 1d8 (or 1d6 if you are Small)
Greater Wilding Strike†	Str 18, Improved Unarmed Strike, Improved Wilding Strike*, Wilding*, Wilding Strike*, base attack bonus +16	Your unarmed strike damage increases to 1d10 (or 1d8 if you are Small)
Witchbreaker†	Iron Will	Gain a +2 bonus on saves against effects from hags and witches; can potentially break their mind-affecting effects on allies with successful critical hits
Wolf Rider	Undersized Mount or effective level 7th in the class that grants the mount or divine bond (mount) class feature; Knowledge (nature) 1 rank; mount or divine bond (mount) class feature	Can select wolf as your mount, and Knowledge (nature) is a class skill
Wood Crafter	Craft (armor) 3 ranks, Knowledge (nature) 3 ranks	Gain +4 bonus on Craft (armor) checks when working with wood, can sometimes craft items at a discount
Woodland Wraith†	Dex 15, Dodge, base attack bonus +6	Gain concealment when withdrawing or taking multiple actions and ending movement in naturally occurring difficult terrain



Item Creation Feat	Prerequisites	Benefits
Cultivate Magic Plants	Brew Potion, Craft Wondrous Item, Knowledge (nature) 1 rank	Grow magical plants
Metamagic Feats		
Aquatic Spell	—	Spell functions normally underwater
Verdant Spell	Spell Focus (enchantment), Knowledge (nature) 6 ranks	Your spells can affect plant creatures
Style Feats		
Beastmaster Style†	Cha 13, Handle Animal 1 rank, animal companion	Use Handle Animal to attempt to negate a hit on your adjacent animal companion
Beastmaster Salvation†	Cha 13, Alertness, Beastmaster Style*, Handle Animal 5 ranks, Sense Motive 5 ranks	Use your Handle Animal check in place of an adjacent animal companion's saving throw
Beastmaster Ire†	Cha 13, Alertness, Beastmaster Salvation*, Beastmaster Style*, Handle Animal 9 ranks, Sense Motive 5 ranks	+2 on attacks and +4 on damage against a target when you activate Beastmaster Style benefit; bonuses double if an enemy's attack damaged your animal companion
Crashing Wave Style†	Wis 13, Improved Drag ^{APG} , Improved Reposition ^{APG} , Improved Unarmed Strike	Move 5 feet when you drag or reposition an opponent
Crashing Wave Buffet†	Wis 15, Crashing Wave Style*, Improved Drag ^{APG} , Improved Reposition ^{APG} , Improved Unarmed Strike, base attack bonus +6	Disorient an opponent when you drag or reposition it
Crashing Wave Fist†	Wis 15, Crashing Wave Buffet*, Crashing Wave Style*, Improved Drag ^{APG} , Improved Reposition ^{APG} , Improved Unarmed Strike, base attack bonus +9	Make an unarmed attack against a foe when you drag or reposition it
Indomitable Mountain Style†	Wis 13, Combat Reflexes, Improved Unarmed Strike, base attack bonus +4	Gain +4 morale bonus to CMD and to the DC of Bluff checks used for feint attempts against you if you don't move
Indomitable Mountain Peak†	Wis 15, Combat Reflexes, Improved Unarmed Strike, Indomitable Mountain Style*, base attack bonus +6	Gain +2 to CMD against combat maneuver checks or Acrobatics checks to avoid provoking your attacks of opportunity when a previous attempt succeeds
Indomitable Mountain Avalanche†	Wis 15, Combat Reflexes, Improved Unarmed Strike, Indomitable Mountain Peak*, Indomitable Mountain Style*, base attack bonus +9	Make attack of opportunity to push back a foe when a foe fails a combat maneuver against you
Wolf Style†	Wis 13, Improved Unarmed Strike, Knowledge (nature) 3 ranks	Decrease a foe's speed when you deal at least 10 points of damage with an attack of opportunity
Wolf Trip†	Wis 15, Improved Unarmed Strike, Wolf Style*, Knowledge (nature) 6 ranks	Gain a +2 bonus on trip attempts you make as part of an attack of opportunity
Wolf Savage†	Wis 17, Improved Unarmed Strike, Wolf Style*, Wolf Trip*, Knowledge (nature) 9 ranks	Do ability damage or fatigue a prone foe when you deal at least 10 points of damage to it with a natural weapon or unarmed strike
Teamwork Feats		
Group Shared Spells	Familiar with the share spells ability	Your allies can share spells with your familiar
Harder They Fall†	Str 13, Int 13, Combat Expertise, Power Attack	Grant ally a +2 bonus on bull rush or trip attempt
Out of the Sun	Bluff 3 ranks, Stealth 3 ranks	Feint a target but allow an ally to gain the benefits of that feint; works better in bright light or sunlight
Scion of the Land	Survival 1 rank	Grant ability to leave no trail to allies within 60 feet or gain +2 bonus on some nature-based skills
Tribal Hunter†	Animal Affinity	Flank larger creatures easier when you are adjacent to the target with a friend

† This is a combat feat, and it can be selected as a brawler, fighter, gunslinger, swashbuckler, or warpriest bonus feat.

Ambush Awareness

You are always on your toes and are rarely caught off-guard for long, even when an enemy gets the jump on you.

Prerequisite: Alertness.

Benefit: If you are unable to act in the surprise round because you failed a Perception check, you can still act on your initiative count in the surprise round, but only to take the total defense action.

Normal: If you are unable to act in the surprise round because you failed a Perception check, you can't take any actions during the surprise round.

Animal Call

You've learn how to replicate a number of animal calls native to wilderness environments.

Prerequisites: Bluff 1 rank, Knowledge (nature) 1 rank.

Benefit: Pick one of the ranger's favored terrains. You can use your Bluff skill to mimic the calls of animals native to that terrain. Creatures with ranks in Knowledge (nature) can use that skill in place of Sense Motive to detect your mimicry and realize that the sound is false.

Special: You can take this feat multiple times. Each time you do, select an additional favored terrain to which this feat applies.

Animal Disguise

With a little work, you can convincingly disguise yourself as an animal.

Prerequisites: Disguise 6 ranks, Knowledge (nature) 6 ranks.

Benefit: You can use Disguise to disguise yourself as an animal of your size category. You must have an appropriate pelt and any other animal parts needed to complete the disguise. You also gain a +2 bonus on Disguise checks when you disguise yourself as an animal. Creatures with ranks in Knowledge (nature) can use that skill in place of Sense Motive to detect this type of disguise.

Animal Ferocity (Combat)

When cornered and wounded, you fight like a feral beast.

Prerequisites: Base attack bonus +3, ferocity racial ability.

Benefit: When your hit points are reduced below 0, you can make attacks, but you take a -5 penalty on each attack roll.

Aquatic Combatant (Combat)

You have trained to fight while submerged in water.

Prerequisite: Swim 1 rank.

Benefit: You gain a +2 bonus on Swim checks and don't take the usual penalties on melee attack rolls made underwater. Your slashing melee attacks and unarmed bludgeoning attacks deal full damage underwater.

Normal: When you're underwater, most of your melee attacks take a -2 penalty and deal only half damage.

Aquatic Spell (Metamagic)

You can cast your spells underwater or into water with little difficulty.

Benefit: An aquatic spell functions normally underwater and requires no caster level check to cast, even if it has the fire descriptor. In addition, the spell can be cast from the surface into water and still be effective. An aquatic spell uses up a spell slot 1 level higher than the spell's actual level.

Arctic Adaptation

You are comfortable in the driving snow and glaring ice of frigid climes, and you can survive much longer in such harsh environments than those who are unaccustomed to the cold.

Prerequisite: Favored terrain (cold) class feature.

Benefit: You treat cold environments (*Core Rulebook* 442) as though they were one step less severe than they normally are. Additionally, you gain a +2 bonus on Perception checks against creatures that gain a racial bonus on Stealth checks in snowy conditions, and you gain a +4 bonus on saving throws and checks to avoid becoming blinded or dazzled by ice or snow glare.

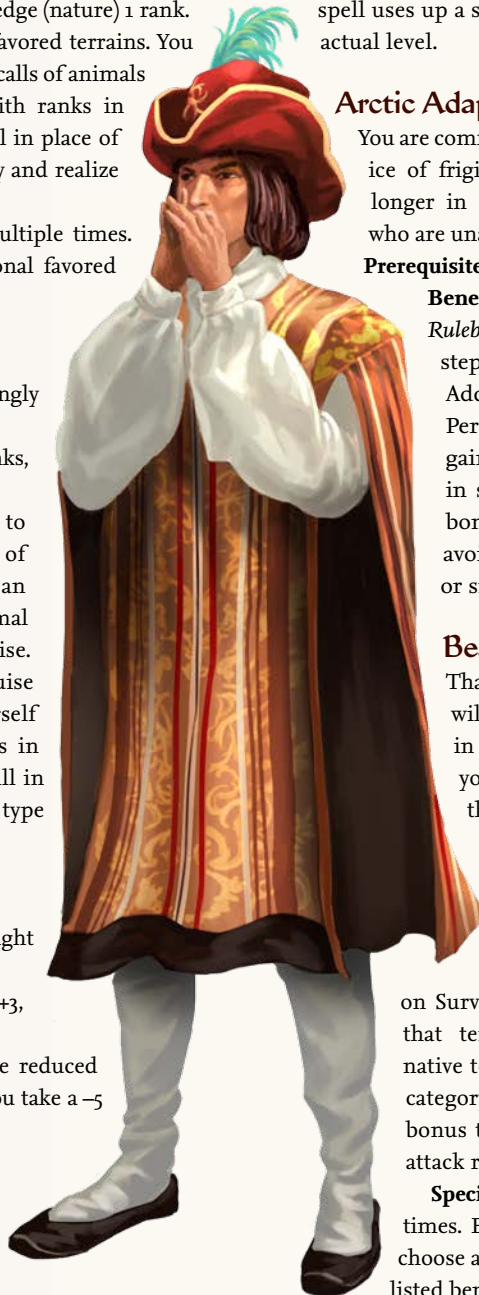
Beast Hunter (Combat)

Thanks to your experience hunting in the wilds, you are capable of tracking animals in your most often traveled terrains, and you can easily take down animals larger than yourself.

Prerequisites: Base attack bonus +1; Knowledge (nature) or Survival 1 rank.

Benefit: Pick one of the ranger's favored terrains. You gain a +2 bonus on Survival checks to track animals native to that terrain. Additionally, against animals native to that terrain that are at least one size category larger than you, you gain a +1 dodge bonus to your AC and a +1 insight bonus on attack rolls.

Special: You can take this feat multiple times. Each time you select this feat, you can choose an additional favored terrain to gain the listed benefits in.





Beastmaster Ire (Combat)

Seeing your animal companion attacked or hurt causes you to retaliate with a bestial fury of your own.

Prerequisites: Cha 13, Alertness, Beastmaster Salvation*, Beastmaster Style*, Handle Animal 9 ranks, Sense Motive 5 ranks.

Benefit: When you activate Beastmaster Style's benefit, you gain a +2 morale bonus on melee weapon attack rolls and +4 morale bonus on weapon damage rolls against the attacking creature. If the enemy attack dealt damage to your animal companion, these bonuses increase to +4 and +8, respectively. These bonuses last until the end of your next turn.

Beastmaster Salvation (Combat)

Your presence grants your companion the toughness and will to resist all manner of threats.

Prerequisites: Cha 13, Alertness, Beastmaster Style*, Handle Animal 5 ranks, Sense Motive 5 ranks.

Benefit: If you are adjacent to your animal companion when it attempts a saving throw, you can attempt a Handle Animal check as an immediate action. Your animal companion does not attempt the saving throw, but instead uses your Handle Animal result as its result for the save.

Beastmaster Style (Combat, Style)

Your animal companion is your most treasured friend, and you steadfastly protect it from your foes.

Prerequisites: Cha 13, Handle Animal 1 rank, must have an animal companion.

Benefit: When you are adjacent to your animal companion and an attack is made against it, if you are also adjacent to the attacking creature, you can attempt a Handle Animal check as an immediate action to negate the hit. The hit is negated if your Handle Animal check result is greater than the attacker's attack roll.

Special: You cannot use this style if you are mounted on your animal companion.

Branch Pounce (Combat)

You are adept at exploiting higher ground to its greatest advantage in battle, and can leap from above to deal incredible damage to your foes.

Prerequisites: Climb 3 ranks, Stealth 3 ranks.

Benefit: When charging a target by jumping down from above (such as when jumping out of a tree), you can soften your fall with a melee attack. If the attack at the end of your charge hits, the attack deals damage as normal and you also deal the amount of falling damage appropriate to your fall to the target (1d6 points for a 10-foot fall, 2d6 points for a 20-foot fall, and so on). This falling damage is not multiplied on a critical hit. You land in an unoccupied square of your choosing adjacent to the target, and you take falling damage as if your fall had been 10 feet shorter. You can attempt an Acrobatics check as normal to treat the fall as an additional 10 feet shorter for the purpose of determining the damage you take from the fall. If your attack misses, you land prone in a random square adjacent to the target and automatically take the full amount of falling damage.

Bristling Bull Rush (Combat)

You deal damage to opponents when bull rushing them through difficult terrain, using the environment itself to harm your targets.

Prerequisites: Str 13, Improved Bull Rush, Power Attack, base attack bonus +3.

Benefit: When you successfully bull rush a creature, it takes 1d4 points of damage for every 5 feet it is pushed through naturally occurring difficult terrain. This damage is in addition to any damage the creature might normally take from moving through the difficult terrain. Creatures with the woodland stride special ability or who are otherwise unaffected by difficult terrain are immune to this extra damage.

Bristling Drag (Combat)

You deal damage to opponents when dragging them through difficult terrain.

Prerequisites: Str 13, Improved Drag^{APG}, Power Attack, base attack bonus +3.

Benefit: When you successfully drag a creature, it takes 1d4 points of damage for every 5 feet it is dragged through naturally occurring difficult terrain. This damage is in addition to any damage the creature might normally take from moving through the difficult terrain. Creatures with the woodland stride special ability or who are otherwise unaffected by difficult terrain are immune to this extra damage.

Camouflaged Trap

You excel at hiding your traps in the wilderness, making them more difficult for your enemies to locate and avoid.

Prerequisites: Craft (traps) 4 ranks, Survival 4 ranks.

Benefit: When you craft and set a trap in a wilderness environment, you increase the DC of the Perception check required to find it by 5.

Clinging Climber (Combat)

Using leverage and pure brawn, you can cling to a cliff face, ladder, or rope with your legs to free both of your hands to take other actions.

Prerequisites: Str 13, Climb 3 ranks.

Benefit: As a move action while climbing, you can cling to your climbing surface with your legs by succeeding at a Climb check with the same DC as that of climbing the surface as a move action. If successful, you can make attacks with a two-handed ranged weapon and reload ranged weapons until you resume climbing. The GM can rule that this feat doesn't work on certain climbing surfaces.

Command Animals

You channel energy to get animals to do your bidding.

Prerequisites: Animal domain, channel energy class feature.

Benefit: As a standard action, you can use one of your daily uses of channel energy in an attempt to control animals within 30 feet. Animals can attempt a Will save (DC = 10 + half your class level + your Charisma modifier) to negate the effect. Animals that fail their saves fall under

your control, obeying your commands to the best of their ability as if under the effects of a *charm monster* spell with a caster level equal to your class level. An affected animal can attempt a new saving throw each day to escape this effect. You can control any number of animals, so long as their total Hit Dice do not exceed your class level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If an affected animal is controlled by or a companion of another creature, you must attempt an opposed Charisma check whenever your orders conflict.

Command Plants

You channel energy to bring plants under your control.

Prerequisites: Channel energy class feature, Plant domain.

Benefit: As a standard action, you can use one of your daily uses of channel energy to command plants within 30 feet of you. Plants can attempt a Will save (DC = 10 + half your class level + your Charisma modifier) to negate the effect. This functions as the *command plant* spell with a caster level equal to your class level. Each affected plant can attempt a new saving throw each day to escape this effect. You can control any number of plants, so long as their total Hit Dice do not exceed your class level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If an affected plant creature is controlled by or a companion of another creature, you must attempt an opposed Charisma check whenever your orders conflict.

Cover Tracks

You are very difficult to follow in the wild, leaving few tracks in your wake.

Prerequisite: Survival 3 ranks.

Benefit: You increase the DC of Survival checks to track you by 5 when moving at full speed and by 10 when moving at half speed. You can cover the tracks of a number of allies within 30 feet equal to your Wisdom modifier plus half your character level, increasing the DC to track them by 2 if they are moving at full speed or by 5 if they are moving at half speed.

Special: If you have the favored terrain class feature and you are in that terrain, you also add your favored terrain bonus to the DC to track you or your allies.

Crashing Wave Buffet (Combat)

You disorient your opponents by pushing and pounding them mercilessly, just like how the sea beats relentlessly against the rocks.

Prerequisites: Wis 15, Crashing Wave Style*, Improved Drag^{APG}, Improved Reposition^{APG}, Improved Unarmed Strike, base attack bonus +6.

Benefit: When dragging or repositioning an opponent, you use your full body to knock your opponent around like a constant wave. At the end of the drag or reposition maneuver, your opponent must succeed at a Fortitude save (DC = 10 + half your character level + your Wisdom modifier)

+ 2 for every 5 feet you drag or reposition your opponent). On a failed save, your opponent becomes disorientated from the movement and takes a –2 penalty on attack rolls, combat maneuver checks, and Dexterity-based skill checks until the end of its next turn.

Crashing Wave Fist (Combat)

In addition to simply moving it, you are able to strike your enemy while pushing it around.

Prerequisites: Wis 15, Crashing Wave Buffet*, Crashing Wave Style*, Improved Drag^{APG}, Improved Reposition^{APG}, Improved Unarmed Strike, base attack bonus +9.

Benefit: When dragging or repositioning an opponent, at any point during the movement, you can make one unarmed attack against the opponent using your highest attack bonus. You can make one additional attack for every 5 feet you drag or reposition the opponent beyond the first 5 feet. You take a cumulative –5 penalty on each additional attack made in this way.

Crashing Wave Style (Combat, Style)

You relentlessly push your enemies around, as the sea moves those within and upon it against their will.

Prerequisites: Wis 13, Improved Drag^{APG}, Improved Reposition^{APG}, Improved Unarmed Strike.

Benefit: When you successfully drag or reposition an opponent while using this style, at any point during the dragging or repositioning of the opponent, you can move 5 feet as an immediate action, including moving into a square previously occupied by the opponent, even if you have already taken a move action this round. This movement does not provoke attacks of opportunity.

Cultivate Magic Plants (Item Creation)

You combine a natural green thumb and knowledge of magic in order to grow magic plants.

Prerequisites: Brew Potion, Craft Wondrous Item, Knowledge (nature) 1 rank.

Benefit: You can cultivate magic plants—see Chapter 7 for several example types of magic plants. Cultivating a magic plant takes 1 week per 1,000 gp in its base price. When you create a magic plant, you make the same choices that you would normally make when casting the spell. Whoever consumes the fruit of the magic plant is the target of the spell. See page 247 for full rules for cultivating magic plants.

Deadly Trap

Your traps are especially deadly, either through their increased accuracy or the viciousness of their blades and bludgeons.

Prerequisites: Craft (traps) 8 ranks, Survival 8 ranks.

Benefit: If you craft a trap that requires an attack roll to hit, you can either increase the threat multiplier of the trap by 1 (×2 becomes ×3, and so on) or grant the trap's attack a +4 bonus to confirm a critical hit.

Deep Diver

You are accustomed to diving deeper than most would dare swim and can do so with less risk of drowning than even other experienced swimmers.

Prerequisite: Endurance.

Benefit: You gain a +4 bonus on Acrobatics checks to reduce falling damage when diving into water and on Perception checks in dim light or darkness underwater. When attempting a Swim check to swim downward (at least 45 degrees down from the horizontal), on a successful check you can swim half your speed as a move action, or your speed as a full-round action. If you have a swim speed, it increases by 10 feet when you spend a move action to swim only downward.

In addition, you can hold your breath for a number of rounds equal to three times your Constitution score, and you gain a +4 bonus on Constitution checks to continue holding your breath after this time and to resist the effects of the cold environment underwater. Pressure damage you take from deep water is halved.

Desert Dweller

The endless sands and waterless wastes are your home, and neither the heat nor dehydration presents as lethal of a threat to you as it does to other travelers.

Prerequisite: Favored terrain (desert) class feature.

Benefit: You treat hot environments (*Core Rulebook* 444) as though they were one step less severe; if you have a similar ability from another feat, such as Torrid Tolerance*, the benefits stack and you treat hot conditions as if they were two steps less severe. You need to consume only half the normal amount of water for a creature of



your size, and you gain a +4 bonus on Constitution checks to resist the effects of thirst. You also gain a +4 bonus on saving throws and checks to avoid becoming blinded or dazzled by glare or being deceived by a desert mirage.

Eagle-Eyed

Your distance vision is exceptionally keen, enabling you to see well in both normal and dim lighting conditions and providing you an advantage when making ranged attacks.

Prerequisite: Perception 3 ranks.

Benefit: Your distance modifier to the DC of vision-based Perception checks is decreased to +1 per 50 feet in bright light or normal light, or +1 per 20 feet in dim light. You also gain a +2 circumstance bonus on ranged attacks against targets that are more than 100 feet away.

Earth Magic

You can draw raw magical energy from the ground to empower your spells.

Prerequisites: Ability to cast 1st-level spells, favored terrain class feature.

Benefit: While you're in your favored terrain, your effective caster level increases by 1 for the purpose of improving spell effects dependent on caster level. This increase in effective caster level doesn't grant you access to more spells.

Eidolon Mount (Combat)

Your eidolon is capable of carrying you into combat with great skill.

Prerequisite: Eidolon able to choose quadruped or serpentine as a base form.

Benefit: Your eidolon is capable of serving you as a combat-trained mount. If the eidolon's base form is not quadruped or serpentine, it also gains the ability to transmute its physical body into a form suitable for you to ride. This functions as the change shape ability, except the eidolon's base form changes to either quadruped or serpentine and its size changes to be one size category larger than its summoner's base size. Unlike other changes to size, this ability doesn't increase the eidolon's ability scores, reach, or weapon damage beyond that of its true form. (However, if the eidolon's size is reduced by this ability, its reach and weapon damage are adjusted accordingly.)

If the eidolon's base form is not quadruped or serpentine when it gains this feat, it chooses which base form (quadruped or serpentine) to assume when using this ability. The eidolon cannot choose a base form that is not available to its subtype with this ability. If both base forms are available to the eidolon's subtype, it can change which base form it assumes when using this ability whenever it gains a new Hit Die. The eidolon can select evolutions that have either base form as a requirement, but any evolutions that require one of the base forms (but not the other) provide no benefit while the eidolon is assuming the shape of its other base form.

Energized Wild Shape

Your wild shape form gains the benefits of one energy type for both offensive and defensive purposes.

Prerequisites: Wis 19, base attack bonus +6, wild shape class feature.

Benefit: When you assume a wild shape form, choose one of the following energy types: acid, cold, electricity, or fire. You gain resistance 10 to that energy type. Also, one of your natural attacks deals an additional 1d6 points of damage of the chosen energy type. If you choose a wild shape form that already has energy resistance of the same type you choose, it increases by 5 instead. If you choose a wild shape form that deals damage of the same energy type you choose, increase the energy damage you deal by one die size (1d6 becomes 1d8, and so on).

Special: You can take this feat more than once. Each time you take this feat, choose a different energy type.

Enhanced Gnome Magic

Your ties to the First World manifest in the form of magical abilities that tap into a natural element.

Prerequisites: Cha 13, Knowledge (nature) 3 ranks, gnome, gnome magic racial trait.

Benefit: Add one of the following to your gnome magic spell-like abilities: *burning hands*, *corrosive touch*^{UM}, *gentle breeze*^{ACG}, *icicle dagger*^{UM}, or *shocking grasp*. You can use this spell-like ability once per day.

Exotic Heritage

Your blood carries hints of an extraplanar ancestor, granting you a talent for a certain skill.

Benefit: Choose a skill. You gain a +2 bonus on skill checks with that skill. If you have 10 or more ranks in the chosen skill, this bonus increases to +4. This bonus does not stack with that granted by Skill Focus. This feat counts as Skill Focus with the chosen skill for the purpose of meeting the prerequisites of the Eldritch Heritage^{UM} feat. When you select Eldritch Heritage, if you use this feat as a prerequisite, you can choose a mutated version of your chosen bloodline as though you were a sorcerer with the wildblooded^{UM} archetype. All other restrictions and requirements of Eldritch Heritage still apply.

Expert Cartographer

You are skilled at drawing quality maps, making your cartographic works both more useful and more valuable when sold.

Prerequisite: Craft (maps) 3 ranks.

Benefit: You gain a +4 bonus on Craft (maps) checks when creating a map, as well as 1 additional Discovery Point (see page 124 for more information about Discovery Points). If you succeed at the check by 5 or more, the list price of the map increases by 20%.

Expert Explorer

You are trained to seek out the unknown places of the wild and can explore more efficiently than your untrained rivals.

Prerequisite: Knowledge (nature) or Survival 5 ranks.



Benefit: You gain a +2 bonus on skill checks when using the exploration rules presented on pages 124–125 to detect features in a territory. If you succeed at such a skill check by 5 or more, you gain an additional 1d4 Discovery Points.

Expert Salvager

You are adept at foraging and salvaging raw materials from even the most seemingly sparse of environments.

Prerequisites: Craft (any) 2 ranks, Spellcraft 2 ranks.

Benefit: You gain a +4 bonus on Craft checks for Craft skills in which you have at least 2 ranks and Spellcraft checks when crafting items by foraging alchemical supplies and material components, salvaging raw crafting materials, and salvaging raw magical item materials.

Extended Animal Focus

You can assume the aspects of an animal for longer stretches of time than most of your rivals and allies.

Prerequisite: Animal focus class feature.

Benefit: Add your Wisdom bonus (minimum 1) to the number of minutes per day that you can use your animal focus ability to assume the aspects of an animal.

Extended Aspects

You can invoke your aspect's minor form longer than most.

Prerequisite: Shifter aspect* class feature.

Benefit: Add your Wisdom bonus (minimum 1) to the number of minutes per day that you can use your shifter aspect ability to assume a minor form.

False Trail

You create a false trail to throw off pursuers, enabling you to increase your lead on those following you or make them lose your trail entirely.

Prerequisite: Survival 3 ranks.

Benefit: You can create a false trail in the wilderness via a combination of misleading footprints, discarded items, torn scraps of clothing, and other signs. When you create a false trail, you determine the direction it leads. A creature tracking you must succeed at a Perception or Survival check (DC = 10 + half your character level + your Wisdom modifier) to determine the trail is fake when first encountering it. On a success, the creature can continue to track you as normal. The effect of a failure to identify the trail as false depends on the time and effort spent making it.

Quick: A quick false trail takes 10 minutes to complete. A creature that fails to identify the trail as false follows it for 1d4x1,000 feet.

Normal: A normal false trail takes 1 hour to complete. A creature that fails to identify the trail as false follows it for 1d4 miles.

Elaborate: An elaborate false trail takes 4 hours to complete. A creature that fails to identify the trail as false follows it for 2d6 miles.

After a creature that fails to identify a false trail follows it for the determined distance, it can attempt another Perception

or Survival check with a +5 bonus. On a success, the creature realizes it's following a false trail and can continue to track you as normal after backtracking to the start of the false trail (or wherever you diverged from the false trail). On a failure, the creature continues to move in the direction of the false trail for an additional mile. After each mile, it can attempt a new check with a cumulative +5 bonus.

Fey Insight

You have insight into the weird, alien minds of fey and can use this knowledge to more handily negotiate with or manipulate the capricious creatures.

Prerequisites: Wis 13; Knowledge (nature) or Knowledge (planes) 2 ranks.

Benefit: You gain a +2 bonus on Bluff, Diplomacy, and Sense Motive skill checks when interacting with creatures of the fey type. If you have 10 or more ranks in one of these skills, the bonus gained when interacting with creatures of the fey type increases to +4 for that skill.

Fey Performance

The wind, trees, earth, and local wildlife join in on your bardic performances.

Prerequisite: Bardic performance class ability.

Benefit: You can enhance your performance with nature's sights and sounds by expending an extra round of bardic performance at the start of the performance. The range of the performance increases by 30 feet. Furthermore, for the purposes of affecting blind and deaf creatures, this performance counts as having both audible and visible components. This feat doesn't function in environments devoid of animal and plant life.

Fey-Guarded

You have trained your mind to resist fey magic—both that cast by fey creatures and that cast by other denizens of the First World.

Prerequisite: Knowledge (nature) or Knowledge (planes) 3 ranks.

Benefit: You gain a +2 morale bonus on saving throws against enchantment and illusion spells and spell-like abilities cast by creatures of the fey type.

Flinging Charge (Combat)

You hurl a weapon during your charge before drawing a new one to strike, enabling you to make another attack at the expense of the latter attack's accuracy.

Prerequisites: Quick Draw, base attack bonus +6.

Benefit: If you have a thrown weapon in hand when you begin charging, you can make a ranged attack with that weapon against the target of your charge at any point during your charge. You gain the +2 bonus for charging on the attack roll for this ranged attack. You can then immediately draw a melee weapon during your charge. You take a –5 penalty on the melee attack made at the end of the charge. When charging this way, you cannot use any effect that would grant





you more than one attack at the end of your charge (such as pounce), nor can you use abilities that grant you other ranged attacks on a charge, such as the hurling charge rage power.

Foebane Magic

The spells you cast are particularly effective against your favored enemies.

Prerequisites: Ability to cast 1st-level spells, favored enemy class feature.

Benefit: Your favored enemies take a –1 penalty on saving throws against spells you cast. Furthermore, you gain your favored enemy bonus on Spellcraft checks to identify spells cast by favored enemies.

Forester

You are a master of woodcraft and forest lore and can move through even the densest of trees with ease and grace.

Prerequisite: Favored terrain (forest) class feature.

Benefit: You ignore difficult terrain created by light or heavy undergrowth, and you ignore increased DCs for Acrobatics and Stealth checks in light or heavy undergrowth. In addition, you can use trees to shield yourself from attacks, gaining a +1 cover bonus to your AC whenever you are adjacent to a tree (including while climbing). If you are adjacent to two or more trees simultaneously, you gain a +2 cover bonus to your AC and a +1 bonus on Reflex saving throws.

Frightful Shape

Your wild shape form strikes fear into your opponents.

Prerequisites: Wis 19, base attack bonus +9, wild shape class feature.

Benefit: When you use wild shape, it is supernaturally ferocious and disquieting in appearance, such that when you attack a creature, you can use this ferocity to frighten observers. Opponents within 30 feet of you when you attack must succeed at a Will save (DC = 10 + half your character level + your Charisma modifier) to resist being affected by your frightful shape. On a failed save, creatures with fewer Hit Dice than you become shaken, or panicked if they have 4 Hit Dice or fewer; in either case, the effect lasts for a number of rounds equal to your character level. An opponent that succeeds at its saving throw is immune to your frightful shape for 24 hours. This is a mind-affecting fear effect.

Greater Beast Hunter (Combat)

You are an apex hunter.

Prerequisites: Beast Hunter*; Improved Beast Hunter*; base attack bonus +6; Knowledge (nature) or Survival 6 ranks.

Benefit: If you are surprised by an animal native to the terrain you have chosen for Beast Hunter, you can act normally in the surprise round, though you are still considered flat-footed until it is your turn to act. You also gain a +4 bonus to confirm critical threats against animals native to the terrain you have chosen.

Special: If you have selected Beast Hunter multiple times, you gain the benefits of this feat for all of the terrains you have chosen for those feats.



Greater Hunter's Bond (Combat)

Your allies can target additional foes.

Prerequisites: Improved Hunter's Bond*, hunter's bond (hunting companions)* class feature, ranger level 12th.

Benefit: When you activate hunter's bond, you can select a number of targets equal to your Wisdom modifier as long as they all count as your favored enemy.

Normal: You select one target against which your allies receive your favored enemy bonus.

Greater Spring Attack (Combat)

You are a scything wind cutting through the battlefield as you topple your foes.

Prerequisites: Dex 17, Acrobatic Steps, Dodge, Improved Spring Attack*, Mobility, Nimble Moves, Spring Attack, base attack bonus +16.

Benefit: When you use Spring Attack, you can select three targets to attack during your movement instead of one. The second attack made this way is made at your full base attack bonus – 5, and the third attack made this way is made at your full base attack bonus – 10. All restrictions of Spring Attack apply to each target, and your movement does not provoke attacks of opportunity from any of your targets. You can't target the same creature more than once.

Special: A monk of at least 18th level can select this feat as a monk bonus feat, but only if he has Improved Spring attack and Spring Attack.

Greater Wilding Strike (Combat)

You reach the pinnacle of your wilding strike abilities.

Prerequisites: Str 18, Improved Unarmed Strike, Improved Wilding Strike*, Wilding*, Wilding Strike*, base attack bonus +16.

Benefit: The damage die of your unarmed strikes increases to 1d10 (or 1d8 if you are Small). This does not stack with any other effects that increase the damage die of your unarmed strikes, including levels in classes such as monk. Increases to your actual size category (such as *enlarge person*) still increase your damage die as normal.

Group Shared Spells (Teamwork)

You and your allies can cast spells through each other's familiars as if they were your own.

Prerequisite: Familiar with the share spells ability.

Benefit: You and any of your allies with this feat can cast spells with a target of "you" on each other's familiars as touch spells. Both the target familiar and that familiar's master must be willing for the spell to take effect. You can cast spells on each other's familiars even if the spells would not normally affect creatures of the targeted familiar's type.

Harder They Fall (Combat, Teamwork)

You can work with an ally to move or knock over a foe that's too large for either of you to overcome alone.

Prerequisites: Str 13, Int 13, Combat Expertise, Power Attack.

Benefit: When you use the aid another action to grant an ally who also has this feat a +2 bonus on a bull rush or trip combat maneuver check, the ally can attempt that maneuver even against foes two or more size categories larger than herself.

Hide Worker

You excel at crafting armor made from the hides of animals or monsters.

Prerequisites: Craft (armor) 3 ranks, Knowledge (nature) 3 ranks.

Benefit: You gain a +4 bonus on Craft (armor) checks to create armor or shields from the hides of living creatures (such as dragonhide). If you succeed at a Craft (armor) check to create armor or shields from the hides of living creatures by 5 or more, you also decrease the cost to make the item by 10%.

Ice Climber

You can move or clamber across slippery surfaces with great skill.

Prerequisites: Arctic Adaptation* or Mountaineer*; Climb 2 ranks.

Benefit: When moving across a slippery surface (including but not limited to icy surfaces), you gain a +5 bonus on Climb checks and on Acrobatics checks to maintain your balance. If you fail a Climb check, you fall only if you fail the check by 10 or more. You also gain a +5 bonus on Perception checks to notice an avalanche and a +2 circumstance bonus on Reflex saves to avoid an avalanche.

Improved Beast Hunter (Combat)

You are well trained in stalking and hunting the animals of the wild.

Prerequisites: Beast Hunter*; base attack bonus +3; Knowledge (nature) or Survival 3 ranks.

Benefit: When fighting animals that are at least one size category larger than you and that are native to the terrain you have chosen with Beast Hunter, you gain a +4 bonus on combat maneuver checks and a +4 to your CMD against such animals' attempts to use combat maneuvers against you. Additionally, you gain a +2 bonus on Reflex saves against attacks by the animal that allow a Reflex save (such as attempting to avoid a trample attack).

Special: If you have selected Beast Hunter multiple times, you gain this benefit for all of the terrains you have chosen for those feats.

Improved Hunter's Bond (Combat)

You deepen your connection to your allies, granting them higher bonuses.

Prerequisites: Hunter's bond (hunting companions) class feature, ranger level 9th.

Benefit: When you activate hunter's bond, you can grant your allies your full favored enemy bonus against a single target.



Normal: Your allies receive half your favored enemy bonus against a single target.

Improved Natural Poison Harvester

You excel at harvesting poison from the many toxic creatures of the natural world.

Prerequisites: Natural Poison Harvester*, Craft (alchemy) 9 ranks, Survival 9 ranks.

Benefit: When you successfully harvest poison from a hazard or dead creature, you gain an additional 1d4 doses of poison.



Improved Spring Attack (Combat)

You dart through the press of battle like a breeze, assaulting foes as you pass.

Prerequisites: Dex 15, Dodge, Mobility, Nimble Moves, Spring Attack, base attack bonus +9.

Benefit: When you use Spring Attack, you can select two targets to attack during your movement instead of one. The second attack made this way is made at your full base attack bonus – 5. All restrictions of Spring Attack apply to both targets, and your movement does not provoke attacks of opportunity from either target. You can't target the same creature twice.

Special: A monk of at least 14th level can select this feat as a monk bonus feat, but only if he has Spring Attack.

Improved Wilding Strike (Combat)

You gain greater skill with the natural power of your blows.

Prerequisites: Str 16, Improved Unarmed Strike, Wilding*, Wilding Strike*, base attack bonus +11.

Benefit: The damage die of your unarmed strikes increases to 1d8 (or 1d6 if you are Small). This does not stack with any other effects that increase the damage die of your unarmed strikes, including levels in classes such as monk. Increases to your actual size category (such as *enlarge person*) still increase your damage die as normal.

Indomitable Mountain Avalanche (Combat)

You are an impassable mountain, hurling your enemies back.

Prerequisites: Wis 15, Combat Reflexes, Improved Unarmed Strike, Indomitable Mountain Peak*, Indomitable Mountain Style*, base attack bonus +9.

Benefit: If an opponent fails at a combat maneuver against you, you can use an attack of opportunity to make a melee attack against the opponent using your highest attack bonus. If the attack hits, instead of dealing damage, you can push the opponent back 5 feet for every 5 by which it failed its combat maneuver check (minimum 5 feet). Additionally, when you hit with an unarmed melee attack against an opponent who provoked an attack of opportunity by failing its Acrobatics check to move through a space you threaten, you can push the opponent back 5 feet instead of dealing damage. The opponent moves back in a straight line, but stops before hitting any obstacle or hazard.

Indomitable Mountain Peak (Combat)

You become more difficult to move or pass, an elusive peak your enemies cannot surmount.

Prerequisites: Wis 15, Combat Reflexes, Improved Unarmed Strike, Indomitable Mountain Style*, base attack bonus +6.

Benefit: Whenever an opponent succeeds at a combat maneuver against you or at an Acrobatics check to avoid provoking an attack of opportunity when moving through a square you threaten, you immediately gain a +2 morale bonus to your CMD against the next combat maneuver against you or to the DC of the next Acrobatics check to avoid an attack of opportunity when moving through a square you threaten. This bonus stacks until either attempt fails against you.



TABLE 3-2: MUTATED SHAPE APPENDAGE ATTACKS

Natural										Damage	Attack
Attack	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal	Type	Type
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B/P/S	Primary
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P	Primary
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Primary
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P	Primary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary

Indomitable Mountain Style (Combat, Style)

Like a rugged mountain, you are impassable and unmovable.

Prerequisites: Wis 13, Combat Reflexes, Improved Unarmed Strike, base attack bonus +4.

Benefit: As long as you do not take a move action, you gain a +4 morale bonus to your CMD and to the DC of Bluff checks used for feint attempts against you. Additionally, you are considered to be one size category larger for the purpose of calculating your CMD when creatures attempt Acrobatics checks to move through spaces you threaten without provoking attacks of opportunity.

Intimidate Animals (Combat)

You are skilled at intimidating animals with your bluster and fury.

Prerequisites: Greater Wild Empathy^{UM}, Intimidate 5 ranks, Knowledge (nature) 5 ranks, wild empathy class feature.

Benefit: You add your Wisdom modifier on Intimidate checks against animals in addition to your Charisma modifier. An animal with 4 or fewer Hit Dice is frightened instead of shaken on a successful Intimidate check to demoralize it.

Jaguar Pounce (Combat)

Your ambushes are especially lethal.

Prerequisite: Base attack bonus +4.

Benefit: When making a charge or using Spring Attack against an opponent who is flat-footed or helpless, you treat your first melee attack against that target as if you had the Improved Critical feat.

Jungle Survivalist

Normally pestilential rain forests are a safe haven and home to you.

Prerequisite: Favored terrain (jungle) class feature.

Benefit: You gain a +2 bonus on saving throws against diseases, poisons, and the distraction ability of creatures with the swarm subtype. You also gain a +2 bonus on Acrobatics and Climb checks when climbing trees and a +2 bonus on Perception checks against creatures that gain a racial bonus on Stealth checks in vegetation.

Live Off the Land

You can easily pluck what you need from nature's bounty as you travel.

Prerequisite: Favored terrain class feature.

Benefit: You (and any allies whom you assist with the Survival skill) can move at full speed while using Survival to gather food and water, and you gain a +4 bonus on Survival checks to do so. If you cast *create food and drink*, *create water*, or any similar spell that creates edible and potable provisions while you are in your favored terrain, your caster level increases by an amount equal to half your favored terrain bonus.

Moontouched

Moonlight has a strange effect on you, making your body stronger but your mind weaker.

Benefit: At night when at least part of the moon is showing and you can see it, you gain a +2 bonus on Fortitude and Reflex saves but take a –2 penalty on Will saves.

Mountaineer

You are thoroughly at home in the high peaks and precipices of alpine territory.

Prerequisite: Favored terrain (mountains) class feature.

Benefit: You gain a +2 bonus on Climb checks on natural stone surfaces and a +4 bonus on Fortitude saves to avoid high-altitude fatigue and altitude sickness. If you spend 24 hours at a dangerous altitude, you treat that altitude as if it were one category lower. If you spend at least 1 week at that altitude, you are immune to altitude fatigue or sickness. If you go to a lower altitude for more than 1 week, you lose this acclimation.

Mutated Shape

Your wild shape form gains an additional appendage you can use to attack your foes.

Prerequisites: Wis 19, base attack bonus +6, wild shape class feature.

Benefit: When you use wild shape, you grow an additional appendage of your choice that can be used to make one of the following attacks: bite, claw, gore, slam, sting, or talons. The appendage can be used as part of a full attack using your highest base attack bonus, and it deals damage as described in Table 3-2: Mutated Shape Appendage Attacks. This appendage lasts for as long as you stay in the same form with this use of wild shape.

Natural Poison Antitoxin

You have learned how to create antitoxin that can resist natural poisons.



Prerequisites: Natural Poison Harvester, Craft (alchemy) 8 ranks, Survival 8 ranks.

Benefit: When you succeed at a Craft (alchemy) check to create an antitoxin (*Pathfinder RPG Ultimate Equipment* 100) using a dose of a natural poison you harvested, you increase the duration of the antitoxin to an amount equal to 4 hours plus an additional hour for every 5 by which your result exceeds the DC.

Natural Poison Harvester

You are exceedingly proficient at harvesting and distilling poison from venomous monsters.

Prerequisites: Craft (alchemy) 6 ranks, Survival 6 ranks.

Benefit: You gain a +2 bonus on Craft (alchemy) checks when creating poison harvested from poisonous monsters. When you successfully craft such poisons, the DC of the poison increases by 2.

Nature's Freedom

Creatures affected by your channel energy are not affected by difficult terrain.

Prerequisites: Animal or Plant domain; channel energy class feature.

Benefit: When you expend one additional use when you channel energy, you enable affected creatures to move freely through undergrowth as per the druid's woodland stride class feature. This effect lasts a for number of minutes equal to your Charisma modifier (minimum 1). Multiple uses of this feat extend the duration of the woodland stride effect.

Nature's Weapons (Combat)

You can make a weapon out of nearly anything that can be found in the wild.

Prerequisites: Catch Off-Guard; base attack bonus +2; Knowledge (nature) or Survival 2 ranks.

Benefit: You can turn nearly anything you might find in the wilderness into an improvised melee weapon. This improvised melee weapon is one-handed and deals 1d6 points of damage for Medium creatures and 1d4 for Small creatures. Depending on the weapon, it deals bludgeoning, piercing, or slashing damage (at the GM's discretion). Grabbing an object to use as a weapon is the same action as drawing a weapon. The weapon must be of a material that is naturally occurring in that terrain.

Night Sky Hex

You use the mystical network of power that blazes in the night sky to empower your hexes.

Prerequisites: Hex class feature; moon^{UM}, stars^{UM}, or winter^{UM} patron.

Benefit: When you gain this feat, choose one hex that you can use to affect no more than one opponent. When you are in view of the night sky and use that hex, increase the save DC of that hex by 2.

One Eye Open

Your senses seek out threats even while you sleep.

Prerequisites: Wis 13, Alertness.

Benefit: The DCs of your Perception checks don't increase when you are asleep. If you succeed at a Perception check to



notice something dangerous while asleep, you can wake up to confront the danger.

Normal: The DC for a Perception check attempted by a sleeping creature increases by 10.

One with the Land

Your connection your favored terrain is so intense that you draw strength from the power of nature itself.

Prerequisite: Favored terrain class feature.

Benefit: In your favored terrain, you require only half the normal amount of food, water, and sleep, and your rate of natural healing is doubled. You add half your favored terrain bonus as a bonus on saving throws and Constitution checks to stave off the effects of cold exposure, heat exposure, starvation, and thirst in your favored terrain.

Out of the Sun (Teamwork)

You and your allies use the sun's glare to your advantage.

Prerequisites: Bluff 3 ranks, Stealth 3 ranks.

Benefit: When you hit with a melee attack, you can attempt a Bluff check as a move action to feint. You do not gain the benefits of this feint; instead, if you succeed at your Bluff check, an ally with this feat who is adjacent to you or your opponent gains the benefits, such that the opponent is denied its Dexterity bonus to AC (if any) against your ally's next melee attack against that opponent. This attack must be made before the end of your ally's next turn. You gain a +2 circumstance bonus on your Bluff check in bright light. This bonus increases to +4 in natural sunlight. You cannot use this feat in dim light or darkness.

Special: If you have the Improved Feint feat, you can feint with Out of the Sun as a swift action after you hit with a melee attack.

Plains Nomad

You are a native of the wide and endless prairie, savanna, or steppe.

Prerequisite: Favored terrain (plains) class feature.

Benefit: You and a mount you are riding gain a +2 bonus on Constitution checks to avoid damage and fatigue from hustling or a forced march. In plains terrain, this bonus is doubled and also applies on Survival checks to avoid getting lost, to find food and water, to protect yourself from severe weather, and to predict the weather.

River Raider (Combat)

You're skilled at creeping up on watercraft without being noticed and getting the jump on their occupants.

Benefit: You gain a +2 bonus on Swim and Stealth checks while swimming in calm or rough water (but not while swimming in stormy water). In addition, if you're able to act in a surprise round and you start the surprise round in water, you can take both a move and a standard action. You still cannot take a full-round action during the surprise round.

Normal: You can take only a move or a standard action if you can act in the surprise round.

Rubble Skirmisher (Combat)

You use difficult terrain to your advantage when performing combat maneuvers.

Prerequisites: Dex 13, Nimble Moves, base attack bonus +2.

Benefit: When you are in a square that has naturally occurring difficult terrain (bushes, rubble, undergrowth, and so forth), you gain a +2 circumstance bonus on combat maneuver checks and to your CMD.

Scion of the Land (Teamwork)

You are strongly linked to natural terrain and to others who share your link.

Prerequisite: Survival 1 rank.

Benefit: When traveling through terrain in which you can leave no trail and be impossible to track (as a result of favored terrain, trackless step, or a similar class feature), you grant that ability to allies within 60 feet who also have this feat.

If an ally within 60 feet who has this feat is also able to move normally through the current terrain without leaving tracks, you gain a +1 bonus on Knowledge (nature), Perception, and Survival checks while in that terrain.

Shifter's Edge

You use your shapechanging powers to make your natural attacks especially lethal.

Prerequisites: Dex 13, Weapon Finesse, shifter claws* class feature.

Benefit: Whenever you use Weapon Finesse to make a melee attack with your claws or a natural attack augmented by your claws, you also add your shifter level to the damage.

Shifter's Rush

You can use your wild shape ability as you are moving toward your enemy.

Prerequisites: Wild shape class feature, shifter* level 4th

Benefit: When you use a move action to move 10 feet or more or when you charge, you can use wild shape as a free action during that movement.

Storm Survivor

You know how to survive and thrive in even the stormiest of weathers.

Prerequisites: Knowledge (nature) 2 ranks, Survival 2 ranks.

Benefit: When you are in a storm of any type, you gain a +2 circumstance bonus on Perception checks, Survival checks, and saving throws regarding adverse effects from the storm itself. If you have 10 or more ranks in one of these skills, this bonus increases to +4.

Swamper

The soft ground and flowing reeds of fetid bogs and misty marshes are as comfortable to you as any sunny meadow would be for others.

Prerequisite: Favored terrain (swamp) class feature.



Benefit: You gain a +2 bonus on Climb checks, Swim checks, and Acrobatics checks to maintain your balance when moving across a slippery surface, and you can move at full speed through shallow and deep bog terrain. You can see twice as far as normal in fog, mist, murky water, vegetation, and similarly obscuring conditions, and creatures adjacent to you never gain concealment from fog, mist, murky water, or vegetation.

Thrill of the Hunt (Combat)

The pursuit of prey invigorates you. You revel in tracking down and slaying your quarry.

Prerequisites: Survival 1 rank; base attack bonus +4 or track* class feature.

Benefit: Once per day, when you succeed at a Survival check to find or follow a creature's tracks, you can designate that creature to be your prize for a number of hours equal to 4 + your ranks in Survival. You gain a +2 morale bonus on Survival checks to follow your prize's tracks and on weapon damage rolls against your prize. If you find and subsequently render your prize dead or helpless, you gain a +2 morale bonus on attack rolls, saves, and skill checks for a number of hours equal to your ranks in Survival.

Special: An animal companion can choose this feat as if it were an animal feat (*Core Rulebook* 53).

Torrid Tolerance

You relish hot climates, as the equatorial heat does not sap your strength.

Prerequisite: Desert Dweller* or Jungle Survivalist*.

Benefit: You treat hot environments (*Core Rulebook* 444) as though they were one step less severe; if you have a similar ability from another feat (like Desert Dweller), the benefits stack and you treat hot conditions as if they were two steps less severe. You do not take a penalty on Constitution checks for wearing armor in hot climates.

Totemic Disciple

Your understanding of your barbaric totem flourishes as your combat prowess grows.

Prerequisites: Str 15; Dex 13; Athletic, Totemic Initiate*; base attack bonus +9; no barbarian totem rage powers except those chosen with this feat or Totemic Initiate; nonlawful alignment.

Benefit: Choose one barbarian totem rage power^{APG} that requires that you have the totem rage power you selected with Totemic Initiate. While gaining the benefits of Totemic Initiate, you also gain the benefits of this new rage power.

Totemic Initiate

You were born to or have lived among the barbarian tribes of the wild and passed the trials of their sacred totems.

Prerequisites: Str 13; Dex 13; Athletic; base attack bonus +5; no barbarian totem rage powers except the one you choose with this feat; nonlawful alignment.

Benefit: Choose one barbarian lesser totem rage power^{APG} (such as lesser beast totem^{APG}). As a swift action, you can gain the benefits of that rage power as though you were raging. For the purpose of determining that

rage power's effects, your barbarian level is equal to your base attack bonus. You do not gain any other benefits or penalties of rage. You can gain these benefits for a number of rounds per day equal to your base attack bonus plus your Constitution modifier; these rounds do not need to be consecutive.

Totemic Master

Through both might of arms and spiritual wisdom, you have attained full understanding of your barbaric totem.

Prerequisites: Str 17; Dex 13; Wis 13; Athletic; Totemic Disciple*; Totemic Initiate*; base attack bonus +13; no barbarian totem rage powers except those chosen with this feat, Totemic Disciple, or Totemic Initiate; nonlawful alignment.

Benefit: Choose one greater totem rage power^{APG} that requires the totem rage power you chose with Totemic Disciple. While gaining the benefits of Totemic Initiate, you also gain the benefits of this new rage power as well as the one you chose with Totemic Disciple. If you gain the pounce ability this way, you can make only natural attacks using your pounce ability.

Tree Leaper

You use the flexibility of tree branches to aid in making arboreal leaps.

Benefit: When you are in a tree, you count as having a running start when you jump.

Normal: You must have at least 10 feet of space for a running start.

Tribal Hunter (Combat, Teamwork)

From watching pack animals hunt, you learned to take down large prey as part of a group.

Prerequisite: Animal Affinity.

Benefit: When either you or an ally with this feat is adjacent to and flanking an opponent that is larger than either of you, you both are considered to be flanking the opponent as long as you remain adjacent to it.

Normal: You must be positioned opposite an ally to flank an opponent.

Verdant Spell (Metamagic)

Your magical connection to nature allows you to entice, fool, and misdirect plants and fungi as though they were people.

Prerequisites: Spell Focus (enchantment), Knowledge (nature) 6 ranks.

Benefit: A verdant spell affects plant creatures (even mindless plant creatures) as if they weren't immune to mind-affecting effects, but it has no effect on other types of creatures. A verdant spell uses up a spell slot 2 levels higher than the spell's actual level. This feat works only on mind-affecting spells.

Normal: Creatures of the plant type are immune to mind-affecting effects.

Vigilant Charger (Combat)

You can ready yourself to spring an attack against your enemies at a moment's notice.

Prerequisites: Str 13, Dex 13, Combat Reflexes.

Benefit: You can ready an action to charge when an enemy enters a specific space you designate. You must be able to charge the square both when you ready the charge and when the readied action triggers, or you cannot attempt the readied action. When you make a readied charge, you can move only up to your speed.

Normal: You can't ready an action to charge. Charging allows you to move up to twice your speed.

Voice of Beasts

Your deep connection with nature allows you to speak with all manner of living creatures.

Prerequisite: Wild shape class feature.

Benefit: While you are using wild shape, you gain the ability to communicate with all animals. This acts as *Speak with animals*, though the effect is supernatural in nature and can't be dispelled.

Waterway Caster

You've learned to cast spells while on a watercraft or even while swimming in turbulent waters.

Benefit: You automatically succeed at concentration checks required to cast a spell while being subjected to vigorous or violent motion while either swimming or on a ship. You gain a +4 bonus on concentration checks to cast spells underwater.

Wild Growth Channel

When you channel positive energy, you cause vines to grow and ensnare enemies.

Prerequisites: Channel positive energy class feature, Plant domain.

Benefit: By expending two additional uses when you channel energy, you cause the ground in the area of effect to erupt in a growth of vines. You create a number of vine growths (AC 10, 5 hp) equal to your Charisma modifier (minimum 1). Each growth of vines occupies 1 5-foot square of your choosing. As an immediate action when you use this ability, and again as a free action at the start of your turn, you can command the vines to wrap around the legs of a creature occupying the square. The creature must succeed at a Reflex save (DC = 10 + half your class level + your Charisma modifier) or become rooted to the spot. The vines last a number of rounds equal to your Charisma modifier (minimum 1). The ground must be composed of a material able to support plant life (such as soil).

Wild Growth Hex

Hexing your enemies causes them to be ensnared in tangling vines.

Prerequisites: Hex class feature; summer*, thorns*, or woodlands* patron.



Benefit: When you gain this feat, choose one hex that you can use to affect no more than one opponent. If the target of your hex fails its saving throw to resist your hex, the square it occupies becomes overgrown with thorny plants that count as difficult terrain. A creature moving in or out of the square must succeed at a Reflex save or Acrobatics check (DC = 10 + half your level + your Charisma modifier) or take 1d6 points of piercing damage and immediately end its movement. For every 5 by which the target fails its save against your hex, you can create 1 additional square of difficult terrain adjacent to any square the target occupies. The difficult terrain lasts a number of rounds equal to your Charisma modifier (minimum 1). The ground must be composed of a material able to support plant life (such as soil).

Wild Vigor

The forces of nature bolster your vitality when you use wild shape.

Prerequisite: Wild shape class feature.

Benefit: A number of times per day equal to your Wisdom bonus (minimum 1), when you use wild shape, you can gain a number of temporary hit points equal to your base attack bonus. These temporary hit points last for the duration of the wild shape or until they are lost.

Wilding

You were touched by nature at an early age and share a kinship with wild creatures. Your body might bear animalistic features, such as bestial ears or a tail, or your presence may be subtly unlike that of others.

Prerequisites: Any neutral alignment, must be taken at 1st level.

Benefit: You gain the druid's wild empathy ability, using your character level as your druid level. If you have one or more levels in a class that grants wild empathy, you gain an additional +3 bonus on wild empathy checks. You are treated as an animal for the purpose of harmful mind-affecting effects that target animals (such as *charm animal*).

Special: A character who has this feat can select the Animal Soul^{ACG} or Aspect of the Beast^{APG} feats without meeting the prerequisites.

Wilding Mind

You can repress your conscious mind in favor of a primal state that helps you resist mental influence.

Prerequisites: Wis 13, Wilding*.

Benefit: Whenever you fail a saving throw against a fear or mind-affecting effect, you can take 1d3 points of Intelligence damage as an immediate action and reroll the saving throw. This damage cannot be reduced or avoided in any way. You must take the new result, even if it is worse.

Wilding Senses

The wilderness speaks to you, giving you a preternatural sense of approaching danger.

Prerequisites: Wis 13, Wilding*.

Benefit: You gain a +2 bonus on Perception checks; this bonus increases to +4 when determining if you can act during a surprise round. If you have 10 or more ranks in Perception, this bonus increases to +4 (or +8 when determining whether you can act during a surprise round). This bonus does not stack with that granted by the Alertness feat, though Wilding Senses counts as the Alertness feat for the purpose of fulfilling feat prerequisites and prestige class requirements.

Wilding Stride

Your wild-hearted drive and honed physique allow you to move with great swiftness.

Prerequisites: Con 13, Wilding*.

Benefit: Your base speed increases by 10 feet. This does not stack with the fast movement class feature or similar effects, unless that class feature or effect provides an enhancement bonus.

Wilding Strike (Combat)

Filled with the might of nature, you need no weapons of steel or wood. Your fists and feet are as potent as any creation of the forge.

Prerequisites: Str 13, Improved Unarmed Strike, Wilding*.

Benefit: The damage die of your unarmed strikes increases to 1d6 (or 1d4 if you are Small). This does not stack with any other effects that increase the damage die of your unarmed strikes, including levels in classes such as monk. Increases to your actual size category (such as *enlarge person*) still increase your damage die as normal.

Witchbreaker (Combat)

You are trained to be resilient to and disrupt the magic of hags and witches.

Prerequisite: Iron Will.

Benefit: You gain a +2 bonus on saving throws against the hexes, spells, spell-like abilities, and supernatural abilities of hags and witches. In addition, whenever you confirm a critical hit against a hag or a witch, any of your allies affected by a mind-affecting effect from that creature can attempt a new saving throw against the effect as an immediate action.

Wolf Rider

Others can keep their horses. You know that wolves are better mounts.

Prerequisites: Undersized Mount^{ACG} or effective level 7th in the class that grants the mount or divine bond (mount) class feature; Knowledge (nature) 1 rank; mount or divine bond (mount) class feature.

Benefit: You can select a wolf in place of the normal mount available via your mount or divine bond (mount) class feature. In addition, Knowledge (nature) is always a class skill for you.

Wolf Savage (Combat)

You savage your foes so badly that they can become supernaturally disfigured.



Prerequisites: Wis 17, Improved Unarmed Strike, Wolf Style*, Wolf Trip*, Knowledge (nature) 9 ranks.

Benefit: While using Wolf Style, when you deal at least 10 points of damage to a prone opponent with a natural weapon or an unarmed strike, as a swift action you can savage that creature. When you do, your opponent must succeed at a Fortitude save (DC = 10 + half your character level + your Wisdom modifier). If the target fails the saving throw, it takes either 1d4 Charisma damage or 1d4 Constitution damage, or it becomes fatigued (your choice). Ability score damage dealt with this ability cannot equal or exceed the victim's actual ability score total.

Wolf Style (Combat, Style)

While in this style, you hamper foes that turn their backs on you.

Prerequisites: Wis 13, Improved Unarmed Strike, Knowledge (nature) 3 ranks.

Benefit: While using this style, whenever you deal at least 10 points of damage to a foe with an attack of opportunity, that foe's base speed decreases by 5 feet until the end of its next turn. For every 10 points of damage your attack deals beyond 10, the foe's base speed decreases by an additional 5 feet. If the penalty meets or exceeds the total base speed of the foe, you can attempt to trip the foe as a free action after the attack of opportunity is resolved.

Wolf Trip (Combat)

You have studied the manner in which wolves bring down their prey.

Prerequisites: Wis 15, Improved Unarmed Strike, Wolf Style*, Knowledge (nature) 6 ranks.

Benefit: While using Wolf Style, you gain a +2 bonus when you attempt a trip combat maneuver as part of an attack of opportunity. Whenever you successfully trip a creature, as a free action you can choose an available space that is both adjacent to you and the creature's original space for the tripped creature to land prone in.

Wood Crafter

Eschewing the use of metals in your craft, you excel at crafting armor from wood.

Prerequisites: Craft (armor) 3 ranks, Knowledge (nature) 3 ranks.

Benefit: You gain a +4 bonus on Craft (armor) checks to create armor and shields from wood or special materials containing wood (such as darkwood). If you succeed at the check by 5 or more, you decrease the cost to make the item by 10%.

Woodland Wraith (Combat)

You put the terrain between yourself and your opponents to avoid attacks.

Prerequisites: Dex 15, Dodge, base attack bonus +6.

Benefit: If you take two actions to move or a withdrawal action in a turn while starting or ending your movement in either naturally occurring difficult terrain (bushes, brambles, etc.) or a space with a natural object providing at least partial cover (a tree, rock, etc.), you gain concealment until you attack, until you move out of that space, or until the end of your next turn, whichever occurs first.



4 MASTERING THE WILD



Here, birdie!” Lini jumped up and down, flapping her arms. “Look over here, Mister Bird! One tasty gnome, fresh and juicy!”

“Are you sure that’s a good idea?” Sajan ducked as one of the pteranodons swooped down, its massive beak barely missing his head. “And these aren’t birds.”

Lini snorted. “Of course they’re birds. They’ve got wings. They’ve got beaks. They’ve got eggs. Birds.”

Sajan swung his staff, tearing a fleshy wing. “I think the Acadamae’s scholars would disagree with you.”

Lini smirked as one of the beasts swooped toward her. “Okay, okay, you caught me. But you’re forgetting the most important qualification.”

“Oh?”

“Cats eat birds.”

Behind her, Droogami pounced...

DISCOVERY AND EXPLORATION

Unspoiled wilderness and uncharted lands represent an opportunity for exploration and the discovery of ancient secrets, lost treasures, natural wonders, and the remote lairs of terrible beasts. As exciting as exploring wilderness can be, the fact that there are no city streets or dungeon walls to guide choices can make running exploration in uncharted wilds a challenge. The rules presented in this section can be used when a group enters such uncharted lands to discover what lies within, and at your discretion can serve as an expansion on the rules for exploration as presented on pages 154–159 of *Pathfinder RPG Ultimate Campaign*. Brief definitions of terms used in this section are listed below.

Discovery Points: As the PCs explore a territory, they'll accumulate Discovery Points—an abstract measure of how thoroughly they have explored the region. Note that while gazetteers, maps, research, and rumors can grant bonus Discovery Points for a region even before the PCs set foot within the wild, inaccurate information gleaned from such sources can penalize the accumulation of Discovery Points.

Exploration Check: As the PCs search a territory, they'll attempt exploration checks to determine how many Discovery Points they accumulate. Exploration checks are typically Survival checks, though unusual territories may require other specialized skills. A character can attempt an exploration check using Perception in place of the required skill with a –5 penalty.

Location: A location is an adventure site or other point of interest within a territory—it could be an ancient ruin, a dragon's cave, a druidic monument, a hidden treasure, a portal to the First World, or anything else of note. Each location has a discovery score equal to the number of Discovery Points required to find the location.

Territory: Territories are discrete geographic areas with defined boundaries. These can be political borders or geographical transitions. If you're using the exploration rules from *Ultimate Campaign*, a single hex constitutes a territory. Alternately, a territory can be a much larger region; in this case, the PCs' exploration of the territory is a much more abstract concept and doesn't involve tracking exact locations on a map. In either case, each territory has its own Challenge Rating, which determines the danger of wandering monsters in the territory as well as the DC for exploration checks to earn Discovery Points.

Way Sign: Way signs are events, objects, or terrain features that give a hint to find a location. Discovering a way sign, either by stumbling across one in the wild (such as by reaching a vantage point that gives an excellent view of the lay of the land, or by stumbling across an old road sign) or by researching a region beforehand (such as by consulting gazetteers, maps, or the rumor mill), can grant bonus Discovery Points or reveal the existence of previously unknown locations—but some way signs may be inaccurate or misleading.

THE EXPLORATION PROCESS

Typically, explorers come to a territory to seek out a specific location within its reaches. Sometimes they know of multiple locations reputed to lie within the region and needs only find them. Other times, some or all the locations remain unknown until the explorers stumble across them or find clues as a result of their investigations in the territory. In either case, before explorers can discover a location, they must first accumulate enough Discovery Points (either by succeeding at exploration checks or by correctly interpreting way signs).

Once the explorers reach the territory in question, they can begin exploration and discovery. Their efforts result in the accumulation of Discovery Points, which they can spend to discover locations, and in finding way signs, which provide additional Discovery Points and sometimes also reveal the existence of further locations to be discovered. Discovery Points earned in a given territory are tied to that territory; the PCs cannot apply points earned in one territory to a new territory. The party's accumulated Discovery Points remain indefinitely, even if the PCs leave the territory and return later.

Character Actions

At the start of each day, each character must decide if she will spend the day documenting the territory, exploring, seeking a location, or taking another action (such as crafting magic items, guarding a campsite, resting, or the like). Only the first three options—documenting, exploring, and seeking a location—directly contribute to the exploration process. Uncovering way signs can also contribute to the process, but the actions required to earn Discovery Points via way signs vary widely and depend on the way signs in question.

Documenting: The character spends the day mapping the territory or recording its features in a gazetteer and can attempt one skill check for each day spent documenting. Creating a map requires one or more successful Profession (cartographer) checks, while creating a gazetteer requires one or more successful Linguistics checks (at the GM's discretion, other skill checks can be used in place of these). The number of checks needed equals the territory's CR, and the DC equals the territory's exploration check DC. Once the character has succeeded at the required checks, she has created a detailed map or gazetteer of the region, which grants a +5 circumstance bonus on future exploration checks in that territory (bonuses from multiple maps or gazetteers don't stack).

Exploring: The character spends the day exploring the territory. At the end of the day, the character attempts an exploration check against the territory's DC. An exploration check is usually a Survival check, but in some unusual regions or circumstances, it could require another skill check. A character can always attempt an exploration check using the Perception skill, but doing so is more difficult since this represents a more generalized method of exploration, and the player attempting a Perception-based exploration check takes a –5 penalty on the roll as a result.

If the character succeeds at the exploration check, she earns 1 Discovery Point for the group, plus 1 additional point for



every 5 points by which the result of the check exceeds the DC. Failing the check by 5 or more reduces the group's Discovery Point total by 1, plus 1 additional point for every additional 5 points by which she failed the check. Unless every character in the group is skilled at the territory's exploration skill, it's often prudent for one character to attempt the primary exploration check and for others to engage in other tasks or use the aid another action to improve the primary check's result.

Seeking a Location: If the PCs wish to seek out a location, they can do so by spending Discovery Points at the start of the day. If they are seeking a specific location that they know exists in the territory (typically having found clues to it in the form of way signs), they must spend a number of Discovery Points equal to the location's discovery score—a number that determines how difficult that location is to find (with higher values representing locations that are more difficult to discover). If the PCs want to attempt to uncover an unknown location at random, they choose how many Discovery Points from their total that they want to spend. Once the points are spent, divide the total spent in half, then compare that result to the discovery scores of all the locations in the territory. If any of those locations have a discovery score lower than that total, the PCs discover one of those locations (chosen at random if more than one location is a potential discovery). If none of the locations have a discovery score lower than that total, the group recovers half the Discovery Points they spent, but the other half is lost. Once the party discovers a location, travel time to the site varies according to the GM's discretion and the overall size of the territory.

Uncovering Way Signs: Every way sign the characters uncover has an associated skill check with a DC determined by the complexity of the way sign. The amount of time necessary to interpret a given way sign varies; some checks can be attempted with an insignificant time expenditure (such as recalling information about a territory using a Knowledge skill), while some require significant time to complete (like translating ancient texts or visiting a nearby settlement to gather information), which takes away from time spent documenting, exploring, or seeking a location. On a successful skill check, the PCs earn Discovery Points for the territory to which the way sign is linked. A simple way sign grants 1 Discovery Point, a moderately complex way sign grants 3 Discovery Points, and a complex way sign grants 5 Discovery Points. However, misinterpreting a way sign can complicate exploration—if a PC fails a check to interpret a way sign by 5 or more, the misinformation he obtains reduces the PCs' current Discovery Point total for that territory by 1d4 points. This can result in negative values. The PCs can attempt to interpret a way sign multiple times, but once they have successfully interpreted it, further attempts do not grant additional Discovery Points.

Additional Factors

Some factors can affect both the rate and effectiveness of exploration, as detailed below.

Careful Exploration: Some groups might choose to explore more slowly and methodically in order to make a more careful

search. This allows the group to attempt one extra exploration check for each day spent in careful exploration, but it limits the total number of Discovery Points that can be gained to 1 (a character using careful exploration cannot earn additional Discovery Points by exceeding the DC by 5 or more). Typically, careful exploration can be performed only if the terrain is relatively clear and free of obstructions. The GM is free to limit this option if she believes that a slow search would not garner much benefit due to the terrain.

Darkness: Unless the explorer has darkvision or another ability to see in darkness, he takes a –4 penalty on exploration checks he attempts when some but at most half of the hours spent exploring that day occur after nightfall. Explorers take a –8 penalty on checks attempted when more than half of the hours spent exploring occur after nightfall.

Extending the Day: A day of exploration typically takes 8 hours; the rest of each day is assumed to be split between 8 hours of rest and 8 hours spent eating, making and breaking camp, relaxing, and the like. It's possible to increase the amount of time in a day used for exploring by spending an additional 8-hour session exploring, but for every additional stretch of time up to 8 hours by which the PCs extend their time spent exploring, they take a cumulative –4 penalty on exploration checks to earn Discovery Points until they next rest for 8 hours. At the GM's discretion, fatigue and exhaustion can also set in if the PCs don't rest enough.

Weather: Inclement weather hampers exploration checks if it is the predominant weather of a given exploration period. For example, the PCs would take a –1 penalty in the case of light fog or light rain, but a –10 penalty in the case of a blizzard or hurricane.

Exploration Rewards

Finding a location is often its own reward, but given the time, energy, and sometimes the resources needed to successfully conduct an exploration, you should consider the following additional rewards for parties that successfully discover all of the locations hidden in a territory.

Experience Points: The PCs should earn experience points equal to what they would have normally earned for defeating a monster of a CR equal to the territory's CR once all locations within the territory are discovered. (If you're using this system with the exploration rules in *Ultimate Campaign*, you should decide if you want to use this method of XP reward, the one detailed in *Ultimate Campaign*, or both, as appropriate for your game table.)

Maps and Gazetteers: The successful completion of a map or gazetteer can generate a monetary reward if the PCs sell their hard work back in civilization. A complete map or gazetteer of a region that has never before been explored can be sold for a number of gold pieces equal to 100 × the territory's CR; once a map or gazetteer of a region has been sold, further copies of a map or gazetteer of that region (regardless of whether the first item sold was a map or gazetteer) are generally worth only 10% of that value or less, depending on GM's discretion and supply and demand.



CREATING A TERRITORY

The steps listed below present all the information you need to generate territories for your PCs to explore. If you're using the hex-based exploration rules from *Ultimate Campaign*, follow these steps for every hex in your map, though you can reuse information for similar hexes.

Step 1: Define the Territory

The first step is to determine your territory's Challenge Rating. Typically, this should be the same value as the PCs' Average Party Level, but you might want to make it easier or harder for the sake of the story. The territory's CR helps guide the creation of random encounters, but it also determines the base DC of exploration checks, which can be found on Table 4-1. Though most exploration checks use the Survival skill, you can assign a different skill for particularly unusual or magical territories (for example, exploring a complex extraplanar library might require a Knowledge check, while exploring the mindscape of a slumbering god in which the PCs are trapped could require a Sense Motive check).

Exploration check DCs are intended to be moderately difficult. Characters who are heavily invested in the relevant skill for a given check should have a reasonable chance of success, while those who are not adept with the necessary skills are in danger of leading the PCs off track by providing erroneous information or misinterpreting way signs. Often, characters who lack the relevant skills for a particular exploration are better off using their abilities for other tasks or helping more skillful PCs via the aid another action.

TABLE 4-1: EXPLORATION DCs

Territory CR	Exploration DC
1	17
2	19
3	21
4	22
5	23
6	24
7	25
8	26
9	27
10	28
11	29
12	30
13	31
14	32
15	33
16	34
17	35
18	36
19	37
20	38

Step 2: Design Locations

As a general rule, each territory should contain at least one location to discover; otherwise there's little point to exploring

a territory. In some cases, you need to design only a single location—the focus and eventual goal of the exploration. Other times, such as if the PCs are surveying a lost world or another terra incognita, you'll want to design multiple locations, each competing with the others for the PCs' attention.

Each location should be something memorable and significant. Finding a location should grant a reward (such as a supernatural enhancement, valuable treasure, or a way sign), or that location should be an adventure site. Locations can be as simple as a stash of ancient pirate treasure or as complex as a lost city harboring ancient magic and technological mysteries.

Each location in a territory needs its own discovery score. An obvious location (such as a large castle or a humanoid army camp) should have an initial discovery score of 3, while a more obscure location (such as a single house or a cave entrance) should have an initial discovery score of 6. You can modify this initial discovery score total using the values given on Table 4-2, but feel free to come up with your own values based on the exploration's narrative.

TABLE 4-2: DISCOVERY SCORE MODIFIERS

Condition	Modifier to Discovery Score†
Desert or plains terrain	+1
Forest, hills, or marsh terrain	+2
Mountain terrain	+3
Location is traveled to or from often	-4
Location is mobile within the territory	+4
Location is unusually large	-2
Location is unusually small	+2
Location is deliberately hidden	+2 to +6

† Adjustments are cumulative, but the minimum discovery score = 1.

Step 3: Create Way Signs

Way signs provide information about the territory and, if correctly interpreted, can provide bonus Discovery Points. A way sign could be as simple as a vantage point that offers a glimpse of a location from a distance or a hidden path toward a sought-after goal, or it might itself be a reward for finding a location. Way signs can even be earned or uncovered in advance of exploring a region—if a PC researches the territory the party intends to explore in a library, she might uncover a set of old maps or a traveler's journal that provides clues to navigating the territory and thus serves as a way sign.

When designing a territory, you'll usually want to include at least one or two way signs, or as many as 10 in cases of large territories. If you're using hex-based exploration, treat each significant terrain feature as a territory for the purpose of deciding how many way signs to include, rather than treating each hex as its own territory. Each way sign should have a trigger that results in its discovery by the party, be it attempting to recall lore about a region, gathering information in a nearby settlement, using flight to scout the lay of the land, or uncovering an old map or journal discussing the region. Each way sign should also have an associated skill check and DC to successfully gain information or interpret the clue.



For a simple way sign, this DC should equal the territory's CR + 10. For a moderately complex way sign, the DC should be equal to the territory's CR + 15. For complex way signs, the DC should be equal to the territory's CR + 20.

Step 4: Create Random Encounter Tables

A territory's CR sets the average CR of random encounters occurring within that territory. Numerous example encounter tables appear on pages 324–327 of *Pathfinder RPG Bestiary*, as well as throughout Chapter 7 of *Pathfinder RPG GameMastery Guide*, but your encounter tables don't need to be as complex. Usually, a short table of a half dozen or so potential encounters is enough. It's generally best to check for encounters four times per day—once at dawn, once at noon, once at dusk, and once at midnight, with a 20% chance of an encounter each time. You can even tie encounters to exploration checks, with a result of a natural 1 on such a check indicating a random encounter. Feel free to adjust the frequency of these checks and the chance of a random encounter occurring as best suits your game. Keep in mind that too many random encounters and wandering monsters can slow down the progression of your plot and can frustrate players. It's often best to limit random encounters to one per day of in-game time.

EXAMPLE TERRITORY: WHITE CANYON

Suppose the PCs have learned of a great evil rising in a hidden temple of Lamashtu in the arid hills surrounding the gnoll-held territories of White Canyon. Rather than generate a map of the region, you instead use the rules in this section to guide the PCs' exploration of White Canyon and their search for the hidden temple. You might also include a few other adventure sites in the region for the PCs to seek out and way signs to help them get a jump on locating these sites. Your notes on White Canyon might end up looking like the following.

WHITE CANYON TERRITORY CR 5

Arid hills ruled by bickering gnoll tribes and stalked by desert beasts and ghuls

Exploration Check Survival DC 23

LOCATION DISCOVERY SCORES

Hidden Temple of Lamashtu 12 (base score of 6, hills terrain +2, location is deliberately hidden +4)

Red Sultana's Camp 1 (base score of 3, hills terrain +2, location is traveled to or from often -4)

Wyvern Lair 8 (base score of 6, hills terrain +2)

SIMPLE WAY SIGNS (1 DISCOVERY POINT)

Rumors about White Canyon

A successful DC 15 Diplomacy check to gather information in a nearby settlement can reveal information about the region.

MODERATE WAY SIGNS (3 DISCOVERY POINTS)

Recalling White Canyon Lore A successful DC 20 Knowledge (geography) check reveals information about the region.

Reconnaissance via Flight A character who spends at least 30 minutes flying above the region and then succeeds at a DC 20 Perception check spots landmarks and gets the lay of the land.

COMPLEX WAY SIGNS (5 DISCOVERY POINTS)

Deciphering a Journal If the PCs find an ill-fated explorer's journal in the wyvern's lair, a PC who can read Aklo and succeeds at a DC 25 Linguistics check correctly interprets her coded notes.

RANDOM ENCOUNTERS

Frequency 4 times per day (morning, noon, dusk, midnight)

Chance of Encounter 20%

d%	Encounter	CR	Source
1–15	Giant vulture	4	<i>Bestiary</i> 3 284
16–30	Mummy	5	<i>Bestiary</i> 210
31–55	Gnoll wild pack	5	<i>Monster Codex</i> 101
56–75	2 dire hyenas	5	<i>Bestiary</i> 179
76–85	Gnoll hunting party	5	<i>Monster Codex</i> 101
86–95	1 wyvern	6	<i>Bestiary</i> 282
96–100	2 ghuls	7	<i>Bestiary</i> 3 125





THE FIRST WORLD

Located before, between, and beyond the Material Plane, the First World is a dimension of extremes and unpredictability. While the Shadow Plane straddles the metaphysical gulf between the Material Plane and the Negative Energy Plane, the First World lies between the Material Plane and the Positive Energy Plane. The First World has been said to be a sort of “first draft” of reality—under a sky of whirling stars and moons that change shape and texture as they track their way through the vibrant heavens, inconsistent natural laws and wellsprings of primal magic and natural splendor create vistas unfathomable to mortal minds. Here stand ancient forests as tall as mountains, living lakes and rivers, traveling faerie courts alternately benevolent or sadistic, and landscapes of all manner that constantly shift and reinvent themselves. And ruling over all in this realm are those powerful entities known as the Eldest. It is from this realm that dread linnorms, fey creatures, the original gnomes, and far stranger beings hail.

HISTORY OF THE FIRST WORLD

To account for the full history of the First World is to look back before the beginning of time itself, to a period in history before history when the Material Plane did not yet exist. Ancient legends hold that mortal life began in the First World. If these tales are to be believed, in this early pregenesis period of all things, a coalition of deities decided to create a new form of life, but unlike existing

servitors (outsiders such as angels and devils), these new “mortal” entities would serve a greater function, acting as filters for the fundamental life energy of the universe. The energy would be translated into discrete, self-directing portions called “souls,” which would use the experience of a finite lifespan to shape and expand the realities of the Great Beyond itself.

Of course, these new beings would need a place to live apart from the domains of the gods, and so the gods crafted the First World—a vast blank canvas where they could experiment with reality and try out different laws for how existence and mortal life could or should operate. After an age of experimentation, they had a fully functional model for the realm that would become known as the Material Plane.

And then, like so many great artists, they painted directly over it.

When the Material Plane came into being, the gods didn’t erase the original experiments. They did not destroy these original “doodles and blueprints” but merely abandoned them. Thus, this rough draft continued to grow and evolve on its own, eventually stabilizing, more or less, into the reality known today as the First World.

Whether these stories are true in totality or only in part, the fact of the First World remains: it is an ancient realm filled with mystery and danger and a reality where vast secrets and mind-expanding truths await discovery side by side with the ever-present opportunity for death and destruction. It is nature unrestrained—a primal and primeval wilderness where everything that exists does so on a grand scale.

FEATURES AND INHABITANTS

While the majority of the Material Plane's universe is empty space populated by a diverse and seemingly endless number of different star systems and worlds, the First World is simply that: a single world that seems to stretch forever in every direction. Everything in the Material Plane has analogues in the First World, but the First World versions are often exaggerated in some way. Mountains are taller, oceans are deeper, and forests grow at unusual angles. Colors are more vibrant, flavors more potent; everything is amplified to oversaturated extremes, the cause of which is the First World's proximity to the Positive Energy Plane. Much as the Shadow Plane is a realm of muted colors and near darkness due to its proximity to the Negative Energy Plane, so too is the First World skewed in the opposite direction.

The flora and fauna of the First World both resembles that of the Material Plane and exceeds it. What entities resided on the First World in its fledgling moments remains unknown, but ancient dragons and other primal forces of nature are likely candidates. Since then, all manner of wildly alien and unimaginable creatures have come to call the First World home, themselves exaggerated in much the same way as the plane's geography. Creatures are more vivacious, more energetic, and more fecund. The most widespread of the First World's denizens are creatures of the fey type, making up more than half of the First World's populace, but they are neither the first denizens of the plane nor the most powerful. Any creature found on the Material Plane could conceivably be found in the First World, different from their mortal cousins in subtle or dramatic ways. The easiest way to represent the differences between a Material Plane creature and its First World counterpart is to apply the fey creature template (*Pathfinder RPG Bestiary* 3 116). But even something as simple as changing a creature's appearance or abilities can transform a mundane specimen into a denizen of the First World.

Between the suffusion of positive energy throughout the First World and the unique qualities drafted into its planar tapestry, the cycle of life and death is not linear as it is on the Material Plane. Creatures native to the First World that die either are outright reborn anywhere from a day to a year after their death or are otherwise recycled into the plane and reconstituted as another member of their kind. Some creatures even lead asynchronous lives, having memories of versions of themselves that have not come to pass (or may never) rather than just memories of their pasts. As such, natives of the First World do not always understand the concept of death; this can lead to deadly misunderstandings with travelers from the Material Plane or natives of the First World stranded on the Material Plane. In the latter case, the death of a First World native on the Material Plane is the absolute end of its life, and the soul is instead subject to the rules of the Material Plane—often without realizing it until it is too late.

Notable inhabitants of the First World include creatures of the animal, fey, plant, and vermin types. Of the fey, the most legendary of the First World denizens are the members

of the wild hunt (*Pathfinder RPG Bestiary* 6 278), but all fey have ties back to this realm. Beyond animals, fey, and plants, the following creatures are among those most often encountered in this dimension: almirajes^{B4}, animal lords^{B3}, bandersnatches^{B3}, blink dogs^{B2}, catoblepases^{B2}, cerynitis^{B5}, delgeths^{B5}, drakainias^{B4}, drakes(all), elementals(all), elohims^{B4}, ettercaps, fachens^{B4}, faerie dragons^{B3}, fey creatures^{B3}, giant eagles, grodairs^{B3}, grootslang^{B3}, jabberwocks^{B2}, jubjub birds^{B3}, leucrottas^{B2}, linnorms, manitous^{B4}, pegasi, sards^{B2},



FIRST WORLD PLANAR TRAITS

The First World has the following planar traits. For more information on planar traits, see page 184 of *Pathfinder RPG GameMastery Guide*.

Erratic Time: Time progresses faster in some areas and slower in others, often according to the whim of the Eldest or other powerful individuals. For most visitors from other planes, their own timestream clings to them like a protective shell, but it's not uncommon for a creature who spends a day in the First World to find upon their return home that a year or more has passed.

Highly Morphic: The First World can be altered by strong-willed individuals, such as the Eldest.

Minor Positive Dominant: The First World grants fast healing to creatures only in certain areas where life is particularly potent and concentrated.

Mildly Neutral-Aligned: The First World does not impart alignment-based Charisma check penalties to anyone.

shining children^{B2}, thrasfyr^{B2}, thunderbirds^{B2}, unicorns, vishaps^{B5}, wendigos^{B2}, will-o'-wisps, worgs, winter wolves, and yeth hounds. Undead are incredibly rare in the First World, but those that do exist there tend to be powerful and unique.

The Eldest

Large swaths of the First World are carved up into fiefdoms and other such dominions by native inhabitants of great power. The demigods who call the First World home are some of the oldest beings in creation, and many have resided on this plane since before the Material Plane was woven into existence. Known collectively as the Eldest, they are as reclusive and secretive as they are ancient. The Eldest have relatively little interaction with the gods who dwell elsewhere in the Great Beyond, but like those divinities, they maintain cults and sects on countless Material Plane worlds. The religions of the Eldest are most commonly found in regions where the boundaries between the Material Plane and the First World grow thin. Fey often worship members of the Eldest, and many gnomes look back to their ancient roots in the First World and venerate the Eldest as well. Though the Eldest have nothing against cities or civilization, their worship tends to be less popular in heavily populated areas. Barbarians, druids, hunters, and others who live in the wild often venerate a member of the Eldest or the pantheon as a whole.

Table 4-3: The Eldest lists the most widely worshiped members of the Eldest, along with their areas of concern, domains, subdomains (*Pathfinder RPG Advanced Player's Guide* 86), and favored weapon for cleric and warpriest followers.

GETTING TO THE FIRST WORLD

The First World is a coterminous plane and therefore overlaps the Material Plane, but unlike the Shadow Plane, the First World does not mimic the Material Plane's geography. Ley lines (introduced in *Pathfinder RPG Occult Adventures*),

supernatural conduits that connect the planes and channel experiences, magic, memories, and the souls of the dead and the unborn through them, crisscross the First World just as they do the Material Plane. Unlike those on the Material Plane, ley lines found in the First World do not stay in one place for long and typically wander vast distances, writhing through the world like disquieted snakes. Where these ley lines penetrate the barrier between the First World and the Material Plane, thin spots known as breaches form, allowing passage between the First World and the Material Plane without the aid of magic. These breaches typically manifest as circles of mushrooms, puddles of water with a rainbow-hued surface, trees in a peculiar arch, or other seemingly innocuous patterns. Simply stepping through one of these portals is often enough to travel from one plane to the other, but breaches are not always two-sided. Some doorways to the Material Plane are one-way, stranding extraplanar travelers in a seemingly dull and lifeless world, while Material visitors to the First World could be stranded for decades or more as they try to find a way back home. Other means of traveling to and from the First World include powerful spells such as *fey gate**, *gate*, and *plane shift*.

HAZARDS OF THE FIRST WORLD

In the First World, the terrain itself can be as dangerous as any denizen. The following are just a handful of hazards found on the borders of or within this fey realm. These hazards can also manifest on the Material Plane in areas where ley lines from the First World cross over and weaken the boundaries between realms.

Phantom Ring (CR 9)

Sometimes rings of mushrooms known as "fairy rings" mark thin spots that function as gateways into the First World. When fairy rings become corrupted due to pollution, the effects of curses, the machinations of evil fey, or other fell influences, they can become unstable and dangerous, becoming phantom rings. These circles of magical mushrooms function like a magical trap (Perception DC 25, Disable Device DC 30), though a character can use the Survival skill in place of Perception to notice the danger presented by a phantom ring.

A phantom ring typically occupies a single 5-foot square. A character entering a phantom ring must succeed at a DC 19 Will save or be drawn into a gap in reality between the Material Plane and the First World, caught in a fragmented shard of the Ethereal Plane where she is unable to fully pass into the First World or return to the Material Plane. The character is invisible and ethereal, and she can see a dim and warped image of the Material Plane she just left, but she is unable to move more than 30 feet away from the phantom ring, which remains the only thing that appears solid and real in this ethereal pocket dimension. The character is trapped within this realm as if she had been called with a *planar binding* spell.

After 1d4 rounds, a disembodied spirit emerges from the phantom ring into the pocket dimension to confront the trapped character. This spirit appears as a spectral fey version



TABLE 4-3: THE ELDEST

Eldest	AL	Title	Areas of Concern	Domains	Subdomains	Favored Weapon
Count Ranalc	CN	The Traitor	Betrayal, exiles, shadows	Chaos, Darkness, Nobility, Travel	Exploration, Loss, Martyr, Night	Rapier
The Green Mother	NE	The Feasting Flower	Carnivorous plants, intrigue, seduction	Charm, Earth, Evil, Plant	Caves, Decay, Growth, Lust	Sickle
Imbrex	LN	The Twins	Endings, statues, twins	Community, Earth, Law, Strength	Family, Home, Metal, Resolve	Dire flail
The Lantern King	CN	The Laughing Lie	Laughter, mischief, transformation	Chaos, Charm, Madness, Trickery	Deception, Love, Lust, Thievery	Dagger
The Lost Prince	N	The Melancholy Lord	Forgotten things, sadness, solitude	Knowledge, Madness, Nobility, Repose	Ancestors, Insanity, Martyr, Memory	Quarterstaff
Magdh	LN	The Three	Complexity, fate, triplets	Knowledge, Law, Luck, Rune	Curse, Fate, Thought, Wards	Scythe
Ng	N	The Hooded	Seasons, secrets, wanderers	Knowledge, Magic, Travel, Weather	Exploration, Seasons, Thought, Trade	Gauntlet
Ragadah	CE	The Water Lord	Linnorms, oceans, spirals	Chaos, Evil, Scalykind ⁸⁶ , Water	Ancestors, Dragon ⁸⁶ , Oceans, Venom ⁸⁶	Whip
Shyka	N	The Many	Entropy, reincarnation, time	Death, Destruction, Madness, Magic	Arcane, Catastrophe, Divine, Insanity	Light mace

of the trapped character, and it is treated as an animus shade (*Bestiary* 6 10), save that it is chaotic neutral in alignment and can exist only inside the pocket dimension created by the phantom ring. The animus shade might be friendly and talkative, or it might be cold, aloof, and demanding. The trapped character can attempt to bargain with the shade for her release, either into the First World or back into the Material Plane, but she must succeed at an opposed Charisma check to successfully persuade her captor. If the trapped character succeeds at this check, she can return to the Material Plane or enter the First World, but if she fails the check, the shade immediately attacks her. If the shade manages to kill the trapped character, it can manifest in the Material Plane, whereupon it is free to spread mayhem and its phantom ring dissolves away into sludge.

A trapped character can bolster her chances of success when bargaining with the animus shade by offering a bribe of magic items or performing a service. Each animus shade's desires for bribes or service should vary, generally representing strange distortions of the trapped character's personality. For example, a trapped bard might be required to perform a humiliating display of self-mockery, or a barbarian might be required to undertake a diplomatic mission without resorting to combat. Services rendered to an animus shade take place in a mindscape (see *Occult Adventures*) and typically require three out of five successful skill checks to complete. Bribes must be in the form of a valued magical item worth at least 500 gp per character level of the trapped character. If the service or bribe is successful, the trapped character can roll her opposed Charisma check twice (applying a +4 bonus on each roll) and use the better of the two rolls as her actual result when resolving the opposed Charisma check against the animus shade.

A trapped creature can always opt to simply fight the animus shade, as both are on the Ethereal Plane, though

neither can move more than 30 feet from the phantom ring. If the animus shade is slain, the trapped character reappears in the Material Plane and the phantom ring becomes inert for 2d4 days before becoming active again.

Once a creature escapes from a phantom ring, the hazard relocates to a random location within 1d6 miles.

Pixie Pollen (CR 2)

When strange spores or magical seeds from the First World sprout up through the planar verge, they can graft themselves onto existing flowering plants. Such plants flower profusely and in vivid colors of unearthly beauty, even blooming out of season. While this may be seen as a mark of divine blessing for their fecundity, this fey influence also infuses their natural nectar and pollen with a dreamy, soporific quality that entices the unwary to drowsy contemplation.

Animals, humanoids, and monstrous humanoids that come within 30 feet of a plant that exudes pixie pollen must succeed at a DC 10 Will save or become drowsy and inattentive of their surroundings, caught up in the loveliness of the flowers. Creatures that succeed at their saving throws but remain within the area must each attempt a new save once per minute to stave off the effects of the pixie pollen.

Affected creatures take a –5 penalty on Perception checks and a –2 penalty on saving throws against sleep effects; each such creature must attempt an additional Will save at the end of each round it remains within the area or become fascinated and unwilling to leave. If the fascinate effect is broken by an attack or through the help of an ally, a drowsy creature must attempt a new Will save each round to avoid becoming fascinated again.

In addition, each minute a drowsy creature remains within an area of pixie pollen, it must also succeed at a DC 10 Fortitude save or become fatigued (or exhausted if already fatigued). An exhausted creature that fails this save falls



asleep for 1 minute, after which time it can attempt a new Fortitude save once per hour to awaken. Creatures with the Endurance feat can apply that bonus on their Fortitude save against this effect.

The effects of pixie pollen are supernatural, mind-affecting sleep effects.

Weeping Waste (CR 10)

There are places of desolation and loneliness in the wild—trackless regions without a trace of intelligent habitation to be found. In such places, the sense of desperation and isolation can crush the spirit of a sentient being, reducing victims to tearful hopelessness and unending despair, but few such regions are as dangerous as the weeping wastes.

A weeping waste can be found in any kind of terrain, though they are most common in deserts and plains. Always sizable, they might be a few miles across or might stretch on for hundreds of leagues. Some weeping wastes are shrouded in an endless, gray drizzle that chills and soaks to the bone, while others are utterly cloudless, with no change in the vast and empty dome of the sky above.

The sinister influence of the weeping waste blurs the horizon in every direction both above and beyond the natural bleakness of the land, obliterating any trace of mountains

or natural landmarks more than 1 mile away unless the viewer succeeds at a DC 20 Will save; this is an illusion effect. A creature failing this save takes a –10 penalty on Survival checks to avoid getting lost. Spells that aid navigation such as *know direction*, *locate object*, or *find the path* (or the ability to sense direction and distance from a *status* spell) function in a weeping waste only if the caster succeeds at a DC 20 caster level check. Natural tracks left by creatures fade with astonishing swiftness within a weeping waste, increasing the DC to track by 1 for every minute that has passed since the tracks were made, rather than increasing by 1 every 24 hours.

The privations of surviving in the wild are felt more keenly in a weeping waste. A creature that fails a Survival check to avoid getting lost or a sentient creature with Intelligence of 3 or higher that fails a Constitution check or Fortitude save to avoid taking nonlethal damage from a cold or hot environment, hunger or thirst, or a forced march or other exertion must succeed at a Will save against the same DC. Non-humanoids gain a +4 bonus on this Will save. Creatures that fail this save are driven to melancholy and are affected as if by *crushing despair*, which persists until either the nonlethal damage is removed or the affected creature spends 24 hours outside of the weeping waste, whichever comes first; if no save is allowed to avoid nonlethal damage, no save is allowed against this *crushing despair* either. In addition to the spell's usual effects, affected creatures cannot benefit from morale effects.

Even for creatures able to resist the depths of depression, traveling through a weeping waste instills an insidious loneliness and melancholy that leaves sentient humanoids desperate for friendly contact. They become blindly trusting, taking a –5 penalty on Sense Motive checks and a –2 penalty on saves against charm effects, and they take a –5 penalty on initiative checks if combat begins directly after they converse with an intelligent creature. This lonely desperation persists for 1d4 days after leaving the weeping waste.

ECHOES OF THE FIRST WORLD

The First World shares its place in existence with the Material Plane, and in some places, the boundary between the planes wears thin. The Material Plane's influence on the First World manifests as regions of stubborn stability called "breach scars," which the First World's denizens regard with disgust. On the Material Plane, the fey realm's influence erodes the laws of time and space and transforms reality in its wake. Sometimes, this influence manifests as an echo of the First World.

An echo of the First World functions (and is designed) as a haunt (*Pathfinder RPG GameMastery Guide* 242), but unlike haunts, they are damaged by negative energy and healed by positive energy. These echoes can be any alignment, but they are almost always chaotic neutral. Three sample echoes are detailed on page 133, but countless others certainly exist.



Overcharge: Positive energy and healing effects heal echoes of the First World. If such healing would cause an echo of the First World to exceed its normal maximum hit points, it gains half the excess as temporary hit points until those hit points are spent or 1 minute has passed since it last gained temporary hit points in this manner. As long as an echo of the First World has at least 1 temporary hit point gained in this way, it also gains its overcharge ability, which is listed in each of the following stat blocks.

DIMENSIONAL TEAR**CR 8****XP 4,800**

N persistent variant haunt (30-ft. radius)

Aura moderate conjuration (calling)

Caster Level 13th

Notice Perception DC 18 (to see rippling, rainbow-hued distortions in the air)

hp 27; **Weakness** negative energy (see page 132);

Trigger proximity

Effect As soon as a Small or larger creature enters the area of a dimensional tear, it is affected as if by *plane shift* and must succeed at a Will save (DC 21) or be immediately transported to the First World. When this occurs, a creature from the First World (determined randomly from the *summon nature's ally VI* list) is teleported to a space adjacent to the echo, determined by the GM. The creature has a starting attitude of hostile.

Overcharge Determine the First World creature called using the *summon nature's ally VII* list instead, and then add the fey creature template (*Pathfinder RPG Bestiary 4*).

Destruction A character with *plane shift* prepared can attempt to counterspell the echo's effect. Successfully doing so destroys the dimensional tear.

ENCHANTING DEMISE**CR 10****XP 9,600**

CN persistent variant haunt (80-ft. radius)

Aura moderate enchantment (compulsion) [mind-affecting]

Caster Level 9th

Notice Perception or Knowledge (nature) DC 15 (to notice drifting motes of shimmering pollen in the air)

hp 45; **Weakness** negative energy (see page 132);

Trigger proximity

Effect Every minute a creature spends within an enchanting demise, that creature must succeed at a DC 25 Will save or fall asleep as though affected by *deep slumber*. Creatures that fail this save and fall asleep take 1 point of Wisdom drain each minute they sleep within the area of an enchanting demise. A creature that succeeds at this Will saving throw remains awake, but it must attempt a new saving throw after 1 minute if it does not leave the enchanting demise's area. A creature reduced to 0 Wisdom by this effect dies and blooms into a field of colorful wildflowers with a radius of 5 feet per Hit Die the creature had. If this radius would extend beyond the radius of the enchanting demise, it instead expands the radius of the echo out to the border of the created wildflowers.

The presence of such wildflowers reduces the Perception DC to notice the echo by 2.

Overcharge Sleeping creatures take 1d4 points of Wisdom drain each minute instead of 1 per minute.

Destruction A character with the Lucid Dreamer^{DA} feat who falls asleep in an enchanting demise intrusion can attempt to destroy it permanently in the Dimension of Dreams. When such a character falls asleep, he receives one attempt to successfully form a lucid body (*Occult Adventures 242*) without disadvantage. If he fails this check, he does not successfully lucid dream and remains in a dreamless slumber. If the character succeeds at this check, he can immediately attempt a DC 15 Charisma check to affect the boundary between the Dimension of Dreams, the Material Plane, and the First World. If he succeeds, the enchanting demise is destroyed and all sleeping creatures in its area wake up. If the character fails, he immediately ceases lucid dreaming and falls into a deep, dreamless sleep.

FOLLOWING FOOTSTEPS**CR 4****XP 1,200**

CN variant haunt (20-ft. radius)

Aura moderate enchantment (compulsion)

Caster Level 7th

Notice Perception DC 10 (to notice nearby strange footprints and hear rustling in nearby underbrush)

hp 8; **Weakness** negative energy (see page 132);

Trigger proximity; **Reset** 1 week

Effect Strange animal noises pervade the underbrush within the area of the echo, and strange tracks can be easily discovered. Non-fey viewing the tracks are fascinated by them and are compelled to follow (DC 16 Will negates). Each creature that fails this save follows a different set of tracks only it can perceive, moving in a random direction for up to 1 minute at a speed of 20 feet per round. This effect continues even if the creature leaves the echo's area. At the end of each of its turns following the tracks, a creature can attempt a new Will saving throw to negate the effect. If it fails three such saving throws, the creature must follow the tracks for the remaining duration. *Break enchantment* or a similar effect cast on an affected creature removes this compulsion. This is a mind-affecting effect.

Overcharge Creatures viewing the tracks and compelled by the echo are not allowed subsequent saves, and must follow the tracks for 1 hour instead of 1 minute, unless the compulsion on the creature is removed by *break enchantment* or a similar effect.

Destruction A character who succeeds at her initial saving throw against the compulsion can attempt to deal damage against the echo by disrupting the original tracks. This requires the use of Survival as a full-round action. With a successful DC 24 Survival check, such a character deals 1d6 points of damage to the echo. If the result of the Survival check used in this way is a natural 20, she deals 2d6 points of damage to the echo instead. Casting *find the path* and touching the tracks (treating it as a creature for this use) destroys the haunt instantly.



FORAGING AND SALVAGING

When far from the crafters and the markets of the city, an adventurer needs to have skill in foraging and salvaging to acquire materials and repair useful gear.

FORAGING

These foraging techniques assume a search in a typically bountiful wilderness area. The exact time required to forage for supplies depends on the specific supplies desired and the type of terrain being searched, as does the DC of the skill check to successfully forage, as listed on Table 4-4 below. As a general rule, a character who spends more than 8 hours per day foraging becomes fatigued.

The base amount of time required to forage for supplies depends on the type of supplies you're searching for, as listed in each supply category below. When foraging, multiply this base time by the terrain's "forage factor" as listed on the table below. Whether the terrain in question counts as standard, barren, or abundant depends on the type of terrain being searched, what is being searched for, and the GM's discretion (for example, a remote shoreline may qualify as abundant for the purposes of foraging for tools and weapons, but barren for the purposes of foraging for herbs), but in most cases, the standard category should be used. Rugged terrain includes all terrain with difficult physical obstacles (numerous steep mountainsides or cliffs, particularly dense undergrowth, or any other terrain where the searcher's movement type is impeded), and its forage factor stacks with other forage factors for different types of terrain.

TABLE 4-4: FORAGING

Type of Terrain	Forage Factor	Forage DC
Standard	×1	15
Barren	×2	20
Abundant	×1/2	10
Terrain is rugged	×2	+5

Time spent to forage for supplies need not be consecutive and can be split over multiple days. Once the required time has passed, attempt a skill check against the appropriate forage DC as indicated on the table above; typically this is a Survival check, but searching for some types of supplies sometimes allows the substitution of a different skill.

When a character attempts to forage for supplies, he must choose what kind of supplies he is searching for from the broad categories detailed below.

Alchemical Supplies and Material Components: Many alchemical supplies and material components can be found in the wilderness. You can forage enough supplies to approximate the contents of an alchemy crafting kit or a spell component pouch with a successful Survival check and 2d4 hours of effort, but the GM can rule that certain components simply aren't available in an area (for example, bat guano cannot be foraged in terrain where no bats live). If a component is unavailable

in the area but its cost remains negligible, you can create a rudimentary substitute component from your foraged supplies with a successful Craft (alchemy) or Spellcraft check and 1 hour of effort (DC = 15 + double the level of the extract or spell). An extract or spell cast with such an improvised substitute has a 20% chance of failure (in addition to any other chance of failure). Focus components or costly material components cannot be foraged.

Herbs: Foraging for specific herbs requires a Knowledge (nature) or Profession (herbalist) check and follows special rules, as presented on page 152 of this book.

Repair Materials and Improved Tools: A period of 1d6 hours and a successful Survival check are enough to forage rudimentary supplies to perform field repairs for damaged equipment when the proper tools and supplies are not available. On a successful check, a character gathers the equivalent of 2d6 gp in raw materials. She must still spend the time and attempt Craft or Spellcraft skill checks as normal to use these materials to repair an object, but she takes a -5 penalty on the check due to the foraged nature of the materials used. Repair materials gathered in this way cannot be sold.

If these gathered materials are instead used to craft improvised tools, a successful forage check gathers only the equivalent of 1d6 gp in raw materials. A Craft or Spellcraft check to repair an object or to craft an improvised tool with foraged supplies always fails on a natural 1.

Weapons: Functional clubs and quarterstaves can be foraged with 10 minutes of foraging in any area with trees or wood; in other regions, clubs and quarterstaves require 1d4 hours of searching and function as improvised weapons. At the GM's discretion, other improvised weapons can be foraged.

SALVAGING

Foraging is one way to gather resources in the wild, but you can also recycle or repurpose items and gear as well, salvaging materials from items you no longer need or are willing to sacrifice. You can't salvage materials from artifacts, cursed items, or items you can't destroy. Successfully salvaging an item requires a Craft or Spellcraft check and takes an amount of time as indicated in the specific type of salvage operation below.

Ammunition: You can use destroyed ammunition as raw materials for new ammunition. Five pieces of destroyed ammunition provide suitable material to create one new piece of ammunition using the normal crafting rules.

Potions: If you have the Brew Potion feat, you can combine natural catalysts with a potion to salvage it and create a different potion of a lower spell level. Salvaging a potion requires raw magic item materials (these can be salvaged from existing items, as detailed below). To salvage a potion, you must spend 1 hour per spell level of the original potion and then attempt a Craft (alchemy) or Spellcraft check with a DC equal to 15 + 3 × the original potion's spell level. If you succeed, you transmute the original potion into a new potion of a spell at least one spell level lower, provided you know the spell in question (it need not be one you can currently cast). If you fail this check by 4 or less, the attempt fails and the catalyst is

wasted, but the potion is unharmed. If you fail by 5 or more, the raw materials are lost and the original potion is ruined.

Raw Crafting Materials: Anyone trained in the Craft skill can salvage raw materials from equipment for use in crafting or repair. You must carefully dismantle the item to be salvaged, resulting in the item's destruction. If the item's price is 1 gp or less, its materials can be salvaged with only 1 hour of work; otherwise it takes 8 hours to salvage crafting materials. A successful Craft check against the item's creation DC + 5 yields raw materials worth one-quarter the item's price. If you fail the Craft check by 4 or less, the item is destroyed but the materials can still be salvaged in a future attempt. If you fail the Craft check by 5 or more, the item is destroyed and the materials are ruined. Salvaged raw materials can be used to create or repair any item of the same materials and reduces the construction time by the proportion of the new item's raw materials that are salvaged (minimum 8 hours).

Raw Magic Item Materials: Anyone with an item creation feat can salvage the raw materials from magic items for the creation of new ones or repair of existing ones. You must have the item creation feat required for that item to salvage its raw materials. Each attempt requires destroying a magic item and 8 hours of work. If the item's price is 500 gp or less, you can salvage its materials in only 2 hours. A successful Craft or Spellcraft check with a DC equal to 10 + the item's caster level yields raw materials worth two-thirds the creation cost of the destroyed item (one-third the market price). If you fail the skill check by 4 or less, the item is destroyed but the materials can still be salvaged in a future attempt. If you fail the skill check by 5 or more, the item is destroyed and the materials are ruined. Salvaged raw materials can be used to create or repair any item made of similar materials or that shares any of the creation requirements as the original. Including the majority of the materials allows you to automatically meet any construction requirements of a new item that the salvaged item also required and reduces the construction or repair time by the proportion of the new item's construction materials that are salvaged (with the usual minimum creation time). Spellbooks and formula books can be salvaged for magic inks and paper usable in formula books, scrolls, and spellbooks.

Costly Spell Components: Anyone trained in Spellcraft can salvage costly material or focus spell components from magic items. Each attempt requires destroying the item and 8 hours of work. An item can be broken down into a powder that can be used in place of gemstone dust as a material component. Otherwise, the item must have a spell requiring the component in its construction requirements to salvage that component. A successful Spellcraft check with a DC equal to 10 + the item's caster level yields materials usable in place of that spell component worth two-thirds the item's creation cost (one-third its market price). If you fail the check by 4 or less, the item is destroyed without yielding spell components, but you can try to salvage them again. If you fail the check by 5 or more, the item is destroyed and the spell components are ruined.

OPTIONS FOR FORAGING

At the GM's discretion, the following additional rules can be applied to foraging.

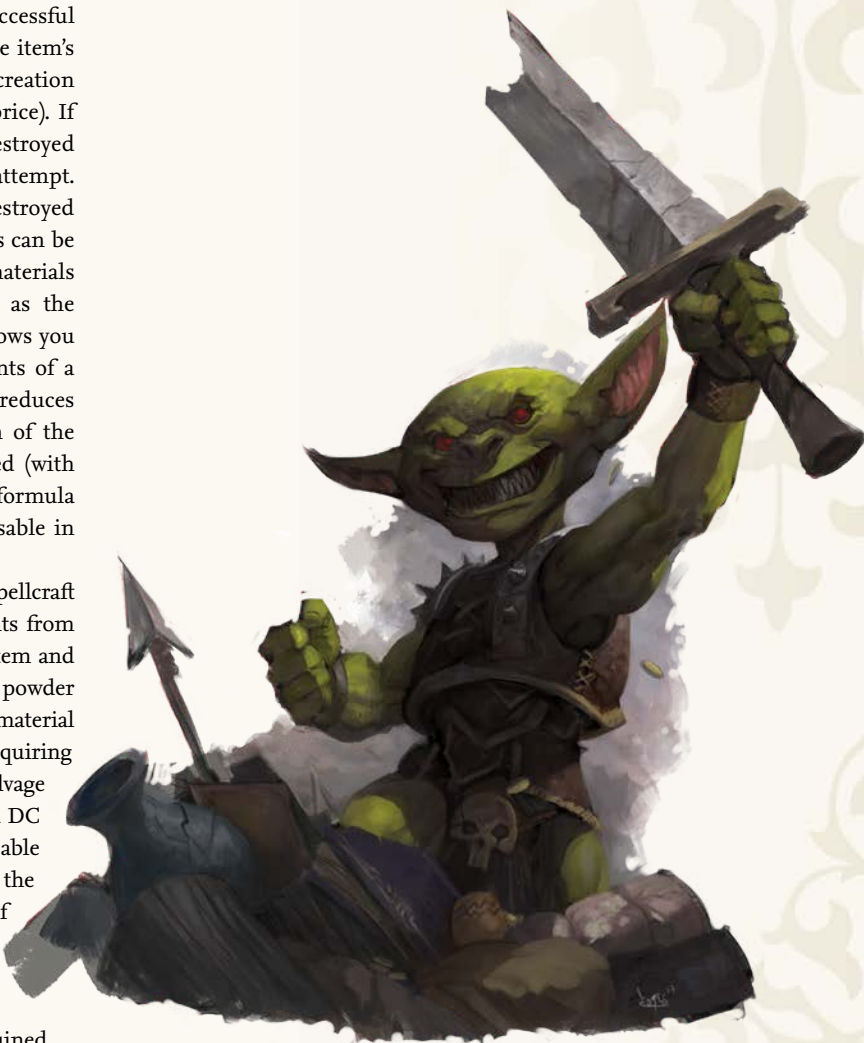
Encounters while Foraging: If you use wandering monsters in your game, you should consider checking for a random encounter once per foraging expedition.

Exhausting Resources: At the GM's discretion, a region can eventually be exhausted of supplies viable for foraging.

Foraging while Traveling: You can forage while traveling, but doing so doubles the amount of time required to forage and halves your overall distance traveled. If you move through multiple types of terrain, use the least advantageous forage factor and forage DC of the terrains traveled through.

Group Foraging: Characters can always take the aid another action to improve a character's skill check to forage; when they do so, they need not remain adjacent to the creature they are aiding.

Swift Foraging: A character can attempt to forage more quickly by increasing the required DC by 10; doing so cuts the time taken to forage in half.





THE GREEN FAITH

The Green Faith is a multifaceted set of beliefs centered on admiration for the natural world, teaching that all living things are connected and that natural changes in the weather, the seasons, and individuals are to be respected and celebrated rather than feared. To the followers of the Green Faith, all aspects of the natural world are sacred, even those that are confusing or dangerous. Even death is just another change that connects one generation to the survival of the next. Though often dismissed as not being a “real” faith by those who follow specific deities, the Green Faith is a very old and very real religion.

Some scholars of the divine believe that druidism is older even than the concept of worshipping a deity. In the earliest days of the world, before mortals could even envision such abstract ideas as gods or philosophies, the environment was a constant presence in every life. The heat of the sun, the chill of rain, the violence of a storm, the strength of a beast, and the beauty of a wildflower were all physical proof of the complexity and power of nature. Whether observing the procession of day to night, the birth of a child, or the destruction of a raging forest fire, mortals witnessing the miracles of the natural world deemed them proof of something greater than individual lives, and reverence for that source is the origin of the first druids, wise folk who put their faith in an unnamed power that drove all of these events.

Legends hold that the Green Faith grew out of an ancient conflict between four sects of druids who battled for control

of a vast wilderness. One sect put its faith in the storms of the sky, a second in the earth that provides a home to all living things, a third in the strength and purity of wild beasts, and a fourth in the cleansing quality of fire. These sects gathered for war, intent on finishing their conflict once and for all. As the rising sun shone its rays in the war-torn vale, the druid leaders gathered their strength, but before any of them could strike, a geyser erupted from the ground. Made of equal parts bubbling water, rich soil, and snapping flames, this geyser spiraled up from the earth, and a host of multicolored birds emerged from it, flying away as the geyser sank down. The druids realized that although their methods differed, their beliefs all took root in the same concept; though they had come to do battle, they instead forged a lasting peace. From this alliance grew the Green Faith, and in the thousands of years since then, it has changed little, despite cataclysms, planar invasions, and mortal wars, for the cycles of nature are a pattern more reliable than the most finely tuned clockwork device.

The Green Faith doesn't personify nature in an anthropomorphic way. Nature's voice is the burbling of a stream, the buzzing of a bee, the clattering of stones, the crackle of flame, the cry of an eagle, the howl of the wind, the growl of a bear, and the rustling of branches. Deciding that a man or a woman somehow incarnates nature is seen as small minded and as overvaluing one's role within the cycle of nature. Life exists on such a large and small scale that no one person can adequately represent its greatness and complexity; nature has created mighty trees older than civilization and countless tiny creatures in the water and air that live and die in but a few days. A druid may be proud of



her skills or arrogant about her aspect's role in the cycles, but the ageless wheel of life that consumes and renews humbles all druids. What lesser beings might fear, hate, or covet in this bounty, druids admire and treat with the utmost respect.

Most followers of the Green Faith believe in reincarnation—that souls are immortal and go through life's journey many times in countless different forms. All living things are part of this cycle, and a humanoid in one life may be animal, plant, or even elemental in another. The Green Faith does not teach a strict hierarchy of life but rather that in each life there are new lessons to be learned. One must therefore respect all life, for one never knows what an individual's past or future lives might hold.

The Green Faith is itself true neutral, though individual members can have any alignment that includes a neutral element (chaotic neutral, lawful neutral, neutral, neutral evil, or neutral good). Its core is the druidic belief in protecting nature and understanding the cycles of seasons, elements, and mortality. Its favored weapons are those used by druids. Its holy symbols are mistletoe, holly, and green faces made out of leaves. Lay members of the Green Faith may indicate their allegiance by hanging a bundle of herbs outside their door, carving a face on a building's eastern corner, or planting oaks or holly along the road to a settlement.

Formal dress for the clergy is a robe, vestment, cowl, and ceremonial wooden staff, all in greens and earth tones. This clothing may be plain or elaborate, and priests with advanced magical powers may incorporate living plants into their ceremonial garb. Adventuring priests wear clothing appropriate for travel, and they adorn their clothing or weapons with a sprig of holly or mistletoe or wear a holy symbol as a necklace or hanging from a belt.

The Green Faith celebrates the solstices, equinoxes, and planetary alignments. Specific orders may have additional holidays, usually the anniversaries of important events in the order's history. Some orders of the Green Faith also celebrate full and new moons by performing rituals such as marriages or naming days on nights when the moon is at an auspicious point in its cycle. Certain members of the Green Faith hold the moon in such high regard that they eschew the solar calendar and instead use a lunar calendar that has been passed down for generations.

The Green Faith finds allies among those devoted to gods of nature, the elements, and the fey. They are often at odds but rarely in open conflict, with the followers of good and neutral gods of cities and civilization. They openly oppose religions that seek to corrupt or shackle nature, especially those that promote the spread of aberrations or undead.

The Green Faith is very protective of its secrets, and it's natural that some outsiders might grow suspicious of what its members are hiding. In areas where modern religions are practiced and the Old Ways are forgotten or suppressed, slanderous conspiracy theories may arise about what the druids know or what they do unseen in the woods. Green Faith adherents strive to disabuse people of these notions before they lead to violence against their order.

HOLY SITES

Members of the Green Faith do not build temples in the traditional sense. In fact, most of their sacred sites are practically invisible to those not of the faith, for they are simply places of great natural beauty or wonder. A shrine might be a tree bent into an unusual shape, an upthrust rock in a bare plain, or a clean spring in a dry badlands, while a crashing waterfall, giant oak, or semidormant volcano could become a temple of the faith. Druidic carvings in stone or wood might mark these sites, but just as often they are simply recognized by those in touch with nature. Though any member of the Green Faith may recognize and worship at these sites, these places of worship are often kept by a single order of druids whose area of concern matches the nature of the sacred site.

Instead of gathering in enclosed buildings for important rituals, members of the Green Faith build henges, perfect circles of stone blocks or wooden pillars surrounding a central altar or totem. Henges are open to sky, and the stones or poles are erected to perfectly align with celestial objects at specific times during the year. Henges often mark the convergence of ley lines (*Pathfinder RPG Occult Adventures* 232). Using a henge grants a +4 circumstance bonus on Knowledge (nature) checks to determine the timing of celestial events such as dawn and dusk, equinoxes and solstices, and harmonic convergences. A character standing within a henge gains a +2 circumstance bonus on Spellcraft checks to attune to any of the ley lines running through it. The henge also grants a +2 bonus on skill checks attempted as part of an occult ritual (*Occult Adventures* 208) related to the elements, fey, or nature (this bonus does not stack with any bonus gained from being attuned with a ley line). In addition, worshipers of the Green Faith treat any henge dedicated to their philosophy as a tree of any type for the purpose of teleportation spells such as *transport via plants* or *tree stride*.

Followers of the Green Faith rarely live or otherwise build structures near their sacred sites. Some fear that to do so would make the wondrous become mundane, while others believe that the presence of humanoids (even those who revere nature) would despoil these places.

A PRIEST'S ROLE

Druids, hunters, and rangers make up the majority of the Green Faith's priests, though certain other spellcasters can serve in the role as well. Green Faith priests are keepers of ancient wisdom. The Green Faith has collectively accumulated vast knowledge of the natural and spiritual worlds, much of which has never been written down. It is the job of every priest to learn from the elders and to teach the next generation.

The knowledge acquired by priests of the Green Faith is not purely academic. They use their wisdom to protect nature and to aid those who live close to it. These worshipers serve rural and tribal communities as spiritual advisers and healers, but they also lend more practical aid, teaching such folk how to work in harmony with nature to get the best results. Priests of the Green Faith are known for

their neutrality, and they are often called upon to serve as diplomats or impartial judges when disputes arise.

Green Faith priests are also mediators between nature and civilization. They intervene whenever an environment is threatened by the encroachment of humanity, such as excessive logging or hunting, and attempt to curb such activity through diplomacy and education. When such methods fail, however, they often feel no guilt at resorting to intimidation or more drastic measures. They also teach lay followers how to defend themselves and their property from natural dangers, such as floods or predators, using methods that work with nature rather than destroy it.

Priests may be nomadic or sedentary. Some treat a geographic region—such as a forest, river, or valley—as their parish, protecting the creatures that live there. Others serve as the religious leaders of rural and tribal communities.

Still others wander the land, observing nature in all its varied forms, or follow the migration of birds or beasts. Like their sedentary counterparts, nomadic priests provide advice and mediation to those they encounter along the way.

GREEN FAITH ORDERS

Although some Green Faith priests are independent, most belong to an order that focuses on a particular aspect of nature, such as air, beasts, or plants. The orders are commonly known as the Druids of the Leaf, Druids of the Flame, Druids of the Fang, and so on—although these orders include priests from various classes, not just druids. The orders informally patrol and protect natural territories, which may overlap to a small or large extent depending on the orders' focuses. For example, a large forest's birds might be protected by Druids of the Wing, its plants by Druids of the Leaf, and its predators by Druids of the Fang, though all three orders would come together against something that threatened the entire forest.

The following are the largest orders and their areas of interest and practices.

Druids of the Earth: These druids trace their traditions back to one of the original factions that formed the Green Faith. Druids of the Earth watch over burrowing creatures, caves, soil, worms, and herd animals. They advise farmers and ranchers when to plant and graze and when to let the land lie fallow. They may work with miners to make sure their activities are not too disruptive to nature.

Above ground, Druids of the Earth mark their sacred sites with menhirs or stelae. Below ground, cave paintings preserve their ancient wisdom—some are untouched since prehistoric times. Priests of this order specialize in earth-based magic. They often bond with herd animals and animals that burrow or dwell in caves.

Druids of the Fang: One of the Green Faith's founding factions, the Druids of the Fang revere predatory beasts such as lions, snakes, and wolves. Many seek to emulate these creatures, living off the land by their wits alone. Others work with rural communities, protecting them from dangerous predators while at the same time protecting those predators from vengeful humanoids.

Places sacred to the Druids of the Fang are often marked with the claw marks or footprints of predatory animals or with the bones of prey animals. Druids of the Fang specialize in animal-related magic, and almost all of them form a bond with a predatory animal. Hunters, rangers, and shifters form a larger percentage of the Druids of the Fang than of any other order.

Druids of the Flame: The Druids of the Flame descend from another of the Green Faith's original factions. Often misunderstood by outsiders, these priests revere fire as a force of change. They recognize wildfires as necessary to clear away old growth and make way for new life. They are arguably the most militant order, using fire to cleanse the world of aberrations





and undead. Counter to expectation, they also work to protect wilderness and rural communities from both arson and negligent fires.

Major rituals by Druids of the Flame typically include a bonfire or wicker effigy, and residual ash often marks their sacred sites. These priests often specialize in fire magic. Few take animal companions, and no animal is particularly favored among those that do.

Druids of the Leaf: These priests revere trees and green plants and the bounty they provide. Druids of the Leaf are gardeners of the wilderness, fighting the spread of plant diseases and encouraging regrowth in areas affected by extreme weather or negligent humanoids. They work with farmers, gatherers, and loggers to ensure sustainable land use, and they teach that even weeds may have beneficial uses.

Rituals conducted by Druids of the Leaf often take place in natural clearings or around particularly large or fecund trees. The path to these sites may be marked with blazes, abstract symbols cut into living wood. Druids of the Leaf focus on plant-related magic. Plant companions are more common among Druids of the Leaf than in other orders.

Druids of the Storm: Only a few centuries old, the Druids of the Storm model their order after the storm druids who were a founding faction of the Green Faith. These priests focus on storms, winds, and weather, and they are close allies with the Druids of the Wing. Druids of the Storm teach followers of the Green Faith how to predict coming weather and how to alleviate or exploit the prevailing conditions.

Druids of the Storm meet in places marked by the weather, from lightning-struck trees to rugged mountaintops. Percussion and wind instruments often feature in their rituals. Air and weather magic are the specialties of this order, and those who choose to bond with an animal favor crows and seabirds.

Druids of the Wave: The priests of this order devote themselves to rivers, to seas, and to fish and other swimming creatures. Druids of the Wave are stewards of the watery world who are quick to point out that more of the globe is covered by water than land. Druids of the Wave act against overfishing and pollution, but they also protect those who respect nature against drowning and dangerous sea creatures.

Waterfalls and secluded bays serve as shrines for the Druids of the Wave, though the ever-moving priests rarely form permanent congregations. Druids of the Wave specialize in water-based magic, and those who bond with an animal companion or familiar most often choose one that is aquatic or amphibious.

Druids of the Wing: Druids of the Wing watch over winged creatures, both domesticated and wild. Though the well-being of these creature is their primary concern, Druids of the Wing also observe flying creatures as a form of divination, finding hidden meaning in their movement through the air. Of course, many initiates of this order are drawn by the dream of flying.

The nesting grounds of birds and other winged creatures are sacred to Druids of the Wing, and many of their most

important sites are virtually inaccessible without flight. Druids of the Wing specialize in magic related to animals and divination, though some learn wind-altering magic from the allied Druids of the Storm. Druids of the Wing who take an animal companion or familiar inevitably choose one that can fly.

Minor Orders: The smaller orders of the Green Faith include both relatively new orders and older orders with very specific focuses. If a minor order grows in popularity, it may eventually become a major order. Examples of minor orders include the Druids of the Hive (focusing on bees and wasps), Isle (islands and island life), Rift (geothermal and volcanic areas), Scarab (crawling insects), Scale (dinosaurs, reptiles, and snakes), Spore (fungi rather than plants), and Web (spiders).

GREEN FAITH HIERARCHY

Each order of the Green Faith maintains an oral record of its history, its knowledge of the natural world, and lore of the realms of elementals and fey. For many of the major orders, this knowledge has been accumulated over thousands of years. It can take a lifetime of study to understand all the secrets of the druids, so this knowledge is divided into “circles.”

A new member of an order is called an initiate of the first circle, and she is taught a broad history of the order and its most basic techniques. As a priest demonstrates greater understanding, magical aptitude, and loyalty to the order, she is initiated into a higher circle, each time gaining access to more of the order’s history and knowledge. The major orders are divided into nine circles, while minor orders typically have only three or five circles.

Each order has its own ritual for initiating a priest into the next circle, though it almost always involves the object of the order’s focus. It is up to the GM to determine when a character is ready to be initiated into the next circle. A character must have a caster level at least equal to the new circle (though she may not necessarily advance at every new character level, particularly if she belongs to a minor order). Kineticists and shifters treat their Hit Dice as their caster level for the purposes of this advancement. The character must also demonstrate her dedication to the Green Faith and the order, usually by adventuring on its behalf or by spending downtime studying with more advanced priests. Barring unusual circumstances, a character cannot rise more than one circle per season (3 months).

Within each successive circle there are fewer priests. In some orders (notably the Druids of the Fang and Druids of the Flame), the higher circles have specific number of priests. Though this number may increase if the order expands into new territory, more often a priest who wants to be initiated into a circle without an opening must challenge an existing initiate of the circle. The challenge may be hand-to-hand combat, a competition of spells, or some other formalized contest as determined by the order. Such a challenge is usually nonlethal, and causing permanent harm



to one's opponent is typically grounds for disqualification (and possibly other forms of censure). If the challenger wins, she is allowed to advance to the next circle, while the loser is demoted to the lower circle. Challenges are limited to one per lunar month to prevent them from becoming a distraction from other duties.

Though all priests of the Green Faith are considered peers, it is generally expected that when conflict occurs, deference is given to the initiate of the highest circle. Priests who reach the highest circle of their order are known as archdruids. The head of each order is called the great druid, chosen from among the order's archdruids. The head of all the Green Faith is called the grand druid. Traditionally, the grand druid is chosen from among the great druids, though in times when the orders have been in conflict, a wise and powerful independent druid has been chosen. The titles grand druid and great druid are held for life, though rarely a titleholder may abdicate or be challenged by another priest of sufficient rank.



GREEN FAITH CLASSES

The vast majority of Green Faith followers belong to NPC classes, primarily commoners and experts. They are farmers, herders, hunters, and woodcutters. Adventurers who follow the Green Faith often come from such humble beginnings and retain their ancestors' reverence even as they travel the world. Those who exhibit magical ability may even become priests of the Green Faith.

Barbarian: The Green Faith is common among barbarian cultures. As they are not spellcasters, barbarians do not act as priests, though they may serve the Green Faith in other ways, such as guarding traveling priests or sacred sites.

Bard or Skald: The Green Faith is not contained in paper books. Indeed, much of their sacred knowledge predates the invention of writing. Some of the Green Faith's sacred knowledge is carved into stone monuments, but most of it exists only in the memories of the initiated. Bards and skalds^{ACG} serve the Green Faith as keepers of oral tradition, from practical bushcraft to sacred rituals to secret mysteries of the higher circles.

Bloodrager or Sorcerer: Sorcerers or bloodragers^{ACG} with the elemental or fey bloodlines (or sorcerers with the stormborn^{APG} or verdant^{APG} bloodlines) are often drawn to the Green Faith. Most such initiates are born into cultures where the Green Faith is prevalent, but others find the Green Faith while seeking the origins of their magical blood. Though admitted into the priesthood, sorcerers and bloodragers are relatively rare in the Green Faith, and not always recognized by the more conservative factions.

Druid: The Green Faith originated among druids, and the vast majority of its priests are druids. Lay folk (who may know little of the intricacy of magic) commonly refer to all priests of the Green Faith as druids, regardless of their

actual class. The Green Faith shares much in common with other forms of druidism (such as those who worship specific deities) and its priests are generally forgiving of those who can't tell the difference.

Hunter or Ranger: After druids, rangers are the most common adventuring class to practice the Green Faith. As spellcasters, rangers and hunters^{ACG} can serve as priests of the Green Faith, though they tend to focus more on the practical aspects of the philosophy than on the spiritual.

Rangers and hunters often defer to druids in matters of faith, but may lead Green Faith communities where druids are absent.

Kineticist: Arguably none have a closer connection to the elements than kineticists^{OA}. Kineticists are often drawn to the Green Faith as a means of understanding their powers. Though they're not technically spellcasters, kineticists' power over the raw elements is sufficient for them to serve as priests of the Green Faith.

Oracle or Shaman: Not all priests of the Green Faith connect to nature through the practice of druidism. Some are shamans^{ACG} who allow the spirits of nature to dwell within them. Others are oracles^{APG}, chosen by nature itself to bear its blessing and its curse. In the Green Faith, reverence for nature is more important than any specific form of worship, so oracles and shamans are treated with the same respect as their druid peers.

Shifter: Shifters serve the Green Faith as crusaders against civilization, emissaries to the natural world, and scions of the wild. Those who choose the path of the shifter as their calling are rare, but most of those who take up the mantle serve the Green Faith in some way.

Witch: Though not divine casters, witches^{APG} nevertheless gain their power from an external source. For witches of the Green Faith, that external source is nature itself. Such a witch's patron may represent only a single aspect of nature, but she recognizes the interconnectedness of all things.

Other Classes: Though members of almost any class can practice the Green Faith, those other than the ones listed above are relatively rare. Most other classes are too often tied to the people or products of civilization to embrace the Green Faith. Clerics and warpriests, whose powers are tied to a personified deity, can never truly be part of the Green Faith, though they may share similar outlooks and may ally with the faith. Paladins' adherence to the tenets of Law and Good may put them at odds with the Green Faith's strict neutrality.

GREEN FAITH ALIGNMENTS

The Green Faith encourages an individualized approach to worship while at the same time guiding its followers to find common ground with others. Though followers of the Green Faith must be at least partially neutral in alignment, this still allows for a wide variety of opinions. The following represent the major schools of thought within the philosophy.

Neutral Good: Good followers of the Green Faith revere nature for its ability to create and sustain life. They believe that living in harmony with nature produces the greatest good for all living things. They accept that difficulty and pain are part of nature, but they do what they can to reduce suffering. If they must kill—whether to eat or in defense of nature—they do so as quickly and painlessly as possible. Many are vegetarians.

Lawful Neutral: Lawful followers of the Green Faith revere nature's unchanging cycles: the movement of the sun and moon, the tides, and the seasons. The life cycles of animals and plants are also important to them, and they oppose actions that disrupt these, such as construction that blocks migration and magic that alters weather over the long term. Many believe that all living creatures (except aberrations) have a purpose, and they encourage others to find contentment in the roles for which they were born.

Neutral: This is the most common alignment among followers of the Green Faith. Neutral adherents revere the beneficial side of nature while accepting that it doesn't come without the dangerous side. They are pragmatic, doing what they must to survive and thrive with little thought for the moral implications of their actions. They know that hardship can lead to reward and that overindulgence ends in suffering.

Chaotic Neutral: Though they accept the immutable cycles of nature, chaotic followers of the Green Faith revere things which are in constant flux, such as the competition between predator and prey or the churning boundary between sea and shore. Balance, they believe, is achieved not through stasis but through opposing forces continually pushing against each other.

Neutral Evil: Evil followers of the philosophy revere nature, red in tooth and claw. They believe that nature is an uncaring force, and that selfishness is a necessary trait for survival and evolution. Evil followers of the Green Faith agitate for the use of violence and terrorism against those who despoil nature, though they are usually (but not always) reined in by their more moderate peers.

GREEN FAITH ARCHETYPES

While characters of any class may follow the ways of the Green Faith, druids are most common among their ranks. Those who go the extra step beyond simple faith and actively join the organization often take the following archetypes.

Green Faith Initiate (Druid Archetype)

Druids who are initiated into the magic of nature as strict students of the Green Faith's traditions sometimes demonstrate abilities unique to their organization.

Mediator's Ear (Ex): By 3rd level, a Green Faith initiate is respected for her neutrality and even-handed attitude toward all people as well as other living things. She quickly develops a sense of other peoples' attitudes, much as she does with animals. A Green Faith initiate gains a bonus on Diplomacy and Sense Motive checks equal to half her druid level.

This replaces trackless step.

Zephyr Message (Sp): At 6th level, once per day, a Green Faith initiate can cast *whispering wind* as a spell-like ability, treating her druid level as her caster level.

This replaces the druid's additional daily use of wild shape gained at 6th level.

Path to Refuge (Sp): At 9th level, once per day, a Green Faith initiate can travel as if with *transport via plants* to any major Green Faith druid circle or important holy site. Each of these sites is marked with special standing stones that allow all Green Faith followers within range using *transport via plants* or *tree stride* to sense their distance from it and the direction to it. At 14th level and again at 19th level, she can use this ability one additional time per day.

This replaces venom immunity.

Secrets across Lifetimes (Sp): At 10th level, a Green Faith initiate can use *legend lore* once per week as a spell-like ability, drawing upon the knowledge of Green Faith archdruids recorded in secret across the generations in places where magic such as this can retrieve it. This ability does not require material components.

This replaces the druid's additional daily use of wild shape gained at 10th level.

A Thousand Voices (Su): At 13th level, a Green Faith initiate can communicate with any creature that has a language or with any stone, as if using *tongues* or *stone tell*, respectively, for up to 1 minute per druid level each day. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

This replaces a thousand faces.

Green Faith Marshal (Inquisitor Archetype)

The Green Faith marshal serves as a literal force of nature, hunting down and punishing those who have committed sins against nature through enslavement and mistreatment of animals or destruction of wild places.

Power of Nature: A Green Faith marshal gains one domain selected from the animal and terrain domains (*Pathfinder RPG Ultimate Magic* 33). The 1st- through 6th-level bonus spells from this domain are added to the Green Faith marshal's spell list.

This alters the inquisitor's domain ability and replaces stern gaze.

Wild Lore (Ex): A Green Faith marshal adds her Wisdom modifier to her Knowledge (nature) skill checks, in addition to her Intelligence modifier.

This replaces monster lore.

Nature's Ally (Sp): At 5th level, a Green Faith marshal gains the ability to cast *commune with nature* once per week.

This replaces discern lies.

Wild Step (Ex): At 11th level, a Green Faith marshal can move through any sort of naturally occurring difficult terrain (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed without taking damage or suffering any other impairment. Terrain that is enchanted or magically manipulated to impede motion still affects her.

This replaces stalwart.



HARVESTING POISONS

While some think of poison as an assassin's tool, the herbalists and naturalists of the world know that poison carries in it no more inherent evil than fire or water. Indeed, in the wildlands of the world, harvesting poison to give a hunter an edge or to aid in the production of antivenom is a time-honored practice.

While Craft (alchemy) is necessary to brew long-lasting poisons, there are many natural sources of poison in the world, and poison crafters who wish to avoid the expense of purchasing raw ingredients may seek to harvest poison from natural sources instead. The following section presents rules for harvesting poisons from the wild.



Unless a dose of harvested poison is preserved (see Preserving Harvested Poison on page 143), it remains potent for 24 hours after it is harvested.

Harvesting from Dead Creatures: Once a venomous creature is slain, its venom sacs can be removed, allowing 1 or more doses of its venom to be harvested for later use. In order to harvest venom, the creature must have been dead for less than 24 hours. Every hour the source creature has been dead reduces the lifespan of the harvested poison by an hour. Removing venom sacs is a messy and time-consuming process, requiring 10 minutes of work, access to surgical tools, and a container to store the venom in. If proper surgical tools are not available, a dagger or other light slashing weapon can be used, although this imposes a -2 penalty on checks to harvest the venom. The harvester must succeed at a Survival check ($DC = 15 +$ the dead creature's CR) in order to successfully harvest poison. On a success, the harvester acquires a single dose of the creature's venom, plus 1 additional dose for every 5 by which the result of this check exceeded the DC (to a maximum number of doses equal to the creature's Constitution modifier, minimum 1). Failing the check causes all of the venom to be lost. Failure by 5 or more exposes the harvester to $1d3$ doses of the creature's venom unless she has the poison use class feature.

Harvesting Poison from Hazards: Some hazards, such as poison oak and spider vines, feature poisons that can be harvested by those who know how to do so. This process requires 1 hour and an alchemist's lab or alchemy crafting kit. If the harvester succeeds at a Survival check ($DC = 15 +$ the hazard's CR), she collects 1 dose of poison. Harvesting poison from a hazard in this way requires getting close enough to it to touch it, which may expose the harvester to the hazard's effects.

Milking Venom: Venom can be harvested from a living creature without harming the creature, although the process is dangerous unless the creature has been trained for that specific purpose (see Milk Venom on page 216). For most venomous creatures, this involves stretching a thin canvas over a jar or vial and then coaxing the creature to bite into the canvas before massaging its venom glands, causing the venom to drip from its fangs into the container. Similar methods are used for creatures that deliver venom in other ways, such as with a stinger.

Milking a single dose of poison from a creature takes 10 minutes of work and requires a successful Handle Animal check ($DC = 10 +$ the donor's Hit Dice + the donor's Wisdom modifier). Failure by less than 5 indicates that the venom is not collected, but the handler suffers no other ill effect. Failure by 5 or more indicates that the creature bites, stings, or otherwise injects the handler with its venom. It automatically hits the handler with one of its natural attacks that delivers its poison, and it applies the effects of the attack normally. The creature might continue to attack the handler



after doing so, possibly initiating combat. Milking venom from a cooperative intelligent creature doesn't require a Handle Animal check but presents a 5% chance of exposure to the venom.

A creature can produce a number of doses of venom in this way each day equal to its Constitution modifier (minimum 1). A creature that is milked of venom this many times in one day (whether or not the attempts are successful) loses its poison special ability until the next time it rests.

Preserving Harvested Poison: Poison harvested from a creature or hazard remains potent for 24 hours. If a character wishes to preserve harvested poison for a longer period, she must treat it alchemically, as if crafting the poison with Craft (alchemy) but using the poison dose as the raw ingredients normally needed to brew a dose of the poison and thus avoiding the gp cost to craft the poison.

CRAFTING ANTIVENOM

While antitoxin, as presented in the *Pathfinder RPG Core Rulebook*, presents a generalized tool for protecting oneself from poison, more specialized antivenoms can provide even greater protection against specific poisons. Creating a dose of antivenom requires a dose of the specific poison that the antivenom is designed to protect against.

Antivenom Effects: A single dose of antivenom automatically neutralizes the first exposure of the specific poison it is made to combat and provides a +8 alchemical bonus on saving throws against additional exposure to that specific poison; this bonus decreases by 1 every hour, until the effect ends after 8 hours.

Crafting Antivenom: To create a dose of antivenom, a living creature must first be exposed to a half dose of the poison in question. The creature suffers the poison's effects normally, except the saving throw DC to resist the poison is reduced by 2. In order to be able to produce antivenom, the creature must succeed at the necessary saving throws to be cured of the poison. If the poison's duration expires without the creature being cured, no antivenom can be harvested.

Once the creature has resisted the poison's effects, a viable sample of the creature's blood can be extracted with a successful DC 20 Craft (alchemy) or Heal check. This blood must then be refined to extract the natural antibodies that combat the poison in a process that takes 1 hour and requires a successful Craft (alchemy) check (DC = 5 + the poison's saving throw DC). Success yields 1 dose of antivenom.

Antivenom can also be harvested in the same fashion from a creature that has been afflicted by a full dose of poison, rather than a creature deliberately given a half dose for this purpose. Regardless of how much poison the creature is exposed to, the antibodies in its system can be harvested only for 24 hours after it has recovered from the poison.

Purchasing Antivenom: Antivenom is not particularly expensive, but because it is highly specialized, it can be difficult to find. A dose of antivenom has a market price equal to half the market price of a dose of the poison in

question, but it is treated as though its price were five times the market price of the poison for the purposes of determining its availability in any given settlement. Alternatively, if 1 or more doses of the poison in question can be provided, most alchemists will supply as much antivenom as they can produce from the doses for a fee of 10% of the market price of the poison.

NATURAL POISONS

The following poisons are commonly encountered in nature or can be distilled alchemically from natural ingredients. They are presented in alphabetical order.

TABLE 4-5: NATURAL POISONS

Poison	Price
Blistercap spore	1,125 gp
Blue star	500 gp
Cloudthorn venom	400 gp
Crone's curse	600 gp
Draughtcap fungus	150 gp
Goblin's eye	75 gp
Jackalroot essence	600 gp
Nymph's lure	250 gp
Red bedlam	1,200 gp
Starving nettle	300 gp
Styx sap	2,600 gp
Third eye	900 gp
Violet venom	800 gp
Witch hunter's sword	850 gp

BLISTERCAP SPORE	PRICE 1,125 GP
	WEIGHT —

Type poison, contact; **Save** Fortitude DC 20
Frequency 1/round for 6 rounds
Initial Effect 1d2 Dex drain and 1 Con drain; **Secondary Effect** sickened for 1 minute; **Cure** 2 consecutive saves
 Found in remote regions deep underground, the blistercap takes its name from the blisters on the bruise-colored cap atop its stem, which weep a toxic yellow fluid. The spores it produces often contribute to the dangers of underground exploration.

BLUE STAR	PRICE 500 GP
	WEIGHT —

Type poison, ingested; **Save** Fortitude DC 15
Onset 10 minutes; **Frequency** 1/minute for 6 minutes
Effect 1d2 Con damage. In addition, the creature takes a -2 penalty on saving throws to resist poison for 1 week. **Cure** 2 consecutive saves



This small bright-blue flower has five petals arrayed in a star shape and looks remarkably similar to several other species of blue flowers that live in similar regions, requiring a successful DC 15 Knowledge (nature) or Survival check to correctly identify. The poison causes severe liver damage, making it even more difficult to resist future poisons



that a victim may encounter. Although rarely a direct danger to humanoids, the flowers are sometimes consumed by livestock. When this occurs, the venom can be passed on through milk the animals produce for the next week, affecting those who drink it as though they had consumed a dose of blue star.

CLOUDTHORN VENOM

PRICE 400 GP

WEIGHT —

Type poison, injury; **Save** Fortitude DC 14

Onset 1d4 rounds; **Frequency** 1/hour for 3 hours

Effect 1d3 Str and Dex damage. In addition, the creature is unable to feel pain for 1 hour, rendering it immune to pain effects (*Pathfinder RPG Ultimate Magic* 138). A creature attacking the poisoned creature can attempt a Sleight of Hand check opposed by the poisoned creature's Perception check in order to attempt to deliver the attack without the target being aware of it, as the creature feels no pain from the attack. If a PC is rendered numb in this way, the GM should secretly track all damage dealt to the character until the numbing effect ends. **Cure** 1 save

This potent neurotoxin is created by the cloudthorn plant, a wild bramble whose thorns deliver a poison that numbs its victims to pain, allowing the plant to feast on the blood that flows from the wounds to the ground below. The plant's name comes from the weightless, airy feeling that victims of the poison experience, which some liken to the notion of walking on clouds.

CRONE'S CURSE

PRICE 600 GP

WEIGHT —

Type poison, inhaled; **Save** Fortitude DC 16

Onset 1d4 hours; **Frequency** 1/day for 6 days

Effect 1 Dex and Wis damage. As long as a creature has any ability damage from crone's curse, the creature takes a -4 penalty on saving throws to resist the effects of extreme temperatures. Additionally, the creature gains vulnerability to cold and fire damage during this time, taking half again as much (+50%) damage from these forms of damage. **Cure** 2 consecutive saves

A blackish pollen produced by the night witch (a pale, vine-growing flower that blooms in the light of the moon and is hearty enough to survive very rugged and difficult environments), crone's curse disorients those who inhale it and interferes with the body's ability to regulate temperature. Merely walking through a field of night witch flowers is often sufficient enough to kick up a cloud of the nearly invisible black particles, which are a mere nuisance in temperate climates but can prove fatal to those exposed to them in deserts and tundra.

DRAUGHTCAP FUNGUS

PRICE 150 GP

WEIGHT —

Type poison, ingested; **Save** Fortitude DC 16

Onset 4d6 hours; **Frequency** 1/hour for 8 hours

Effect 1d2 Str damage. Additionally, as long as a creature is suffering from draughtcap fungus, its body is unable to process liquids, causing the creature to undergo the effects

of dehydration no matter how much it drinks and preventing the creature from benefiting from potions, extracts, and other such items. After the failed initial save, the creature counts as if it had gone without water for 1 day. Further, each failed ongoing save causes the creature to be treated as though it had gone an additional hour without consuming water. **Cure** 2 consecutive saves

This yellow-brown mushroom is commonly found in deserts and other dry environments.

Its spores absorb moisture at an incredible rate, wreaking havoc on the body of any creature foolish enough to consume it. Draughtcap fungus bears a close resemblance to a common edible mushroom, and a successful DC 20 Knowledge (nature) or Survival check is required to differentiate the two.



GOBLIN'S EYE

PRICE 75 GP

WEIGHT —

Type poison, ingested; **Save** Fortitude DC 13

Onset 1 minute; **Frequency** 1/minute for 6 minutes

Effect 1 Con damage and the creature is nauseated for 1 minute;

Cure 1 save

These bright red seeds feature a single black dot each, giving them a superficial resemblance to an eye. The bright colors of the seeds make them attractive to certain animals, as well as those unfamiliar with wilderness lore. A character who succeeds at a DC 15 Knowledge (nature) or Survival check identifies the seed as poisonous. In some places, the seeds are used as jewelry.

JACKALROOT ESSENCE

PRICE 600 GP

WEIGHT —

Type poison, injury; **Save** Fortitude DC 18

Frequency 1/round for 1d6 rounds

Effect uncontrollable laughter (as per *hideous laughter*);

Cure 2 consecutive saves

The short and thorny jackalroot grows in desert climates, typically under the partial shade of ridges or boulders. It is identifiable by its pale green berries, which it bears twice per year. To followers of Lamashtu, the gnarled, prickle-covered jackalroot is a blessing. The roots of this hearty desert shrub contain a potent, incapacitating ichor often used by gnolls in religious ceremonies and when capturing slaves.

NYMPH'S LURE

PRICE 250 GP

WEIGHT —

Type poison, ingested; **Save** Fortitude DC 15

Onset 1d4 hours; **Frequency** 1/hour for 8 hours

Effect 1d2 Str and Wis damage. Additionally, as long as a creature is afflicted with nymph's lure, its sweat exudes powerful pheromones that might attract wild creatures. The DCs of Perception and Survival checks to locate or track the creature using scent are reduced by 10. Additionally, when



rolling to determine whether the afflicted creature has a random encounter, roll twice and if either roll would result in a random encounter, one occurs. **Cure** 1 save

Created from the concentrated pulp of the sweet-tasting pulapaya fruit (a large, bright-red, ovular delicacy with a hard rind and watery interior), nymph's lure is used for a variety of hunting purposes in remote tropical regions. It is used in a rite of passage in certain hunter-gatherer societies, where young men and women are given a dose of the poison and sent into the wild to hunt game and prove their worth, but it is also used as a punishment in some places, with the condemned being given several doses of the poison and then forced into the wild without any weapons or equipment.

RED BEDLAM

PRICE 1,200 GP

WEIGHT —

Type poison, ingested; **Save** Fortitude DC 15
Onset 10 minutes; **Frequency** 1/minute for 10 minutes
Effect confusion; **Cure** 2 consecutive saves

Named for the scab-red mushrooms from which it is made, this potent hallucinogen is brewed by evil druids and witches in remote regions in order to enhance the savagery of their seasonal revels. Some use this poison to debilitate their victims for ritual sacrifice.

STARVING NETTLE

PRICE 300 GP

WEIGHT —

Type poison, injury; **Save** Fortitude DC 15
Frequency 1/day for 8 days
Effect 1d3 Dex and Con damage. In addition, each time the creature fails a save against the poison, for the following 24 hours it is overwhelmed with nausea whenever food is presented to it and is unable to bring itself to eat, no matter how hungry it becomes. **Cure** 2 consecutive saves

This peculiar nettle plant bears a singularly effective poison that protects it from being eaten: creatures pricked by the nettle's thorns and affected by the poison are overcome with nausea at the mere idea of food, protecting the plant from being consumed. Farmers remain vigilant for signs of this fast-growing and hardy plant; it is difficult and dangerous to remove, so culling it is best done early, while the plant is still relatively small.

STYX SAP

PRICE 2,600 GP

WEIGHT —

Type poison, contact; **Save** Fortitude DC 18
Onset 1d4 minutes; **Frequency** 1/10 minutes for 60 minutes
Effect 1d4 Wis damage, and the creature loses its memories from the past 10 minutes, as though they had been erased by the spell *modify memory*; **Cure** 1 save

This milky-white sap can be harvested from a rare jungle tree known as a "weeping maiden" in the local tongue. The tree's branches end in long, vine-like tendrils that hang low to the ground and bear large, bitter-tasting red fruit. While the fruit is safe to eat, the sap of the tree carries powerful neurotoxins that cause short-term memory loss in those that consume it. In some

cultures, styx sap is occasionally taken deliberately in order to allow one to forget unpleasant or tragic events.

THIRD EYE

PRICE 900 GP

WEIGHT —

Type poison, contact; **Save** Fortitude DC 17
Onset 1 minute; **Frequency** 1/round for 6 rounds
Effect 1d3 Wis damage. Each time the victim takes Wisdom damage, it must succeed at a DC 17 Will save or become confused for that round. **Cure** 2 consecutive saves

This poison is produced in the liver of a particular species of water-dwelling lizard and produces potent hallucinations. In some places, the lizards are raised as livestock specifically for the harvesting of the poison, which is then used for ritual ceremonies and recreational purposes. People in some cultures voluntarily dose themselves with this poison as a way to gain oracular insights into the world, but more often than not the revelations are nothing but subtle nightmares and lack true insight.

VIOLET VENOM

PRICE 800 GP

WEIGHT —

Type poison, contact; **Save** Fortitude DC 13
Frequency 1/minute for 6 minutes
Effect 1d2 Str and Con damage; **Cure** 1 save

The putrefying essence of a violet fungus must be harvested with great care from a living specimen and processed quickly before it loses potency. Numerous kinds of subterranean creatures harvest this toxin to help them in their hunts for food, and they coat their weapons in the poison to help defend their underground settlements.

WITCH-HUNTER'S SWORD

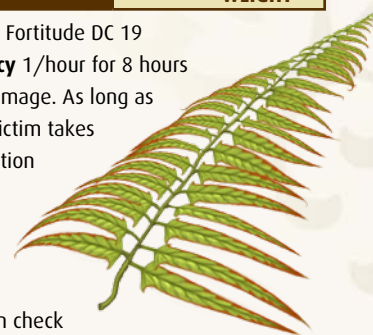
PRICE 850 GP

WEIGHT —

Type poison, ingested; **Save** Fortitude DC 19
Onset 10 minutes; **Frequency** 1/hour for 8 hours
Effect 1 Int, Wis, and Cha damage. As long as

this poison persists, the victim takes a -5 penalty on concentration checks. In addition, a creature suffering from witch-hunter's sword poison must succeed at a concentration check (DC = 20 + double the spell's level) to cast spells or use spell-like abilities. **Cure** 2 consecutive saves

This red fern has jagged, forward-pointing leaves and grows in small, close-packed groups. It is named for its popularity among witch hunters and inquisitors, and its leaves can be brewed into a tea that clouds the subject's mind, interfering with the ability to cast spells while still leaving the subject lucid enough to be interrogated. The tea has a unique taste, which can be detected with a successful DC 20 Perception check. Attempts to disguise the taste require a Profession (cook) check (or a Wisdom check, for untrained characters) opposed by the drinker's Perception check. At the GM's discretion, bonuses can be applied based on the ingredients used to mask the taste.



HAZARDS AND DISASTERS

The wilderness can be a dangerous place. Monsters roam and hunt within their territories, barbarians protect their settlements with frightening force, and sudden shifts in the weather can overwhelm the unprepared or unlucky explorer. But sometimes the landscape itself presents dangers that dwarf all others. The following are just a few ways that the environment can challenge hapless adventurers in the wild.

BRAMBLES (CR 1)

While many forms of undergrowth can slow explorers, thorny brambles can prove a serious impediment. In addition to functioning as light or heavy undergrowth (*Pathfinder RPG Core Rulebook* 426), brambles damage creatures that move

through a space filled with them. The amount of damage taken depends on whether the brambles are light or heavy and what type of armor the creature wears. Light brambles deal 1 point of damage to a creature wearing light armor that moves into their square, while heavy brambles deal 1d4 points of damage to a creature in light armor or 1 point of damage to a creature in medium armor. Creatures in heavy armor don't take damage from brambles. A creature unwillingly forced into brambles can attempt a DC 15 Reflex save to avoid taking this damage.

Additionally, a creature moving through brambles must succeed at a Reflex save (DC 12 for light brambles, or DC 16 for heavy brambles) or become entangled. Entangled creatures can attempt to free themselves as a standard action with a successful Escape Artist or Strength check at the same DC. A creature needs to attempt this save against being entangled by brambles only when it enters a square of brambles.

A 5-foot square of brambles has AC 5 and hardness 2. A 5-foot square of light brambles has 30 hit points, while a 5-foot square of heavy brambles has 60 hit points. If a square of heavy brambles is reduced to 30 or fewer hit points, it functions as a square of light brambles instead.

EARTHQUAKE (CR 9)

Naturally occurring earthquakes result from seismic energy released along fault lines in a planet's crust. Powerful magic, the release of a legendary monster, or the destruction of a powerful artifact might also result in an earthquake. Earthquakes range from those that are harmless and nearly undetectable to those that are catastrophic and cause widespread destruction and loss of life.

The exact damage of an earthquake is subject to the GM's discretion. Listed below are general guidelines to assist GMs in running earthquake events. The baseline used here assumes an earthquake of average strength. GMs should modify the values listed depending on the severity of the earthquake.

Earthquakes can have additional effects such as disrupting rivers, draining lakes and marshes, and even triggering tsunamis or volcanic events (*Pathfinder RPG GameMastery Guide* 234 and page 150 of this book). Earthquakes might cause widespread fires in urban areas or displace wildlife in wilderness environments. The additional effects should be determined by the GM but should match the strength and severity of the earthquake.

Collapse: Creatures in an enclosed space or underground during an earthquake are at risk of having the ceiling or structure collapse on them. If a structure collapses, each creature inside takes 8d6 points of damage (Reflex DC 15 half) from the falling rubble and becomes pinned. A creature that takes cover (under furniture, for example) gains the normal





bonus for cover on its Reflex save. A creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned creature falls unconscious, each minute thereafter until it is freed or dies, it must succeed at a DC 15 Constitution check or take 1d6 points of lethal damage. Additional rules for cave-ins and collapses appear on page 415 of the *Core Rulebook*.

Falling Debris: Even creatures not in a structure are still at risk of falling debris, whether from a collapsing building nearby or a natural structure such as a cliff or mountain. Any creature caught in the area of falling debris suffers the collapse effects (see page 146), but it takes 4d6 points of damage at the time of collapse instead of 8d6.

Fissure: Earthquakes can open massive cracks and fissures in the ground. A creature near a fissure as it opens has a 25% chance of falling in unless it succeeds at a DC 20 Reflex save. Additionally, each creature standing in the area when a fissure opens must succeed at a DC 15 Reflex save or fall prone if it avoids falling into the fissure. Fissures are typically 1d4+1 × 10 feet deep, and creatures falling into one take the appropriate falling damage. There is also a 25% chance that surrounding debris also falls into the fissure. Creatures in the fissure when debris falls on them take additional damage from the falling debris. Surviving creatures that are not pinned can attempt to climb their way out.

Impaired Actions: The tremors of an earthquake impose a –8 penalty on Dexterity-based skill checks for creatures on the ground. Spellcasters on the ground must succeed at a concentration check (DC = 20 + the spell's level) to cast a spell.

To move, a creature must succeed at an Acrobatics check; the base DC of this Acrobatics check is 10, but particularly powerful earthquakes and any resulting difficult terrain can increase this DC.

Structures: Most wood or masonry buildings collapse during an earthquake. Structures built of stone or reinforced masonry take 100 points of damage that is not reduced by hardness. Large structures such as castles might not collapse outright, but certain features such as towers or entire sections of a wall might. Creatures caught in a structure that is destroyed suffer collapse effects (see page 146).

ELEMENTAL INFLUX (CR VARIES)

Powerful magic, supernatural disasters, the influence of potent monsters, or the whim of a demigod can cause the boundaries between the Material Plane and an Elemental Plane to wear thin, resulting in an elemental influx that transforms normal wildlands into a dangerous region. Often, creatures such as dragons or other monsters with energy resistances or immunities seek out regions of elemental influx as their domains, and such a creature's presence can enhance or expand an existing influx.

The following list describes only some of the types of effects an elemental influx might have on the landscape. GMs are encouraged to expand on this list as they see fit.

Acidic Miasma (CR 3): An acidic miasma wafts up from the waters of a swamp infused with toxins leaching in from the Plane of Earth. Exposure to low concentrations of the foul vapors in the swamp causes a mildly uncomfortable burning sensation on exposed skin. Higher concentrations

of the miasma are more deadly, usually appearing in pockets 1d6+1 × 10 feet in radius. Upon entering the area of a highly concentrated acidic miasma, a creature must immediately succeed at a DC 15 Fortitude save or become sickened for 1d4 minutes. Creatures that fail the save by 5 or more become nauseated instead. These effects last even if the creature leaves the area of the miasma. Additionally, each round a creature starts its turn in a highly concentrated area of miasma, it takes 1d6 points of acid damage. Highly concentrated miasmas can be identified from 10 feet away by their distinctive stench with a successful a DC 20 Knowledge (nature) or Survival check.

Acidic Plants (CR 3): Acidic plants—usually bushes, mosses, vines, and other undergrowth—are found in clusters with a radius of 1d6+1 × 10 feet. They become active when they are disturbed by creatures moving through their squares. Acidic plants gain a reflexive ability to grab at intruders, and they attempt to grapple creatures moving through their square. The plants have a CMB of +10, and their grapple attempts do not provoke attacks of opportunity. Creatures grappled by acidic plants take 1d6 points of acid damage each round and can't move without first breaking the grapple (the acidic plants' CMD is 20). The acidic plants receive a +5 bonus on grapple combat maneuver checks against opponents they are already grappling, but they can't move or pin foes. Each round that acidic plants succeed at their grapple combat maneuver check, they deal an additional 1d6 points of acid damage. A cluster of acidic plants has AC 10 and 10 hit points. Acidic plants have acid immunity and vulnerability to cold. Burning a square of acid plants causes them to release an acidic gas that spreads in a 10-foot radius; any creature in this gas takes 1d4 points of acid damage. The cloud dissipates in 2d4 rounds unless dispersed earlier by a strong wind or a *gust of wind* spell. Acidic plants secrete a nearly transparent layer of acid that can be identified with a successful DC 20 Knowledge (nature) or Survival check.

Electrified Duststorm (CR 5): An electrified duststorm begins suddenly, scouring the area in a fierce but short-lived storm lasting 1d6+1 rounds. In addition to the effects of a duststorm (*Core Rulebook* 438), arcs of electricity crackle throughout it. Each round a creature is caught in the storm, it must succeed at a DC 15 Reflex save or take 2d6 points of electricity damage. The onslaught of an electrified duststorm is presaged by a sudden crackle of harmless sparks across the ground 1 minute before it starts and can be identified with a successful DC 20 Knowledge (nature) or Survival check.

Fire Storm (CR 5): Occurring in mountainous areas, fire storms rage with strong winds, raining ash and flame across the landscape. A fire storm usually forms somewhere near a mountain peak and travels downward, but it persists for only 1d6+1 rounds. A creature caught in a fire storm takes 2d6 points of fire damage per round and must succeed at a DC 15 Reflex save or any flammable items that it has catch on fire. Additionally, the ash mixed in with the fire makes the ground difficult terrain and reduces visibility

by half, imposing a –6 penalty on Perception checks. Fire storms move quickly, at a rate of 60 feet per round, and have a radius of 1d4×100 feet. A fire storm can be identified as it begins forming over the course of 1d4+1 rounds with a successful DC 20 Knowledge (nature) or Survival check to detect the telltale increase in heat and gently falling ash.

Freezing Eruption (CR 5): Freezing gouts of super-chilled air erupt from small vents in the ground, blasting a 5-foot square with subzero temperatures. A creature occupying the square must succeed at a DC 15 Reflex save to avoid the freezing eruption. On a failed save, the creature takes 2d6 points of cold damage and becomes entangled, as it is encrusted with ice. A creature can break free from the encrusting ice with a successful DC 20 Escape Artist or Strength check, but it takes 1d4 points of cold damage at the start of each turn it remains encrusted. The encrusting ice melts away in 1d6 rounds in regions where the ambient temperature is above freezing. Freezing eruptions occur from the same vent every 1d4 minutes. A square containing a freezing eruption can be identified by the shards of ice around it with a successful DC 20 Knowledge (nature) or Survival check.

FORDING A RIVER (CR 2)

In the wild, one cannot count on a handy bridge or access to boats when the need to cross a river arises. While magic such as *fly* or *water walk* can aid in the crossing of a river, at other times the traveler has no choice but to attempt to swim, unless the river is shallow enough to cross by wading. Fording a river in this way can be dangerous, especially when mounts or vehicles are involved.

When wading through moving water, a creature must succeed at a Strength check each round to avoid losing its footing and being dragged along by the current. The DC for this check depends on the relative depth of the water and the speed of the current, as outlined on the table below. Deeper water usually has a higher CR, as determined by the GM.

TABLE 4-6: FORDING A RIVER

Condition	Strength Check DC
Water is knee deep	5
Water is waist deep	10
Water is chest deep	15
Water is deeper than creature is tall	20
Per 10 feet/round of current's speed	+2

Attempting to ford a river with a vehicle is similarly difficult, but the vehicle's driver must attempt a Profession (driver) check rather than a Strength check. Unless the vehicle was specifically designed to be able to travel in water, the driver takes a –5 penalty on this check. If the vehicle is being pulled by one or more creatures, each of those creatures must also succeed at a Strength check to avoid losing its footing, and failure by any creature pulling the vehicle also causes the vehicle to be carried along by the current.



A creature that gets carried along in this way is forced to swim in the water and is moved by the water's current at the start of its turn each round, as per the normal rules for swimming in flowing water. As long as the creature remains in an area of water where it can reach the bottom, it can attempt a Strength check to catch itself as a full-round action (DC = the normal DC + 5). If a vehicle is carried along by the current, it moves downstream the appropriate distance each round based on the current's speed, and unless it was specifically designed to be able to travel in water, it takes 4d6 points of damage each round it remains adrift in this fashion.

Some bodies of flowing water are rife with large rocks, logs, and other debris that can prove dangerous to those pulled into the current. In such conditions, a creature or vehicle being moved by the current at a rate of 60 feet per round or more takes 2d6 points of bludgeoning damage per round from such obstacles, plus an additional 1d6 points of damage for every 10 feet beyond 60 that the current moves per round.

GEOTHERMAL SPRING (CR VARIES)

Geothermal springs form where magma heats underground water to extreme temperatures. This hot water periodically erupts at the surface, collecting into pools of heated water of varying temperatures. In some cases, the resulting hot springs are relatively harmless, and communities often pop up nearby, as the therapeutic nature of the spring attracts visitors. But in some cases, geothermal springs are heated to the boiling point or hotter, or they might pose other dangers to the unwary.

GMs should feel free to modify the damage amounts and saving throws of a geothermal spring to take into account the spring's size and water temperature.

Fumarole (CR 1): Fumaroles occur when the groundwater is boiled away before reaching the surface, so when it erupts from vents in the ground, it does so as steam, often carrying toxic gases along with it. The type of gas released by a fumarole depends on the composition of the surrounding ground. Some fumaroles, referred to as solfataras, emit dangerous levels of sulfuric gas. The eruption rates of fumaroles vary from every few minutes to every few hours.

A creature within 5 feet of an erupting fumarole must succeed at a DC 15 Reflex save to avoid the eruption. On a failed save, the creature takes 2d6 points of fire damage from the scalding steam. If the fumarole emits sulfurous gases, each creature within 30 feet of the erupting fumarole must succeed at a DC 20 Fortitude save or take 1 point of Constitution damage and become nauseated for 1d4 rounds. On a successful save, the creature negates the Constitution damage and is sickened for 1d4 minutes instead of nauseated. This additional effect is a poison effect.

Geyser (CR 3): Geysers form when surface water seeps down into the earth and meets rocks heated by the proximity of magma. The pressure created by the boiling water causes the water to erupt on the surface. The rate, frequency, and

length of eruption vary from geyser to geyser. Some issue a single, sustained geyser at a regular interval. Others go through a series of short eruptions, lasting only a few seconds each for hours at a time, and then go dormant for several hours or even days. The jets of water from erupting geysers also vary in height, with some erupting upward of 100 feet in the air.

A creature within 5 feet of an erupting geyser must succeed at a DC 15 Reflex save to avoid the eruption. On a failed save, the creature is knocked prone and takes 2d6 points of fire damage. Creatures immersed in the geyser's jet each take 5d6 points of fire damage and must succeed at a DC 15 Reflex save or be forced out of the geyser's jet and knocked prone. Creatures within 10 feet of a geyser (but beyond 5 feet) each take 1d6 points of fire damage from the boiling hot spray falling on them.

Hot Spring (CR 2): Common hot springs contain pools of warm water, but in some, the water is heated to nearly boiling. Exposure to this water deals 1d6 points of fire damage per round. Total immersion deals 5d6 points of fire damage per round; damage continues for 1 round after total immersion, but this additional damage is 1d6 points of fire damage.

Mud Pot (CR 1): Mud pots are springs that mostly contain hot bubbling mud instead of water. The mud's color depends on the amount and type of minerals in the mud. Mud pots range widely in size and depth, with many found in clusters. Gases from within the earth can cause mud pots to boil over or shoot mud a short distance into the air. Exposure to a mud pot deals 1d3 points of acid damage and 1d3 points of fire damage per round of exposure. Total immersion in a mud pot deals 1d6 points of acid damage and 1d6 points of fire damage per round; damage continues for 1 round after total immersion, but this additional damage is only 1d3 points of acid damage and 1d3 points of fire damage. Moving through a mud pot is like moving through a bog (*Core Rulebook* 427).

REFLECTIVE SNOW (CR 2)

Glittering fields of fresh snow can pose a danger to unprepared travelers during the daylight hours, as the sun reflecting from the fields of white can be dazzling or even blinding. Travelers through such areas risk having their eyes become sunburned—a condition known as snow blindness. A creature in an area of reflective snow is automatically dazzled, and for each hour it spends in such an area, it must succeed at a DC 15 Fortitude save or succumb to snow blindness, becoming blind for 24 hours. Wearing protective eye gear that reduces the amount of sunlight hitting the eyes negates the dazzled condition and the chance of developing snow blindness. A character can reduce the duration of snow blindness to 1d6 hours with a successful DC 20 Heal check as long as she keeps her eyes covered or wears protective eye gear. Spells such as *remove blindness/deafness* heal snow blindness immediately. Creatures that are particularly susceptible to bright light take a –4 penalty on saves to resist snow blindness. To a lesser extent, staring out over vast



stretches of sunlit water or desert can have the same effects as staring at reflective snow, but the save to avoid blindness in this case is only DC 10.

SPELLGORGING PLANTS (CR 1+)

Areas of wilderness devastated by magical battles sometimes regrow vegetation bearing supernatural scars of those conflicts. When the flora in such an area develops a taste for magical energy, the plants and trees display vivid and unusual colors for their type and can even subtly change color. Spellgorging plants thrive on magical energy, making the casting of spells difficult when such plants are nearby. When a creature adjacent to a spellgorging plant attempts to cast a spell or use a spell-like ability, the creature must make a successful concentration check (DC = 20 + the level of the spell) or the spell is lost as the flora absorbs the energy as it is cast. Most magic items are not affected by spellgorging plants, with the exception of spell-completion and spell-trigger items. When such an item is used, the user must attempt a caster level check against the same DC as above but using the item's caster level instead of his own, in order to successfully use the item.

An area of spellgorging plants can be identified with a successful DC 15 Knowledge (arcana), Knowledge (nature), or Survival check due to the unusual colors and shapes of the surrounding flora. Most animals avoid eating spellgorging plants because of their bizarre and unpleasant taste. A creature consuming a spellgorging plant must succeed at a DC 20 Fortitude save or become sickened for 1d4 hours. A spellgorging plant loses its ability to consume magic if it is destroyed—spellgorging plants have SR 20 for the purposes of resisting magical spell effects, but they otherwise have normal hit points and hardness for plants of their type.

THIN ICE (CR 1+)

A frozen lake or river can prove a serious danger if characters misjudge the thickness of the ice. With a successful DC 20 Survival check, a character can accurately gauge the amount of weight a given sheet of ice can support. Table 4-7: Thin Ice lists the maximum size creature or object that can be supported by ice. (A Fine creature or object can be supported by any thickness of ice.)

When a creature steps onto ice that is one category thinner than what could normally support its weight, the ice begins to creak and crack ominously—a warning that a creature can notice with a successful DC 10 Perception check. At the end of a round, if an area of ice is unable to support its load, it gives way on a result of 10 or less on a d20 roll. This roll takes a cumulative –4 penalty for each size category by which the creature exceeds the maximum size the ice can support. A creature that is prone is treated as one size category smaller than its actual size for the purpose of determining whether the ice can support it. Ice within 5 feet of a fresh break is fragile, and it is treated as one category thinner for the purpose of determining the maximum size creature it can support.

TABLE 4-7: THIN ICE

Ice Thickness	Maximum Size	Break DC
Under 1 inch	Diminutive	5
1-2 inches	Tiny	15
2-4 inches	Small	20
4-6 inches	Medium	25
6-12 inches	Large	30
1-2 feet	Huge	35
2-4 feet	Gargantuan	40
Over 4 feet	Colossal	50

When ice gives way, a hole of a size equal to the creature's space opens in the ice. A creature falling into the near-freezing water beneath the ice is treated as if it were in an area of extreme cold, and on the round it plunges into the water, it must also succeed at a DC 15 Swim check or be submerged beneath the water and trapped beneath the ice, unable to surface. A creature trapped beneath the ice can attempt to break through with a Strength check (the break DC depends on the ice's thickness, as indicated on Table 4-7), or it can attempt to swim to an opening in the ice (although unless the creature is able to see in the darkness beneath the ice, it might have trouble finding its way to where an opening is). A submerged creature that is adjacent to the edge of the break in the ice can attempt a DC 20 Climb check to pull itself out, although keep in mind that ice adjacent to a break is fragile and could shatter in turn.

VAMPIRE ORCHIDS (CR 3)

Uniquely beautiful in appearance, vampire orchids grow in large clusters in meadows or on hilltops where they can get plenty of sunlight. Their vivid petals range in a hue of wild and clashing colors with frequent splotches of crimson on the petals. Vampire orchids can be exceedingly dangerous to the unwary due to their unusual pollination methods. A creature traveling through a cluster of vampire orchids must attempt a DC 15 Reflex save or a DC 20 Acrobatics check. Failure causes the tremors from the creature's footsteps to release soporific pollen from the orchids' blossoms, forcing the creature to attempt a DC 15 Fortitude save to avoid falling asleep for 1 minute. A helpless or sleeping creature takes 1d4 points of damage at the end of each round it remains in contact with vampire orchids—this damage does not cause physical pain and is not in and of itself enough to wake a sleeping creature.

VOLCANO (CR VARIES)

Magma churns beneath the earth's surface throughout the world, and in places where there are weaknesses in the crust, it can erupt outward in violent conflagrations. Volcanic dangers such as lava, lava bombs, poisonous gas, and pyroclastic flows are covered on page 234 of the *GameMastery Guide*, but there are additional dangers that a volcano can present.

Earthquake: The force with which volcanoes erupt can shake the earth, so earthquakes are common during



volcanic eruptions. Depending on the nature of the terrain, these disastrous events can cause any of the effects listed in the Earthquake section (see page 146): they can hinder movement, cause buildings to collapse, open fissures in the ground, and topple structures both large and small. They can also trigger tsunamis (*GameMastery Guide* 234).

Lahar: A lahar is a churning slurry of mud and debris created when intense heat melts the glaciers or snow atop a volcano. A lahar can travel hundreds of miles beyond the volcano, devastating everything in its path. Motion alone keeps a lahar in liquid form. When a lahar strikes a creature, it deals the damage listed in Table 4-8: Types of Lahars below (Reflex half, at the listed DC). For creatures caught in a flowing lahar, use the rules for being swept away in flowing water (*Core Rulebook* 432) with a DC 25 Swim check. Anyone trapped under a lahar cannot breathe and must attempt Constitution checks to avoid suffocation (*Core Rulebook* 445). Lahars can be hot or cool depending on the events that cause them. A hot lahar deals 2d6 points of fire damage per round to those trapped by it. As a lahar slows, it settles to the consistency of packed earth, entombing those trapped within or beneath. See the Cave-Ins and Collapses section on page 415 of the *Core Rulebook* for rules on digging out a buried creature.

Steam Vent: Major eruptions of steam or boiling water often precede an eruption and deal between 4d6 and 15d6 points of fire damage (Reflex half, DC = 10 + number of damage dice). The radius of such bursts is typically equal to 5 feet per damage die. Mild steam vents are as hot as saunas and have a sulfurous odor.

Volcanic Ash: Erupting volcanoes spew ash, which can obscure vision and cause creatures to choke as if it were heavy smoke (*Core Rulebook* 444). Prolonged contact with hot ash deals 1d6 points of fire damage per minute. Clouds of ash can linger in the atmosphere, darkening the sky for weeks or even months and leading to colder temperatures and prolonged winters. This combination of cold and lack of sunlight hurts crops, and it can cripple food supplies and lead to famines. On the ground, ash buildup creates difficult terrain—not only is it slippery, but it might conceal other hazards. In heavy eruptions, a blanket of ash several feet thick can eventually blanket the region downwind of the volcano. Over the long term, however, this volcanic ash becomes fertile soil.

Volcanic Lightning: Ash clouds can generate powerful lightning strikes. These strikes typically deal between 4d8 and 10d8 points of electricity damage and are unusually difficult to dodge (Reflex half, DC = 15 + number of damage dice).

TABLE 4-8: TYPES OF LAHARS

Type	CR	Depth	Width	Speed	Damage	Reflex Save DC
Minor	9	10 feet	100 feet	100 feet/round	8d6	15
Typical	10	25 feet	500 feet	250 feet/round	8d6	20
Massive	12	50+ feet	2,500+ feet	500 feet/round	16d6	25



HERBALISM

Herbs and useful plants and fungi abound in most wilderness regions, and while these valuable plants can be obtained in special markets or shops, the skilled herbalist knows where to go to gather these resources by hand in the wild.

Gathering Herbs: Gathering herbs is similar to foraging and can be accomplished while you are traveling or as your sole activity during an 8-hour period. If you gather herbs while traveling, your overland speed is halved. Spending 8 hours doing nothing but gathering herbs from the area grants 1 additional yield of each herb you're gathering.

When you start your day of herb gathering, you must declare which herb you are looking for. If you have 5 ranks of Profession (herbalist), you can search for two different types of herbs at once, and for each additional 5 ranks you have in this skill, you can search for one additional herb, to a maximum of 5 herbs at once if you have 20 ranks in Profession (herbalist).

Each herb listed below has a gather DC. At the end of the time spent gathering, attempt a Profession (herbalist) or Knowledge (nature) check against each herb's gather DC. If the terrain you are searching in is one of your favored terrains, you can attempt a Survival check instead. If the herb in question is present in the region you searched (this is always subject to the GM's discretion), success results in a single yield of that herb. Success by 5 or more grants 1 extra yield. Success by 10 or more grants 2 extra yields.

A single yield of herb weighs 1/10 of a pound unless otherwise noted in its yield section in the stats below.

In addition to determining whether a particular herb is available to gather in a region, the GM also determines how many attempts to gather that herb can be attempted in the region. Typically, a region can support 1d4 herb-gathering expeditions before the herbs must be given 2d6 months to regrow.

Preparing Herbs: Most herbs must be prepared to unlock their potency. If this is the case for an herb, its stat block describes the method required to process it, the Craft (alchemy) DC to accomplish this task, and the amount of time needed to do so. A Profession (herbalist) check can be conducted instead of a Craft (alchemy), but the DC of the check to prepare the herb increases by 5 in this case. If the preparer fails this check by 5 or more, the dose of the herb is ruined; if she fails by less, she can try again with the same herbs.

Preparing Multiple Herbs: An herbalist can normally prepare one type of herb per day, but she can prepare a number of doses of that single type of herb equal to her ranks in Profession (herbalist). An herbalist with 7 or more ranks in Profession (herbalist) can simultaneously prepare a second type of herb. At 14 ranks in Profession (herbalist), the character can prepare up to three types of herbs at the same time.

Herb Lifespan: A raw, unprepared herb spoils 24 hours after it is harvested. A prepared herb spoils after 1 month unless otherwise noted in its Use entry.

HERBS

The herbs presented below are intended to represent a wide range of helpful plants; you can use these as examples for the creation of new herbs. Each herb is presented in its own stat block.

The first line of the block presents the name and the price the herb is sold for in markets and herbalist shops. This is followed by a brief description of the herb's appearance.

The next entry provides the DC of the Profession (herbalist) check to find and gather the herb with a day's worth of work. This is followed by the yield—the base number of doses that can be gathered each day. Extra yields can be gained with greater success on a gathering roll or by taking an entire day to do nothing but gather herbs.

After that, the block provides the terrain the herb appears in. This is followed by information about how the herb must be prepared in order for it to be used. Finally, the use for the prepared herb is detailed at the end of the stat block. Applying, eating, or using a prepared herb typically requires a standard action that provokes attacks of opportunity, unless otherwise specified in the description.

ANGELSTEP

PRICE
25 GP

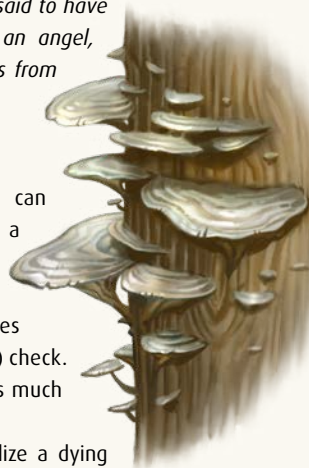
This iridescent white shelf fungus is said to have first grown from the footsteps of an angel, though some claim it instead comes from the footsteps of a djinni.

Gather DC 18; **Yield** 1 dose

Terrain temperate or warm deserts

Preparation A dose of angelstep can be used raw or processed into a pigment that can be worn on the skin. Processing a dose of the pigment takes 4 hours and requires a successful DC 15 Craft (alchemy) check. Angelstep pigment costs twice as much as the raw fungus.

Use As part of an attempt to stabilize a dying creature, a dose of raw angelstep can be rubbed on the creature to grant a +4 bonus on the Heal check to stabilize the creature. A dose of angelstep pigment applied to the skin of a Medium or smaller creature helps to protect that creature against death for 2d4 hours. The next time the wearer of angelstep pigment drops to negative hit points, it gains a +4 alchemical bonus on its next 1d6 Constitution checks to stabilize. The pigment loses its effect once all these checks are attempted or once the victim is stabilized.



BLACK AMARANTH

PRICE
100 GP

Black amaranth grows in small clusters from the remains of the dead.

Gather DC 18; **Yield** 1 dose

Terrain temperate or warm forests or plains

Preparation The amaranth's flowers and stalks must be carefully

ground into paste. This requires a successful DC 12 Craft (alchemy) check and 1 hour of work.

Use A dose of black amaranth paste can be applied to a dead body to slow decay. One dose used on a Tiny or smaller creature delays the onset of decay for 3 days (as per *gentle repose*). Two doses are needed for Small creatures, 3 for Medium creatures, 6 for Large creatures, 12 for Huge creatures, 24 for Gargantuan creatures, and 48 for Colossal creatures. Each dose applied requires a full-round action that provokes attacks of opportunity.

BLOODY MANDRAKE

PRICE
15 GP



Bloody mandrakes grow from the corpses of intelligent creatures who had supernatural powers in life. This plant's unsettlingly humanoid-shaped tuber-like roots increase fertility and vitality.

Gather DC 20; **Yield** 1d4 doses

Terrain any plains or swamps

Preparation A bloody mandrake must be pulped so that its sticky red sap can be gathered, skimmed, and then refined into an even stickier paste; this process requires a successful DC 15 Craft (alchemy) check and 1d4 hours of work per yield.

Use One dose of bloody mandrake paste smeared on the lips (this is a free action) during spellcasting can be used as an additional material component when casting spells that remove afflictions and conditions or that provide a morale bonus. Doing so grants a +1 bonus to the spell's effective caster level.

BONE REED

PRICE
75 GP

This aquatic grass resembles translucent white horsetail.

Gather DC 24; **Yield** 1 dose

Terrain any swamps

Preparation A bone reed must be pressed and dried. This process requires a successful DC 10 Craft (alchemy) check and takes 8 hours to complete.

Use A creature that sleeps for at least 8 hours in 1 day with a bone reed bound to one of its arms or legs heals double the normal ability damage and hit point damage (or triple with full bed rest). A bone reed loses its effectiveness after use. Binding a bone reed to a limb requires 1 minute of work.

CLOUD PUFF

PRICE
100 GP

The spores of this odorous pale-gray fungus cause a euphoric light-headedness.

Gather DC 18; **Yield** 1 dose

Terrain any mountains

Preparation After soaking in salt water for 1 hour, a cloud puff must be dried in a delicate process that requires it to be turned three times per hour for 4 hours. This requires a successful DC 12 Craft (alchemy) check.



Use By crushing a dried cloud puff and inhaling the spores, a creature becomes light-headed and its mind grows resistant to outside influences. For the next hour, the creature gains a +2 alchemical bonus on saving throws against mind-affecting effects but takes a -2 penalty on Wisdom-based skill checks.

DRAGON ROSE

PRICE
25 GP

The vivid and thorny dragon rose is admired for its hardiness but is difficult to cultivate.

Gather DC 18; **Yield** 1 dose

Terrain any forests or mountains

Preparation The petals of a dragon rose must be delicately removed from the stem and then soaked in a mixture brewed from the flower stalk's sap for 2 hours; this requires a successful DC 15 Craft (alchemy) check.

Use A dose of prepared dragon rose petals crushed in the hand and then smeared on a weapon (this is a standard action) infuses the weapon with a magic aura. For 1 hour, the weapon can bypass DR/magic, although it doesn't gain any bonus on attack or damage rolls.

DREAM LICHEN

PRICE
2,000 GP

This multicolored, shimmering lichen grows in places where powerful magical creatures have slept and dreamt.

Gather DC 30; **Yield** 1 dose

Terrain anywhere the boundaries between the Material Plane and the Dimension of Dreams grow thin

Preparation The fibrous outer layer of the lichen must be gently scrubbed away, exposing the soft interior, which must then be allowed to dry after being sprinkled with various alchemical powders. This requires a successful DC 25 Craft (alchemy) check and 8 hours of work.

Use A creature that sleeps for at least 8 hours with a dose of dream lichen in contact with its body has vivid dreams in which it endures and recovers from a supernatural affliction. Upon waking, the creature can attempt a new saving throw against a single curse^{um} or mind-affecting effect from which it is currently suffering. Alternatively, the user automatically succeeds at a saving throw to remove a temporary negative level.

FAIRY CAP

PRICE
250 GP

This toadstool's pale-gray cap is stippled with yellow spots. Its presence often indicates ley lines or fey bowers nearby.

Gather DC 20; **Yield** 1 dose

Terrain any near ley lines

Preparation A fairy cap must be gently simmered (not boiled) in a mixture of water and other natural ingredients for 1 hour; this requires a successful DC 20 Craft (alchemy) check. At the end of this preparation time, the yellow spots' color changes to bright orange or dark brown—there's a 50% chance of either development.

Use When eaten without proper preparation, a fairy cap is mildly poisonous (*save* Fort DC 13, *onset* 1 minute, *frequency*

1/minute for 6 minutes, *effect* nauseated for 1 minute, *cure* 1 save), but when properly prepared, it takes on a not-unpleasant tangy flavor. The final color of a properly prepared fairy cap's spots determines its effect when consumed. A cap with orange spots causes a Large or smaller creature to grow one size category, while one with brown spots causes the eater to shrink one size category. These effects function as per *enlarge person* or *reduce person*, except they can affect any Large or smaller living creature; the effects persist for 10 minutes in either case. Whether or not it is prepared, a fairy cap is quite chewy, and eating it is a full-round action.

GOBLINVINE

PRICE
30 GP



The leaves of this invasive creeper are wide and covered with tiny hairlike filaments.

Gather DC 16; **Yield** 1 dose (1 lb.)

Terrain any forests, mountains, plains, or swamps

Preparation Properly preparing a dose of goblinvine requires a successful DC 20 Sleight of Hand check and 1 minute of work to weave and roll the vines into a compact,

fist-sized ball so the hairy side of the leaves faces inward. On a failure by 5 or more, the leaves become torn and ruined. If gloves or gauntlets aren't worn, the preparer is automatically exposed to the goblinvine's effects. If the preparation check's result is a natural 1, the preparer is exposed to those effects regardless of any hand protection worn. The goblin vine must then be stored in an area of bright light for at least 1 hour for the inner surface of the leaves to properly "sweat" and build up enough irritating oil to function as a thrown weapon.

Use Once woven into a tight ball of vines and left to sweat, a ball of goblinvine leaves can be used as an improvised thrown weapon as a ranged touch attack. On a hit, a target must succeed at a DC 10 Fortitude save or develop a distracting, itchy rash that imposes a -2 penalty on ability checks, attack rolls, saving throws, and skill checks. This effect persists for 10 minutes or until the rash is tended with a successful DC 12 Heal check attempted as a full-round action. This is a poison effect, but creatures with the goblinoid subtype are immune to the effect. Innovative characters (including many goblins) have developed other uses for goblinvine, including as snares and ropes to make those bound or entangled itchy as well, but since goblinvine is relatively fragile, it makes for a very poor substitute for rope.

LEECHWORT

PRICE
3 GP

When dried and ground into a powder, the mottled red-and-gray bark of this shrub is a boon to healers.

Gather DC 16; **Yield** 1d4 doses

Terrain warm forests or swamps

Preparation Properly preparing leechwort for use is a time-consuming process that takes 1 week, as fibers of the shrub must be dried and ground until they achieve a fine,

powdery texture. A single herbalist can prepare up to a dozen doses simultaneously in this manner. At the end of the week, a successful DC 15 Craft (alchemy) check results in all of the doses being ready for use; failure indicates that all the doses have spoiled.

Use When a dose of prepared leechwort is used in conjunction with a Heal check to stabilize a dying creature, provide long-term care, treat wounds from caltrops (or similar effects), or treat deadly wounds, it grants a +1 alchemical bonus on the Heal check. This increases to a +2 alchemical bonus on Heal checks to staunch bleeding.

LOVE-IN-IDLENESS

PRICE
150 GP

The deep-red flower has rich nectar with a honey-like scent.

Gather DC 20; **Yield** 1 dose

Terrain any forests

Preparation A dose of this flower's nectar must be extracted and stored in an alchemically prepared vial with a successful DC 14 Craft (alchemy) check and 1 hour's worth of work.

Use As a full-round action, a dose of love-in-idleness nectar can be drizzled into the ears of a helpless or willing animal or humanoid. This causes the subject to become much more susceptible to the power of suggestion and mind-affecting effects, taking a -2 penalty on Sense Motive checks and a -1 penalty on saving throws against mind-affecting effects for the next 2d4 hours. This is a poison^{UM} effect.

MERFOLK'S COMB

PRICE
750 GP

This vibrant yellow and pale-green variety of seaweed has wide fronds with lines of narrow fringe along the upper edge.

Gather DC 25; **Yield** 1 dose

Terrain any underwater

Preparation A single dose of merfolk's comb must be allowed to dry over a period of 7 days while being rubbed with alchemical oils once daily to prevent the herb from losing its properties during the process. This requires seven separate successful DC 14 Craft (alchemy) checks, one every 24 hours during this week. If even one of those checks is a failure, the dose of merfolk's comb is ruined.

Use Anyone who eats a dose of merfolk's comb gains the ability to breathe water as well as air for 8 hours.

MIMAMEITH

PRICE
600 GP

The bark of this wide-trunked but relatively squat tree is resistant to cutting and fire.

Gather DC 25; **Yield** 1d4 doses (5 lbs. per dose)

Terrain any forests or mountains

Preparation A living mimameith tree has hardness 7 (rather than the typical hardness 5 for most wooden objects) and fire resistance 5. When a mimameith tree is burned but lives, its bark regrows over time with pale gray scarring—such bark bears special properties. Once harvested, this bark can be processed alchemically. Doing so requires a 5-pound dose of

the bark to be soaked in water for 8 hours and then boiled off to a thin layer of tacky paste with a successful DC 20 Craft (alchemy) check.

Use When a dose of the pasty residue from mimameith bark is applied to a creature's skin as a standard action, the subject gains damage reduction 2/bludgeoning, fire resistance 5, and immunity to bleed effects for 1 hour.

MOLY

PRICE
1,200 GP

Moly is a plant with flowers white as pure milk and roots black as night.

Gather DC 25; **Yield** 1 dose

Terrain any forests or plains

Preparation This flowering herb must be picked whole and boiled with water until the entire amount is reduced by half. The resulting mixture is then strained and poured into a shallow pan to evaporate. The resulting crust is scraped off as a powder.

Use Anyone wearing or carrying fresh moly gains a +4 resistance bonus on saving throws against spells and spell-like abilities. Moly remains fresh in this way for only 12 hours, regardless of magical attempts to preserve it. When processed into a powder with a successful DC 25 Craft (alchemy) check, moly can be sprinkled on a creature, object, or area (a standard action) to end a spell as if with *dispel magic* (caster level 6th).

NEPENTHE

PRICE
400 GP

This foot-tall blue-green pitcher plant produces a pollen that smells faintly of mint and lures insects and even small vertebrates toward its dangerous mouth.

Gather DC 20; **Yield** 1 dose

Terrain warm forests or swamps

Preparation A dose of pollen must be mixed with alchemical reagents with a successful DC 16 Craft (alchemy) check and then left to sit for 1 hour before it can be used.

Use A dose of nepenthe pollen must be inhaled as a standard action, whereupon the potent vapors act upon unpleasant or unknown thoughts and memories. This grants the creature a new saving throw to immediately end a single mind-affecting effect currently affecting the creature (effects that allow no saving throw cannot be removed in this way). An unwilling creature can be dosed with the pollen as a touch attack that provokes an attack of opportunity. A creature can be affected by a dose of nepenthe only once in a single 24-hour period. This is a poison^{UM} effect.

NIGHTSAGE

PRICE
100 GP

The fragrant purple blossoms of this night-blooming wildflower are so deep in hue that they appear almost black.

Gather DC 14; **Yield** 1 dose

Terrain any jungles

Preparation A dose of nightsage must be sprinkled with holy water periodically over an 8-hour drying process in natural

sunlight; this process requires a successful DC 12 Craft (alchemy) check and one flask of holy water.

Use When dried nightsage is lit on fire (a standard action), it produces a thin but pleasant-smelling smoke almost like that produced by a stick of incense. A dose of nightsage burns for 10 minutes and can be extinguished and reignited for multiple uses (but it is always used in 1 minute increments, regardless of the actual time spent burning).

While nightsage burns, each corporeal undead creature within a 5-foot radius gains a +2 profane bonus on saving throws against positive energy effects (including channel energy effects). Necromancers are fond of supplying their undead minions with small thuribles containing a burning stick of nightsage that can be worn while carrying out their commands. A moderate or stronger wind extinguishes a burning stick of nightsage.



SEEING SLIME

PRICE
160 GP

This violet slime mold is found only in rock formations containing nodules of agate.

Gather DC 19; **Yield** 1 dose

Terrain any underground

Preparation After collecting this rare slime mold from where it naturally occurs in the lightless depths, the herbalist must combine the slime with mineral salts and store it in an airtight container such as a bottle or jar.

Use The slime causes mild skin rashes, but it grants darkvision out to a range of 30 feet for 24 hours if applied to the eyes (a full-round action that provokes attacks of opportunity). If the subject already had darkvision, the darkvision's range increases by 30 feet. Frequent use of this herb causes permanent purple blotches on the skin around the user's eyes.

WINTERBITE

PRICE
20 GP

The white-veined leaves of this minty sprig carry a pleasant and soothing scent.

Gather DC 11; **Yield** 1d4 doses

Terrain any cold

Preparation A dose of winterbite must be dried near an open flame in which certain alchemically treated sawdust and wood chips are burned.

This requires a successful DC 12 Craft (alchemy) check and 1 hour.

Use When held under the nose and crushed (which takes a standard action), a dose of prepared winterbite releases a pungent, sweet odor that clears the sinuses and sharpens the senses. For the next hour, the user of a dose of prepared winterbite gains a +2 alchemical bonus on scent-based Perception checks.





SPELLS OF THE WILD

The might of magic is a great force of change and power, and most adventuring parties count one or more spellcasters among them. Since spells cover an incredible range of possibility, defining “wilderness spells” is a broad subject. In this section, spells accessible to nature-themed classes such as druids and rangers receive special attention. Spells that assist in navigating the less settled regions of the world and those that manipulate weather or terrain are also explored in greater detail.

LOW-LEVEL PLAY (LEVELS 1–6)

Many wilderness-appropriate spells are available as early as 1st level. These low-level spells are often disregarded, as many of them can be substituted with class abilities, equipment, and skills. Still, low-level spells (those of 3rd level and lower) can remain useful at high levels, especially because high-level characters can cast them far more frequently.

Conjuration

The benefit of many low-level conjuration spells is that they grant a wider range of versatility, letting the characters focus the spending of their hard-earned gold on items with effects that can't be replicated, rather than on mundane equipment.

Create Food and Water: As a 3rd-level cleric spell, *create food and water* is one of the most obvious choices for those looking to bypass some of the rigors of wilderness survival. The Survival skill often eclipses the worth of this spell, as succeeding at a

simple DC 10 check allows for a character to provide food and water for herself without needing to expend a 3rd-level spell slot. At 5th level, it's not unlikely that a party member can regularly succeed at the DC 16 Survival check required to feed himself and three other party members. Imposing heavy penalties on Survival checks to get along in the wild is one way of making *create food and water* more valuable, and such adjustments are entirely appropriate in wasteland environments.

There are several other ways to prolong the usefulness of *create food and water*. Armed with knowledge that the party will be entering a particularly inhospitable region, characters might want to stock up on conjured food and water. Repeated castings of *create food and water* can provide numerous meals, and by spending a few days, a party can create a stockpile of rations for a trip. Combined with the fact that *purify food and water* can be cast an unlimited number of times per day, stockpiling food and drink with these castings is an economically savvy way of saving both gold and hunting time.

Mount and Phantom Steed: Few wilderness areas are entirely amenable to or completely inhospitable to mounts. Open groves and wildlife paths where mounts can roam free crisscross dense forests, while deserts often contain escarpments of jagged rocks that confound the most sure footed of creatures. The mutable nature of these wilderness regions makes the ability to summon a temporary mount particularly helpful. For routine journeys, *mount* can conjure a single mount for a character or be repeatedly cast to provide mounts for a whole party. Higher-level spellcasters benefit more from *phantom steed*, especially at 8th level, when the steed starts gaining extra movement-related abilities.

Neutralize Poison: First accessible by low-level druids, *neutralize poison* is useful as both a method of healing poison and a means to prevent poisoning from occurring in the first place. Using the spell as a means of detoxifying a creature is its most efficient application, since one casting of the spell prevents that creature from poisoning targets at all. It's also possible to use this spell to remove a poison applied to an object or from food or drink. The use of *neutralize poison* in this manner doesn't guarantee success, and it can be interesting to keep the DC of the targeted poison unknown, leaving the efficacy of a given casting in question.

At a cost of 11,250 gp, a *wand of neutralize poison* makes for a practical, if unusual, weapon. When added into the arsenal of mobile melee classes, specifically those with ranks in Use Magic Device or supplementary spellcaster levels, such wands can be used to disable the poisons of wilderness-dwelling creatures. The forfeiture of an attack in order to strike a foe with a poison-neutralizing wand could mean the difference between life and death for a character who is facing repeated applications of poison.

Divination

There are only a few low-level divination spells specifically related to wilderness environments. Characters often ignore these spells, and instead they rely on class abilities or skills to replicate their effects. Introducing NPCs with access to these spells can highlight their utility to PCs who might otherwise see these spells as extraneous.

Detect Animals or Plants: This spell has a much larger range than *detect evil*, beginning with a minimum area of a 440-foot cone. This spell also requires thinking of a specific kind of animal or plant, making it very specialized in its application. Further, it grants the caster the ability to see the current condition of a target, rather than just a sense of the creature's total power. A handy application of this spell is to monitor the health of allies, such as animal companions or plant creatures such as ghorans and vine leshys (as presented in Chapter 1).

Detect Snares and Pits: As a concentration effect, this spell is more useful in low-stress situations. It cuts down on some of the monotony of having PCs attempt repeated Perception checks, but the spell's specific detection parameters mean that some skill checks are still required.

Enchantment

Low-level enchantment spells that are appropriate for wilderness campaigns most often focus on the manipulation of animal minds. Keep in mind that animals are often simple creatures, with simple thoughts

driving their actions—drinking, eating, and sleeping being at the forefront of an animal's mind. Due to having average or lower Wisdom scores, certain kinds of animals can be especially prone to being affected by these spells.

Animal Messenger: This spell compels a Tiny animal to venture to a designated area, likely with an item in tow. The longer casting time of the spell makes it useless in combat situations but incredibly helpful in other situations. Delivery of an item via *animal messenger* isn't guaranteed, as the animal could be waylaid by other creatures or potentially find itself unable to follow directions to the intended area. As with most spells, it's important to understand that a PC shouldn't be penalized for the casting of such magic. If you, as the GM, decide to have an animal messenger fail to reach its intended destination, consider rewarding the PCs in another way. For example, the animal messenger might have been consumed by a local predator, and by finding the slain messenger, the PCs uncover the predator's stash of claimed trophies.

Calm Animals, Charm Animal, and

Dominate Animal: Spells that can adjust the attitudes of animals have obvious uses as deterrents when traversing through wilderness environments. Simply calming or charming animals is often sufficient to travel through an area without harassment, while more powerful spells such as *dominate animal* can be used to deal with more dangerous or more immediate threats. Another insidious use of this magic is



INTRIGUE IN THE WILD

Pathfinder RPG Ultimate Intrigue features a section called Spells of Intrigue (beginning on page 154 of that book). Applications of several intrigue-themed spells listed in *Ultimate Intrigue* are also appropriate for wilderness campaigns. In order to focus on spells more specific to wilderness adventuring, this book purposefully avoids spells that were already covered in *Ultimate Intrigue*. Intrigue-themed spells that are particularly appropriate for wilderness-heavy campaigns but were covered in *Ultimate Intrigue* include the following: *blood biography*^{APG}, *commune with nature*, *create treasure map*^{APG}, *detect poison*, *find the path*, *locate creature*, *speak with animals*, *speak with plants*, and *stone tell*.

to subvert the loyal animal companions of foes. The ability to charm or dominate an animal companion of an opponent can significantly reduce the challenge of an encounter, while simultaneously presenting that foe the moral quandary of how to handle its wayward companion.

Transmutation

The wilderness is a place of constant change, so it's no surprise that most wilderness-appropriate spells come from the transmutation school of magic. These spells not only mutate the caster and her immediate surroundings but also are highly sought-after ways to control plant life. As plants are universally immune to mind-affecting effects, it falls to transmutation spells to grant a modicum of control over these creatures, providing an analogue to spells commonly found in the enchantment school.

Diminish Plants: This spell controls the vegetation in a specific area. The prune growth option for this spell is an effective counter to spells such as *entangle* and *wall of thorns*, granting the caster some combat control in addition to straightforward utility. Using this spell also allows for the creation of open areas more amenable to mounts or other big creatures. The secondary use of *diminish plants*, the stunt growth option, is most effective as a narrative tool. Spiteful PCs seeking to punish an enemy druid might decide to use this effect on the druid's preferred territory. Conversely, an enemy druid might wrack the PCs' homeland with several castings of this spell, potentially leading to starvation in the face of reduced crop yields. PCs who have left their homeland for a prolonged period of time might be drawn back after hearing word that a magically induced famine has taken hold, only to find that the cause was a previous foe from the campaign!

Meld into Stone and Tree Shape: Hiding in blocks of stone or taking the form of a shrub allows for both intrigue and tense moments of avoiding a threat. PCs and NPCs can use these spells to perform highly effective spying on their enemies, with very few effects or spells being able to reveal the presence of a melded or shaped creature. *True seeing* or a similar effect could spell disaster for a stone-melded creature, and the destruction of the melded stone has

immediate—not to mention mortal—repercussions. Be sure to reward the creative use of these spells when used by the PCs, but also make them aware of the dangers of using them, should the PCs come to rely on these spells as a guaranteed means for avoiding detection and spying on foes.

Pass without Trace: This basic 1st-level spell can defeat even the most dedicated of trackers. *Pass without trace* prevents being tracked by a Survival check or any other nonmagical means. Only spells such as *locate creature* are suitable for tracking creatures that have obfuscated themselves with *pass without trace*, and such spells aren't readily accessible until later levels. Due to the difficulty in countering this spell at lower levels, the best point to take advantage of *pass without trace* is in the 4th- to 6th-level range, when the spell can affect all members of the average party and rangers gain access to the spell. At levels above that, the foes can use magical countermeasures to overcome *pass without trace*.

Plant Growth and Spike Growth: Control of the battlefield is essential when fighting in a wilderness environment. As many such environments lack manufactured cover and traps, it falls to magic to create such hazards. *Plant growth* can drastically cut down on targets' maneuverability on a battlefield, allowing spellcasters to target enemies from afar, or even enhancing the effectiveness of spells such as *entangle*. Similarly, *spike growth* creates areas of damaging terrain that are difficult to bypass without some means of flight or levitation. In wilderness-heavy campaigns, these spells can be on par with other control-based magic, while in campaigns with only a smattering of wilderness, these spells operate best when taken in the form of one or more backup scrolls.

Quench: Often forgotten due to its specialized nature, *quench* can swiftly extinguish fire-based creatures, effects, and spells. The typical use of the spell is to put out nonmagical fires in its considerable area of effect (a minimum of 5 20-foot cubes at minimum caster level). A more potent use of the spell is to act as a dispelling effect on fire-based spells in its area. This allows the spell to be reserved and used to counter potent spells such as *fireball* or *wall of fire*, though only if a character expects such spells to be used. Using the spell on magic items that create or control flame can change the combat dynamic, especially if the effect is considerable (such as disabling the *flaming burst* ability from an enemy's weapon). Creatures with the fire subtype are particularly vulnerable to *quench*, taking anywhere from 5d6 to 10d6 points of damage without any sort of save—a *wand of quench* is a potent weapon against such foes.

Stone Shape and Wood Shape: Building a bridge, creating a door, or manufacturing a barricade are all immediate uses for shaping magic such as *stone shape* and *wood shape*. The wording of these spells is very open to interpretation, granting a lot of leeway in adjudicating their effects. Unexpected barriers can change the dynamic of combat or wilderness exploration, so be sure to have a basic understanding of the consequences of using these spells in areas primarily made of stone or wood. Just as PCs can use these spells to upturn



encounters, their adversaries can use these spells to surprise them in dynamic ways. The PCs might explore a chamber with one entrance only to be ambushed from a stone-shaped wall during their inspection of the area, or an NPC villain might allow half the party to go through an exit door before cutting it off with a well-timed casting of *wood shape*.

Water Breathing and Water Walk: Both of these spells accomplish different things, but they are similar in that they overcome an incredibly common wilderness impediment: water. Watery barriers can include a lake in the middle of a forest, rivers running between mountains, a series of flooded chambers in a cavern, treacherous swamps, and underground oceans. *Water breathing* can be split among numerous creatures effectively, allowing for long or quick treks underwater. Similar magic, such as *aboleth's lung* (*Pathfinder RPG Advanced Race Guide* 189) or *air bubble* (*Pathfinder RPG Ultimate Combat* 222), can function in similar roles to *water breathing* at a lower spell level, albeit at reduced efficiency. Player characters often come to rely on these spells to traverse difficult environments, sometimes believing in a simple “cast and forget” mantra. Be sure to occasionally remind the PCs of their reliance on these spells, such as directing a casting of *dispel magic* in their direction. It's best to give this kind of reminder in a situation where it's possible to recover so that the potential for a more disastrous situation can loom large in the mind. Dispelling *water breathing* when the PCs are deep underwater and have no way to escape and no more ways to cast the spell can mean certain death, so you shouldn't spring this tactic on players often—if ever!

Whispering Wind: While *sending* requires 10 minutes to cast, *whispering wind* takes only a standard action. Use of this spell doesn't guarantee a successful transmission though, as it requires the caster to be knowledgeable of a specific location within range, but even then, there's no guarantee that the intended recipient is at the designated location. It's also entirely possible that if the PCs find themselves camping at an easily identifiable landmark, they might become the unintended recipients of a *whispering wind* message. Mistakenly receiving a message in this manner could spark a new adventure or entire campaign, especially when you consider that *whispering wind* often revolves around the need to get a message out in a quick and urgent manner.

MID-LEVEL PLAY (LEVELS 7–12)

At the middle tier of spellcasting, many spells with wilderness themes revolve around control effects. While most of them have been previously detailed in *Ultimate Intrigue* (see the *Intrigue in the Wild* sidebar on page 158) and thus are not covered below, mid-level divination spells are plentiful.

Abjuration

Spells that protect against or repel all sorts of wilderness threats appear in this range.

Antilife Shell and Antiplant Shell: These are notable defensive spells because they don't allow a saving throw to

resist their effects. While spell resistance offers a means of defense against these spells, such an ability is almost nonexistent among plant creatures. Despite the lengthy 1-round casting time, successfully casting *antilife shell* can buy precious rounds of protection to cast other spells. *Antiplant shell* has a shorter casting time and a lower spell level, making it more useful when dealing with plant threats.

Repel Vermin: *Repel vermin* is similar to *antilife shell*, but it takes up a lower-level spell slot and requires less time to cast. While the field created by this spell can be bypassed with a successful Will save, it still deals damage to vermin managing to traverse it—a particularly powerful effect against large numbers of enemies with few hit points. Perhaps the most enticing use of *repel vermin* is its ability to diminish the effectiveness of vermin swarms.

Conjuration

Conjuration spells fill a wide array of needs. This school of magic encompasses enhancement effects, teleportation effects, the conjuration of allies, and even the creation of permanent or temporary areas of terrain. Most of these spells really begin to show their usefulness at the middle levels of spellcasting.

Heroes' Feast: Those partaking in a *heroes' feast* receive powerful bonuses in addition to the normal benefits of eating and drinking. The combination of *neutralize poison* and *remove disease* in this spell is a particularly useful given the number of long-onset diseases and poisons in the wilderness. The spell does require a long casting time and consumption period to be effective; casting and consuming a *heroes' feast* takes at least 70 minutes. The flaws of this spell become apparent when the PCs ambush enemies partaking in this spell or are attacked while consuming their own feast.

Transport via Plants and Tree Stride: A dependable means of transportation within a forested environment, *tree stride* combines the best of several spells, with temporary protection and stealth akin to *meld into stone* or *tree shape*. It also offers a wide array of travel distance, with even coniferous trees allowing for transportation range in excess of *dimension door*, assuming a suitable tree is within range. *Transport via plants* is similar to an upgraded *tree stride*, as it allows for theoretically limitless traveling distance on the same world, and it requires only a suitably sized plant with a matching species at the destination.

Wall of Stone and Wall of Thorns: Both of these spells allow for the creation of walls to divide a battlefield. Walls made of stone have the benefit of adjoining to existing stone—a plentiful terrain feature in most wilderness environs. Since this spell has a duration of instantaneous, *wall of stone* creates long-lasting defenses. Such walls can cut off tight-knit groups in confined areas, though creatures in the path of a forming wall can attempt a Reflex save to avoid entrapment. *Wall of thorns* creates a temporary effect, and while it doesn't block off terrain as dependably as *wall of stone*, it covers twice the space of a stone wall and doesn't allow a Reflex save. *Wall of thorns* can be used to deadly effect when sculpted to cover

a larger area. These walls can be combined with area effects, such as *cloudkill* or *insect plague*, to devastate foes.

Transmutation

Mid-level transmutation spells produce a variety of effects. Many augment the capabilities of their casters, allowing for otherwise impossible physical feats. Some transmutation spells control nature and, by extension, operate as mind-affecting effects against plants while bypassing plants' natural immunities to such effects. Other transmutation spells change vast swaths of terrain, allowing their casters to manipulate the wilderness in ways that range from battlefield needs to agricultural changes taking place over thousands of square feet of space.

Air Walk and Wind Walk: *Air walk* is an effective method of bypassing treacherous terrain. When a caster typically gains access to this spell, the duration of *air walk* is about only an hour, making it an effective tool for combat encounters but

diminishing its utility for long-term travel. Another hindrance of *air walk* is that it affects only a single target, making it difficult to apply to an entire group without expending several spell slots. *Wind walk*, however, can grant a group the ability to traverse long distances over open air. As this spell allows for travel of 600 feet per round, it's over 10 times as effective as spells such as *fly* and *overland flight* as a means of long-distance travel. However, wind walkers are particularly vulnerable to attack along the way if their movement can be curtailed with an obstruction. The caster must either dismiss the spell entirely or have everyone in the group to go through lengthy transformations back into their normal forms while being pummeled by attacks.

Command Plants: Similar in many respects to *charm person*, this spell entreats plant creatures to obey the spellcaster. As plants are normally immune to mind-affecting effects, this spell falls under the transmutation school of magic, meaning that feats such as Spell Focus (transmutation) apply to it. Two important differences between this spell and *charm person*, aside from the spell level and ability to affect plants, are the increased number of targets and no requirement that the caster has to know a language understood by the target.

Control Water and Control Winds: These spells are both broad in their effect, with uses beyond combat. The ability to control the speed of winds is a useful tool in hampering foes that rely on flight or ranged attacks. Remember that wind speeds can impose penalties on creatures' Fly checks, with hurricane speed winds inflicting a massive -12 penalty. Manipulating water allows for access to otherwise inaccessible spaces and reveals secrets hidden in exceptionally deep areas of water. Aquatic creatures that rely on water for breathing and maneuverability can be significantly disabled by this magic. As a body of water can be lowered to as little as 2 inches deep, this spell can be a major threat to aquatic foes that don't have base speeds.

Move Earth: This spell allows for the movement of various sorts of natural terrain, with the express purpose of digging or filling in dips in the earth. While it's relatively useless once combat has begun, because of its long casting time, this spell is exceptionally handy for flattening terrain or otherwise adjusting it in preparation of combat. A common use for *move earth* is in the creation or deconstruction of natural cover as part of an ongoing siege.

Passwall: The bane of intrepid dungeon designers everywhere, *passwall* allows for the disruption of the expected path through a complex structure. Allowing the spell to assist in navigating hazardous terrain is important, but it should not come at the expense of storytelling





or allow the characters to bypass important areas of exploration. When designing encounter areas, consider insulating critical areas with stretches of solid matter that extend 20 feet or farther, effectively inhibiting *passwall* from creating its passage into or out of key locations. Furthermore, as *passwall* is susceptible to *dispel magic*, a perfectly timed dispel effect can separate a party, potentially over several (possibly as-of-yet-unexplored) areas of a dungeon.

Reincarnate: The ability to reincarnate a deceased companion is often a mixed affair. Many adventurers see the use of *reincarnate* as a means of bypassing the costly *raise dead* (a 5th-level spell). Some even view the ability to return as a different race as a boon, especially in cases where the new race has powerful physical ability modifiers. It's important to reinforce the monumental changes that a creature undergoes after being reincarnated, though. Former acquaintances and allies won't recognize the reincarnated person, and depending on the nature of the new race, the reincarnated creature might find itself the subject of discrimination or even attacked on sight.

Repel Wood: This spell is particularly powerful in tight corridors. Wooden objects in the path of the spell are hurled away, moving 40 feet back from their current position. This includes items such as wooden armor, wooden shields, and wood-hafted weapons; these items often carry the wielder along with them. Creatures can opt to drop shields and weapons, but a creature wearing wooden armor (especially darkwood or *ironwood*-enhanced equipment) doesn't have the ability to quickly remove the armor and is thus forced back with no saving throw or spell resistance. Note that the spell has no effect on most plants, since they are rooted to the ground, but it can be used to clear wooden blockages such as deadfalls.

Transmute Rock to Mud: Transforming large areas of unworked rock into mud creates effectively impassable terrain. Most creatures trapped in a transmuted area of mud reduce their base speed to 5 feet. Considering the vast area that even a minimum caster can affect, this mud acts as a slowing effect on all creatures without a means of flying or levitating. The most effective, and oftentimes unexpected, use of this spell is when it's used on the ceiling of a cavern. Along with creating an area of mobility-restricting terrain, the collapsing mud deals a hefty sum of damage to creatures caught underneath the falling deluge. Keep in mind that transmuted mud can be dispelled, with effects similar to a casting of *transmute mud to rock*.

HIGH-LEVEL PLAY (LEVEL 13+)

The most powerful of wilderness spells are few but incredibly varied. Some allow for the creation of powerful allies, while others have drastic effects over vast swaths of land.

Animate Plants: From the lowest level that a druid gains access to this spell, she can animate four Large plants or a single Gargantuan plant. Animated plants are simple to command and act as allies and distractions in combat. The alternative *entangle* effect of this spell is particularly useful,

as it not only bypasses spell resistance but also acts as a 7th-level spell version of *entangle* that lasts for hours.

Changestaff: While *animate plants* creates a potential host of animated plants, *changestaff* creates a single powerful treant-like ally that, barring misadventure, lasts for hours. The treant created by this spell is particularly useful in demolishing objects and structures. The transformed treant's innate rock throwing ability, teamed with its ability to ignore the hardness of structures, makes it particularly effective in laying siege to fortifications in all manner of terrains.

Control Plants: As this is a transmutation spell, it bypasses a plant's normal immunity to mind-affecting effects. A plant creature can attempt a Will save to avoid being controlled, but the spell is not subject to spell resistance and has no shared-language requirement. As this spell lasts only a few minutes and doesn't allow for self-destructive commands, it's best employed as an equalizer when fighting multiple plant foes, enemies that have animated plants of their own, or foes that are plants (such as high-level ghorans or leshys).

Earthquake: Numerous different environment-dependent effects make *earthquake* an appropriate spell for wilderness-themed campaigns. The effect of this spell in caves is a true killer, as the rules for being trapped in rubble are exceptionally deadly to creatures that do not have high Strength scores or teleportation magic. Many of the aboveground effects have the potential to create rents in the earth that can trap opponents or seal away disarmed objects and other items. Regardless of its application, *earthquake* is often about sending a message to a foe—the dramatic sights created by this spell capable of awing even those familiar with magic.

Storm of Vengeance: A supernatural representation of nature's ire, *storm of vengeance* is a powerful evocation that blankets a wide area in a growing tempest. Though the effects of the storm are potent, there are many things to consider when employing the spell. First, it requires concentration over several rounds to build up its power, which can be difficult to maintain while the caster is engaged in combat, especially since several of the effects of the storm cause damage, such as acid rain and hailstorm. As a result, the ideal application of *storm of vengeance* is from long range, with the caster far outside the storm's effects.

Transmute Metal to Wood: An instantaneous effect, *transmute metal to wood* affects all metal items within a large radius. While the spell doesn't allow any sort of saving throw, it does treat magic items affected by the spell as if they had significant spell resistance, meaning Spell Penetration and Greater Spell Penetration increase the effectiveness of the spell by a wide margin. This spell also specifies that it affects only objects—so no using it against iron golems! *Transmute metal to wood* is at its best when employed by druids, as a druid often has few (if any) metal items in her possession, allowing the caster to center the spell on herself if threatened by numerous metal-clad foes. Teaming this spell with the *repel wood* (see above) is a powerful combo that keeps metal-wielding foes on the defensive.



TROPHIES AND TREASURES

Monetary treasure can be a rarity in the wild, but canny scavengers and survivalists know how to reap nature's bounty. Eggs, furs, and ivory of exotic beasts are well-known commodities, but some have also studied the mystical sympathy between certain creatures and different forms of magic. To the right buyer, these components are valuable as more exotic materials.

The following rules for harvesting trophies from creatures and monsters should augment the classic method of dispersing treasure and rewards, but they are not intended to increase the expected wealth by level at your table. If you use this system for trophies, you should make sure to reduce the amount of other treasure and rewards by an equal amount to the harvested components.

At their most basic, trophies function as art objects. Whether an adventurer seeks to mount a dragon's head on the wall of his home, craft a necklace from a claw harvested from every beast he has slain, or simply make new arrows from the teeth of a fallen foe, the process is much the same—the valuable commodity must first be harvested from the creature.

Note that some cultures have taboos against harvesting parts from humanoids and monstrous humanoids or certain other creature types. Other societies may view the taking of trophies from intelligent creatures, endangered specimens, or even from plentiful game as abhorrent. Characters might need to be careful to avoid insulting such groups if they don't want to find themselves in an unnecessary conflict. At the

GM's discretion, harvesting trophies (particularly in the case of trophies taken from innocents, intelligent creatures, or outsiders) should have alignment repercussions.

As with all content that might be uncomfortable for some players, you should make sure to have your table's consent before introducing the harvesting of trophies into your game.

HARVESTING TROPHIES

When a monster is defeated in combat, the process of identifying what portions of the creature can serve as a trophy and harvesting the trophy are somewhat abstracted—there's no need to track the values for each part of every monster in the game once they're gathered as trophies.

In order to harvest and preserve a trophy from a kill, a character must attempt three checks: one to determine what parts of the creature are worth harvesting for a trophy, one to determine if she successfully harvests the trophy components without damaging or ruining them, and one to turn the components into a permanent trophy.

Identifying Trophies: To identify what portions of a creature have value as trophies, a character must succeed at a Knowledge check determined by the creature type, as normal. The DC for this check is equal to 15 + the creature's CR. This examination takes 1 minute to perform.

Harvesting Trophy Components: Once a character identifies potential trophies, she must attempt a skill check to harvest the relevant components. This is typically either a Survival check (for external features, such as hide, horns, teeth, or the like) or a Heal check (for internal features, such as blood, internal organs, or sweat). The DC for this check is



equal to 15 + the creature's CR. Harvesting trophy components generally takes 10 minutes of work (at the GM's discretion, this could be as much as 1 hour of work for creatures whose bodies are particularly difficult to work with).

Creating Trophies: Once trophy components are harvested, they generally remain viable for 24 hours before decay or spoilage ruins them. Application of *gentle repose*, *oil of timelessness*, or similar magic can extend this period of decay. In order to turn components harvested from a creature into a long-lasting trophy, a character must attempt a check with an appropriate Craft skill (the exact skill varies according to the nature of the trophy the character is creating, but it is usually one from the following list: alchemy, jewelry, leather, or taxidermy) to preserve the components and turn them into a trophy. The DC of this check is equal to 15 + the creature's CR.

Selling Trophies

Once a trophy is created, it can be kept or sold. Generally, a trophy can be sold to any merchant for its full value, as if it were an art object, but at the GM's discretion, certain trophies may require the PC to seek out black markets or specialized merchants to receive the full price. In some societies, selling certain trophies may be illegal or have other ramifications.

A trophy's value is determined by the CR of the creature from which it was harvested, as indicated on the following table. For all purposes related to harvesting trophies, the CR refers to a creature's CR without any class levels (a CR 10 troll oracle would still count as a CR 5 source for any trophies it yields). Note that the value for bounties for defeating specific creatures should not be governed by these rules but should instead be determined by the GM as appropriate for the adventure. Creatures that do not have racial Hit Dice and whose CR is defined by class level generally do not provide valuable components for trophies.

TABLE 4-9: TROPHY VALUE BY CR

CR	Value
1	50 gp
2	100 gp
3	150 gp
4	200 gp
5	300 gp
6	400 gp
7	500 gp
8	650 gp
9	850 gp
10	1,000 gp
11	1,400 gp
12	1,800 gp
13	2,300 gp
14	3,000 gp
15	3,900 gp
16	5,000 gp
17	6,400 gp
18	8,000 gp
19	10,500 gp
20	13,000 gp

TROPHY WEIGHT

In most cases, the weight of trophy components recovered from a creature depend on the creature's size. This weight is doubled for bones, hides, and skins, and halved for feathers, hair, and small organs such as eyes or glands. Once components have been processed into actual trophies, the resulting weight of the trophy is generally determined by the nature of the trophy created (in the case of jewelry or the like) or half the weight of the components used (in the case of something like a preserved head or limb).

TABLE 4-10: TYPICAL TROPHY WEIGHTS

Creature Size	Trophy Weight
Fine	—
Diminutive	1/10 lb.
Tiny	1/2 lb.
Small	1d4×1/2 lbs.
Medium	1d6 lbs.
Large	3d6 lbs.
Huge	1d6×10 lbs.
Gargantuan	1d6×30 lbs.
Colossal	1d6×100 lbs.

Magical Affinities of Trophies

Certain creatures provide trophy components that, once processed into actual trophies, are exceptionally useful for the construction of alchemical or magic items. When used as raw materials for the crafting of alchemical or magic items, these trophies are worth more than their normal values for the purposes of calculating the total gp needed to craft the item.

The following section details trophy uses for a wide range of creature categories. This list is not intended to be exhaustive, and GMs should feel free to add specific affinities to a creature as their campaigns demand.

Recovery: In order to preserve trophy components into a trophy usable for its magical affinities, a character must use a different skill than Craft to create the trophy. The specific skill required varies according to the creature, as detailed below. Creating a trophy to be used in this way is more difficult than creating one to simply be an art object: the DC to create a magical affinity trophy is equal to 20 + the creature's CR. If a creature's trophy components fall into multiple categories (such as an erinyes), the character can choose which of the associated skills to use to craft the trophy.

Affinities: The magical uses for a trophy in the construction of alchemical or magic items are listed here. When a trophy is incorporated into raw materials, its gp value is considered to be 20% greater than normal.

DEMONS

Recovery Knowledge (planes)

Affinities A demon's heart contains the essence of sin. It can be used in the creation of any magic item that has a spell with the evil descriptor as a requirement.

DEVILS

Recovery Knowledge (planes)

Affinities A devil's tongue is infused with the word of law. It can be used in the creation of any magic item that has a spell with the lawful descriptor as a requirement.

DOPPELGANGERS AND MIMICS

Recovery Knowledge (arcana)

Affinities Swaths of skin harvested from a doppelganger or mimic can be used in the creation of any magic item that has a spell of the polymorph subschool as a requirement.

ELEMENTALS

Recovery Knowledge (planes)

Affinities Residual material harvested from a slain elemental can be used in the creation of magic items that have spells with specific descriptors, as summarized in the table below.

TABLE 4-II: ELEMENTAL TROPHY AFFINITIES

Elemental Type	Material Harvested	Associated Descriptor
Aether	Crystallized memories	Force
Air	Fine dust	Air
Earth	Stone fragments	Earth
Fire	Warm ash	Fire
Ice	Blue ice	Cold
Lightning	Sparkling powder	Electricity
Magma	Glowing embers	Fire
Mud	Viscous sludge	Acid
Water	Rare liquid	Water

GIANTS

Recovery Knowledge (local)

Affinities The sweat glands or muscles and tendons that are harvested from a giant's arms or legs can be used in the creation of magic items that have *enlarge person* as a requirement or in the creation of any magic melee weapon.

INTELLIGENT UNDEAD

Recovery Knowledge (religion)

Affinities Necromancy-infused dust or organs from an intelligent undead creature can be used in the creation of any magic item that has *animate dead*, *create undead*, *create greater undead*, *energy drain*, or *enervation* as a requirement; at the GM's discretion, other necromancy spells can be added to this list (a ghoul, for example, might aid in the creation of items that require *ghoul's touch*).



OOZES

Recovery Knowledge (dungeoneering)

Affinities Fluids harvested from an ooze that deals acid damage can be used in the creation of any magic item that has a spell

with the acid descriptor as a requirement or for alchemical gear and weapons associated with acid.

PETRIFYING MONSTERS

Recovery Knowledge (arcana)

Affinity The portion of a creature capable of petrifying targets (eyes of a basilisk or medusa, talons of a cockatrice, or a gorgon's lungs, for example) can be used in the creation of any magic item that has *flesh to stone* or *stone to flesh* as a requirement.

PRIMEVAL CREATURES

Recovery Knowledge (nature)

Affinities The claws, fangs, horns, and tusks of primeval creatures (including all dinosaurs and megafauna, as well as dire animals) can be used in the creation of any magic item that has *bear's endurance*, *bull's strength*, or *cat's grace* as a requirement.

PROTEANS

Recovery Knowledge (planes)

Affinities Scales harvested from a protean seethe with pure chaos and can be used in the creation of any magic item that has a spell with the chaotic descriptor as a requirement.

QLIPPOTH

Recovery Knowledge (planes)

Affinities A qlippoth's brain is infused with raw madness, and it can be used in the creation of any magic item that has *confusion*, *insanity*, *lesser confusion*, or *symbol of insanity* as a requirement.

RAKSHASAS

Recovery Knowledge (planes)

Affinities A rakshasa's eyes can be used in the creation of any magic item that has *detect thoughts* as a requirement.

TROLLS

Recovery Knowledge (local)

Affinities A troll's liver can be used in the creation of any magic item that has a spell of the healing subschool as a requirement.



TRUE DRAGONS

Recovery Knowledge (arcana)

Affinities The organs associated with a true dragon's breath weapon can be utilized in the creation of any magic item that has a spell that deals energy damage of the same type as the dragon's breath weapon as a requirement.

WEB-USING MONSTERS

Recovery Knowledge (nature); when harvested from something other than a vermin, the DC of the check to harvest the trophy increases by 2.

Affinity The spinnerets of a creature capable of using web as per the universal monster rule can be used in the creation of any magic item that has *spider climb* or *web* as a requirement.



WEATHER

While many of the physical dangers a group faces in the wilds vary significantly based on the nature of the terrain they explore, the weather can pose an array of challenges within a single region. When the weather is calm or good, it can make even the most unpleasant of terrains less grueling, but when the weather turns bad, even gently rolling hills, idyllic woodlands, and pastoral plains can become death traps.

While you can simply decide what the weather's up to at any point in your campaign—and indeed you should always feel free to have it start raining, thundering, or gusting with wind when the story is enhanced by dramatic shifts in the weather—you can also use the following system to generate weather for your game.

In keeping with Pathfinder's primary goal of providing a shared game experience first and foremost, this system for generating weather is narrative-based rather than a fully scientific simulation. While this system takes into account generalities such as climate, elevation, and season, its primary focus allows you to set the norms for weather in a particular area of your choice, using a number of broad categories based on general climate and favored terrain categories. You can then add weather details and events outside that norm, from mere hassles to catastrophes, either randomly generating those weather events or picking and choosing ones that support your campaign's greater narrative. This makes it easier for PCs whose classes enhance their skills in

certain terrain types to better thwart environmental dangers that are created or provoked by such terrains' weather.

WEATHER BASELINE

When determining weather for a region in your campaign, your first step is to establish the weather baseline for the region. The weather baseline is influenced by the region's climate (this sets the baseline temperature), elevation (this provides the baseline precipitation intensity), and season (this affects the temperature and dictates the baseline precipitation frequency).

Climate

Your first step in determining a region's baseline weather is to decide upon the region's climate. Climate is split up into one of three categories: cold, temperate and tropical. These types correspond to the three climate categories used in monster entries in all of the *Pathfinder Bestiary* volumes (note that a fourth category, extraplanar, is not a factor in determining weather for Material Plane worlds).

The baseline temperature range for each climate category is given below, and is further refined in Temperature Variations and Precipitation on page 166. These baselines are also presented in Table 4–12 on page 167.

Cold: A cold climate is found in the extreme northern or southern regions of the world at latitudes greater than 60 degrees (approximately 2,000 miles from a pole). In these polar regions, temperatures often remain below freezing throughout the majority of the year. The baseline temperature in this climate is cold, ranging from 20° F in

EXTREME TEMPERATURES

Temperatures of 40° F and lower or 90° F or higher are hazardous, growing more dangerous the more extreme they become. Without the benefit of *endure elements* or some other form of protection, characters exposed to temperatures beyond these ranges run the risk of taking damage and suffering other effects. The effects of cold dangers are found on page 442 of the *Pathfinder RPG Core Rulebook*, while the effects of heat dangers are found on page 444 of that book.

the winter, to 30° F in the spring and fall months, and up to 40° F in the summer. For regions within 500 miles of the pole, the baseline temperature is 10° F colder than the seasonal average. For regions within 250 miles of the pole, the baseline temperature is 20° F colder than the seasonal average. Because cold air tends to be drier than warm air, reduce the frequency and intensity of precipitation by one step in cold climates (see page 167).

Temperate: Temperate climates stretch between the polar regions and tropical regions of the world, generally at latitudes between 60 degrees and 30 degrees. The baseline temperature in this climate ranges from 30° F in winter, to 60° F in spring and fall, and all the way up to 80° F in summer. Precipitation frequency is not altered as a result of a temperate climate, but it can still be altered as a result of other factors such as the elevation or season (see below).

Tropical: The tropics exist to either side of the world's equator, extending north and south for about 30 degrees of latitude in either direction. Tropical regions tend to be warm and humid, with a baseline temperature ranging from 50° F in winter, to 75° F in spring and fall, and up to 95° F in summer. Because warm, humid air produces a great deal of precipitation, increase the frequency and intensity of precipitation by one step in this climate (see page 167).

Elevation

While the climate sets baselines for temperatures, elevation plays a key factor as well. Elevation can affect the baseline temperature, and it sets the baseline intensity of precipitation in the region, as explained below and displayed in Table 4-13: Elevation Baselines on page 167.

Sea Level: Temperatures in sea-level and coastal regions are 10° warmer. Sea-level regions also tend to have more precipitation than areas of higher elevation, so the baseline precipitation intensity in a sea-level region is heavy.

Lowland: Lowlands are areas of low elevation not near the coast, generally at an elevation of 1,000 to 5,000 feet. This elevation range does not alter baseline temperatures. The baseline precipitation intensity in lowlands is medium.

Highland: Highlands include regions with elevations above 5,000 feet. Decrease baseline temperatures in highlands by 10° (although in particularly arid and flat regions, you should instead increase the baseline temperature by 10°, while in particularly high-altitude regions such as significant mountain

ranges, you should instead decrease the baseline temperature by 20°). The frequency of precipitation is decreased by one step, and baseline precipitation intensity is medium.

Season

A year has four seasons—spring, summer, fall, and winter—each of which lasts about 3 months. Season plays an important part in dictating a region's baseline temperature (as noted in each climate and in Table 4-14). It also dictates the baseline precipitation frequency in a region before applying adjustments due to climate or elevation. In most regions with cold and temperate climates, precipitation frequency is intermittent during spring and fall, common during the summer, and rare during the winter. In most regions with tropical climates, precipitation frequency is common during spring and fall, intermittent during the summer, and rare during the winter.

On worlds with a tilt in their axis, the seasons are typically reversed between northern and southern hemispheres. While it is the height of summer in the north, the areas south of the equator are in the depths of winter.

TEMPERATURE VARIATIONS AND PRECIPITATION

Once you have established weather baselines for a region and adjust them to match the elevation and season, the next step is to breathe life into the weather by determining the temperature's variation from the adjusted baseline and the daily precipitation. With this system, you can build out weather patterns and events as far as you want into the future. If the PCs will be in a region for some time, it's a good idea to plan out the weather's variations and events at least a week in advance so if a character tries to use Survival to predict the weather, you'll have information to work with. On the other hand, if you know the PCs are going to be in a region for only a few days, planning out a full week of weather isn't necessary. And of course, you can randomly generate weather on a day-by-day basis if you're comfortable with the possibility of an unexpected turn complicating the game's other events.

Temperature Variations

Weather is constantly changing, and a significant aspect of that change is the temperature. For the purposes of this system, it's easiest to assume that the daily temperature remains relatively static during daylight hours and then drops by 2d6+3 degrees during the night.

When setting a day's temperature in a terrain, you can roll on the temperature variations table appropriate to the climate; the result determines how you should alter the adjusted baseline temperature, and also suggests the duration of that change. You can also use the tables without rolling for a result, consulting them as a guide to help you make decisions about variations in temperature.

For terrain in a cold region, roll on Table 4-15: Cold Region Temperature Variations. Temperature variations in this climate trend colder and last for a long period of time.

**TABLE 4-12: CLIMATE BASELINES**

Climate	Winter Temp.	Spring Temp.	Summer Temp.	Fall Temp.	Precipitation Adjustment
Cold	20° F	30° F	40° F	30° F	Decrease frequency and intensity by one step
Temperate	30° F	60° F	80° F	60° F	—
Tropical	50° F	75° F	95° F	75° F	Increase frequency and intensity by one step

TABLE 4-13: ELEVATION BASELINES

Elevation	Altitude Range	Baseline Temp. Adjust.	Baseline Precipitation Intensity
Sea level	Below 1,000 ft.	+10° F	Heavy
Lowland	1,000 ft. to 5,000 ft.	—	Medium
Highland	Above 5,000 ft.	-10° F	Medium (decrease precipitation frequency by one step)

TABLE 4-14: SEASONAL BASELINES

Season	Cold or Temperate Climate	Tropical Climate
	Precip. Frequency	Precip. Frequency
Spring	Intermittent	Common
Summer	Common	Intermittent
Fall	Intermittent	Common
Winter	Rare	Rare

For terrain in a temperate region, roll on Table 4-16: Temperate Region Temperature Variations. Temperature variations in this climate are about as likely to swing warmer or colder, and such variations tend to last for shorter periods. If you need to establish a day's temperature for terrain in a temperate region, you can roll on Table 4-17: Tropical Region Temperature Variations. Temperature variations for tropical climates trend warm but for even shorter periods.

TABLE 4-15: COLD REGION TEMPERATURE VARIATIONS

d%	Variation	Duration
1-20	-3d10° F	1d4 days
21-40	-2d10° F	1d6+1 days
41-60	-1d10° F	1d6+2 days
61-80	No variation	1d6+2 days
81-95	+1d10° F	1d6+1 days
96-99	+2d10° F	1d4 days
100	+3d10° F	1d2 days

TABLE 4-16: TEMPERATE REGION TEMPERATURE VARIATIONS

d%	Variation	Duration
1-5	-3d10° F	1d2 days
6-15	-2d10° F	1d4 days
16-35	-1d10° F	1d4+1 days
36-65	No variation	1d6+1 days
66-85	+1d10° F	1d4+1 days
86-95	+2d10° F	1d4 days
96-100	+3d10° F	1d2 days

TABLE 4-17: TROPICAL REGION TEMPERATURE VARIATIONS

d%	Variation	Duration
1-10	-2d10° F	1d2 days
11-25	-1d10° F	1d2 days
26-55	No variation	1d4 days
56-85	+1d10° F	1d4 days
86-100	+2d10° F	1d2 days

Precipitation

The next step in setting the local weather is to determine whether precipitation occurs and the intensity of that precipitation, if any.

Precipitation Frequency: Precipitation frequency is organized into five levels: drought, rare, intermittent, common, and constant. A region's baseline precipitation frequency is set by the season, but it can be modified by the climate and other factors (for example, see the Deserts sidebar on page 168). A precipitation frequency can't be reduced lower than drought or increased higher than constant. Check each day to determine whether precipitation occurs for that day; the percentage chance of precipitation occurring is summarized on Table 4-18: Daily Precipitation Chances.

TABLE 4-18: DAILY PRECIPITATION CHANCES

Frequency	Chance of Precipitation
Drought	5% (decrease precipitation intensity by two steps)
Rare	15%
Intermittent	30%
Common	60%
Constant	95%

Precipitation Intensity: The baseline precipitation intensity is dependent on the elevation and can be modified by the climate. Intensity has four categories. Light precipitation is the lowest level of intensity and generally consists of fog, a faint drizzle of rain or a few isolated flakes of snow. Medium precipitation represents a noticeable but not distracting fall of rain or snow. Heavy precipitation typically consists of a driving rainstorm or significant snowfall. Torrential precipitation is the highest level of intensity and consists of a deluge of rain or snow with conditions that can approach whiteout levels. Precipitation intensity can never be reduced below light or increased above torrential.

Once you establish the intensity and the temperature, you'll determine how the precipitation manifests.

Precipitation Form: Precipitation can result in more than just rain. Depending upon the intensity and temperature, precipitation can range from a light fog or a faint drizzle of rain to a blizzard or thunderstorm. Once you know

DESERTS

Deserts are found in places where the weather must pass over mountains, causing a rain shadow, and in very cold environments. The baseline precipitation frequency in a desert is usually drought, but can be rare for a few weeks per year.

precipitation of a specific intensity is occurring, set the time of day the precipitation event occurs by rolling 1d12 to find the starting hour of the day and 1d6 to determine whether the hour is A.M. or P.M. (1–3 = A.M., 4–6 = P.M.).

Next, use the appropriate table below for the baseline precipitation intensity and whether the temperature is above or below freezing (32° F) to generate the specific type of precipitation and its duration. (Remember that the temperature is lower at night!) See the Cloud Cover section on page 171 for the effects of precipitation on visibility for flying creatures.

TABLE 4-19: LIGHT UNFROZEN PRECIPITATION

d%	Precipitation	Duration
1–20	Light fog	1d8 hours
21–40	Medium fog	1d6 hours
41–50	Drizzle	1d4 hours
51–75	Drizzle	2d12 hours
76–90	Light rain	1d4 hours
91–100	Light rain (sleet if below 40° F)	1 hour

TABLE 4-20: LIGHT FROZEN PRECIPITATION

d%	Precipitation	Duration
1–20	Light fog	1d6 hours
21–40	Light fog	1d8 hours
41–50	Medium fog	1d4 hours
51–60	Light snow	1 hour
61–75	Light snow	1d4 hours
76–100	Light snow	2d12 hours

TABLE 4-21: MEDIUM UNFROZEN PRECIPITATION

d%	Precipitation	Duration
01–10	Medium fog	1d8 hours
11–20	Medium fog	1d12 hours
21–30	Heavy fog	1d4 hours
31–35	Rain	1d4 hours
36–70	Rain	1d8 hours
71–90	Rain	2d12 hours
91–100	Rain (sleet if below 40° F)	1d4 hours

TABLE 4-22: MEDIUM FROZEN PRECIPITATION

d%	Precipitation	Duration
1–10	Medium fog	1d6 hours
11–20	Medium fog	1d8 hours
21–30	Heavy fog	1d4 hours
31–50	Medium snow	1d4 hours
51–90	Medium snow	1d8 hours
91–100	Medium snow	2d12 hours

TABLE 4-23: HEAVY UNFROZEN PRECIPITATION

d%	Precipitation	Duration
1–10	Heavy fog	1d8 hours
11–20	Heavy fog	2d6 hours
21–50	Heavy rain	1d12 hours
51–70	Heavy rain	2d12 hours
71–85	Heavy rain (sleet if below 40° F)	1d8 hours
86–90	Thunderstorm	1 hour
91–100	Thunderstorm	1d3 hours

TABLE 4-24: HEAVY FROZEN PRECIPITATION

d%	Precipitation	Duration
1–10	Medium fog	1d8 hours
11–20	Heavy fog	2d6 hours
21–60	Light snow	2d12 hours
61–90	Medium snow	1d8 hours
91–100	Heavy snow	1d6 hours

TABLE 4-25: TORRENTIAL UNFROZEN PRECIPITATION

d%	Precipitation	Duration
1–5	Heavy fog	1d8 hours
6–10	Heavy fog	2d6 hours
11–30	Heavy rain	2d6 hours
31–60	Heavy rain	2d12 hours
61–80	Heavy rain (sleet if below 40° F)	2d6 hours
81–95	Thunderstorm	1d3 hours
96–100	Thunderstorm	1d6 hours

TABLE 4-26: TORRENTIAL FROZEN PRECIPITATION

d%	Precipitation	Duration
1–5	Heavy fog	1d8 hours
6–10	Heavy fog	2d6 hours
11–50	Heavy snow	1d4 hours
51–90	Heavy snow	1d8 hours
91–100	Heavy snow	2d12 hours

Drizzle: Drizzle reduces visibility to three-quarters of the normal range, imposing a –2 penalty on Perception checks. It automatically extinguishes tiny unprotected flames (candles and the like, but not torches).

Fog, Heavy: Heavy fog obscures all vision beyond 5 feet, including darkvision. Creatures 5 feet away have concealment. Heavy fog typically occurs early in the day, late in the day, or sometimes at night, but the heat of the midday usually burns it away. Heavy fog occurs only when there is no or light wind.

Fog, Light: Light fog reduces visibility to three-quarters of the normal ranges, resulting in a –2 penalty on Perception checks and a –2 penalty on ranged attacks. Light fog typically occurs early in the day, late in the day, or sometimes at night, but the heat of the midday usually burns it away. Light fog occurs only when there is no or light wind.

Fog, Medium: Medium fog reduces visibility ranges by half, resulting in a –4 penalty on Perception checks and a –4 penalty on ranged attacks. Medium fog typically occurs early in the day, late in the day, or sometimes at night, but the

heat of the midday usually burns it away. Medium fog occurs only when there is no or light wind.

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty on Perception checks. Rain automatically extinguishes unprotected flames (candles, torches, and the like) and imposes a –4 penalty on ranged attacks.

Rain, Heavy: Heavy rain reduces visibility to one-quarter of the normal range, resulting in a –6 penalty on Perception checks. Heavy rain automatically extinguishes unprotected flames and imposes a –6 penalty on ranged attacks.

Sleet: Essentially frozen rain, sleet has the same effect as light snow, but any accumulation typically doesn't last longer than 1–2 hours after the storm.

Snow, Heavy: Heavy snow reduces visibility ranges to one-quarter of the normal range, resulting in a –6 penalty on Perception checks. It extinguishes unprotected flames and imposes a –6 penalty on ranged attacks. Heavy snow impedes movement even before it begins to stick. Moving into a square during a heavy snowstorm requires 1 extra 5-foot square of movement (this stacks with difficult terrain). Every hour of heavy snow leaves 1d4 inches of snow on the ground. As long as at least 2 inches of snow remain on the ground, the requirement of an extra square of movement to enter a square of snow persists. If at least 1 foot of snow remains on the ground, 2 extra squares of movement are required to enter a snow-filled square instead. A heavy snowstorm has a 10% chance of generating thundersnow (see page 171) and has a 40% chance of becoming a blizzard if the wind speed is severe or stronger.

Snow, Light: Light snow reduces visibility to three-quarters of the normal range, resulting in a –2 penalty on Perception checks. Light snow has a 75% chance each hour of extinguishing unprotected flames and imposes a –2 penalty on ranged attacks. Light snow does not impede movement unless it continues for 2 or more hours, at which point moving into a square of such snow requires 1 extra 5-foot square of movement (this stacks with difficult terrain). Every 2 hours of light snow leaves 1 inch of snow on the ground. As long as at least 2 inches of snow remain on the ground, the requirement of an extra square of movement to enter a square of snow persists. If at least 1 foot of snow remains on the ground, entering a snow-filled square instead requires 2 extra squares of movement.

Snow, Medium: Medium snow reduces visibility ranges by half, resulting in a –4 penalty on Perception checks. Medium snow extinguishes unprotected flames and imposes a –4 penalty on ranged attacks. Medium snow does not impede movement unless it continues for 1 hour, at which point moving into a square of such snow requires 1 extra 5-foot square of movement (this stacks with difficult terrain). Every hour of medium snow leaves 1 inch of snow on the ground. As long as at least 2 inches of snow remain on the ground, the requirement of an extra square of movement to enter a square of snow persists. If at least 1 foot of snow remains on the ground, entering a snow-filled square instead requires 2 extra squares of movement.

WEATHER IN THE DARKLANDS

In extensive underground regions, such as the Darklands of Golarion, the absence of a day-night cycle results in much different weather patterns. In large part, you can assume that weather is a nonissue for adventures that take place in regions like these, but some supernaturally enhanced caverns might have magical effects that mimic surface conditions, while others might have their own strange weather such as constant clouds of glowing spores (treat as fog), a constantly leaking ceiling (treat as rain), and so on. It's generally best to pick and choose weather effects in the Darklands, since this affords you more control and helps to keep the Darklands feeling strange and alien—it's a realm where even the weather cannot be reliably predicted.

Thunderstorm: Thunderstorms feature powerful winds (see page 170) and heavy rain (see above). To determine the type of wind associated with the thunderstorm, roll on Table 4-27: Thunderstorm Winds.

TABLE 4-27: THUNDERSTORM WINDS

d%	Thunderstorm Wind Strength
1–50	Strong winds
51–90	Severe winds
91–100	Windstorm

In addition, there is a 40% chance that a thunderstorm features hail (see page 171) either up to an hour before or during the storm. An even greater danger presented by a thunderstorm is the lightning that occurs during the storm. These electrical discharges, generated by the roiling clouds, can pose a hazard to creatures that do not have proper shelters, especially creatures clad in metal armor. Every 10 minutes during a thunderstorm, a bolt of lightning strikes an unsheltered creature at random (though this can strike wildlife as easily as PCs). A creature struck by this lightning must succeed a DC 18 Reflex saving throw or take 10d8 points of electricity damage (a successful saving throw halves the damage). Creatures in metal armor take a –4 penalty on the Reflex saving throw.

There is a 10% chance that a thunderstorm with winds of windstorm strength also generates a tornado (see page 171), while thunderstorms with windstorm-strength winds in temperatures higher than 85° F also have a 20% chance of being a precursor to a hurricane (see page 171). There is a 20% chance that a thunderstorm of any strength in the desert also generates a haboob (see page 171).

WEATHER DETAILS

While temperature and precipitation are important aspects of weather, other details can add further danger and drama. Powerful winds can complicate weather, cloud cover can obscure vision, and special, often destructive weather events can cause incredible mayhem and widespread devastation.



TABLE 4-28: WIND STRENGTH

d%	Wind Strength	Wind Speed	Ranged Weapon Penalty/ Siege Weapon Penalty		Check Size	Blown Away Size	Skill Penalty
1-50	Light	0-10 mph	—/—		—	—	—
51-80	Moderate	11-20 mph	—/—		—	—	—
81-90	Strong	21-30 mph	-2/—		Tiny	—	-2
91-95	Severe	31-50 mph	-4/—		Small	Tiny	-4
96-100	Windstorm	51+ mph	Impossible/-4		Medium	Small	-8

Wind

Once you've generated the day's precipitation, you'll need to establish the wind strength unless the precipitation indicates otherwise. For example, on foggy days, no significant wind occurs, while thunderstorms have their own rules for determining wind strength. To set the wind strength for the day, roll d% and consult the table above.

The following describes the categories listed in Table 4-28: Wind Strength.

Wind Strength: This is the category of the wind strength.

Wind Speed: This is the range of wind speeds that occur. Wind speed typically fluctuates between these values through the period of the day, and for moderate or higher wind strength, there are periods in the day when the wind speed dips below the listed range.

Ranged Weapon Penalty/Siege Weapon Penalty: These are the penalties that characters take when firing ranged weapons and siege weapons in wind of the listed strength. In windstorm-strength wind, normal ranged weapon attacks (either projectile or thrown) are impossible. This includes ranged attacks made via spells of the conjuration school,

but it does not include evocation ranged attacks. Siege weapons include all weapons of that type and boulders thrown by giants and other creatures with the rock throwing special attack.

Check Size: Creatures of the listed size or smaller are unable to move forward against the force of the wind unless they succeed at a DC 10 Strength check (on the ground) or a DC 20 Fly check if airborne.

Blown Away Size: Creatures of the listed size on the ground are knocked prone, roll 1d4x10 feet, and take 2d6 points of nonlethal damage, unless they succeed on a DC 15 Strength check. Flying creatures of the listed size are blown back 2d6x10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed at a DC 25 Fly check.

Skill Penalty: This is the penalty for skill checks that can be affected by the wind. These penalties always apply on Fly checks and sound-based Perception checks, but GMs may also wish to apply them on Acrobatics checks, Climb checks, and any other ability or skill checks that could be adversely affected by winds.



Cloud Cover

You can roll on Table 4-29: Cloud Cover to determine the cloud cover for the day. Light and medium cloud cover mainly serve as thematic elements. Overcast conditions grant concealment for creatures flying at high altitudes. Overcast conditions without precipitation increase the temperature in fall and winter by 10° F and decrease the temperature in spring and summer by the same amount. If precipitation occurs, the cloud cover functions as overcast.

TABLE 4-29: CLOUD COVER

d%	Cloud Cover
1-50	None
51-70	Light clouds
71-85	Medium clouds
86-100	Overcast

Severe Events

On rare occasions, weather can produce truly dramatic and dangerous events. The following severe effects are sometimes generated by extreme precipitation. For instance, thunderstorms can create or be a harbinger for haboobs, hail, tornados, wildfires, or even hurricanes. At other times, certain types of precipitation combined with higher wind strengths can generate these severe events.

Blizzard: A combination of severe or stronger winds with heavy snow can create blizzard conditions. Blizzards reduce range of vision to no more than 20 feet, and even then, creatures takes a –8 penalty on Perception checks within that range. In a blizzard, the snowfall increases to 4 inches of snow each hour, and travel in more than 3 feet of snow is usually impossible without snowshoes or an ability such as waterwalk. Furthermore, the high winds make it feel (and affect living creatures) as if the temperature were 20° F colder. There is a 20% chance that a blizzard lasts for 2d12 hours instead of the normal duration for heavy snow.

Haboob: A haboob is a sandstorm created by a thunderstorm. See Sandstorm below for its effects.

Hail: Hail typically occurs just before or during a thunderstorm (see page 169). Hail does not reduce visibility, but the sound of falling hail imposes a –4 penalty on sound-based Perception checks. Rarely (5% chance), hail pellets can become large enough to deal 1d4 points of lethal damage per minute to creatures and objects out in the open.

Hurricane: Hurricanes are incredibly massive storms featuring heavy rain and a wind strength greater than that of the most powerful windstorm. With winds of 75–174 miles per hour, a hurricane renders ranged attacks impossible, and siege weapons take a –8 penalty on attack rolls. Large or smaller creatures must succeed at a DC 15 Strength check or they are unable to move forward against the strength of the wind. Medium or smaller creatures on the ground must succeed at a DC 15 Strength check or they are knocked prone and roll 1d6×10 feet, taking 1d6 points of nonlethal damage per 10 feet. Flying creatures must succeed at a

DC 25 Fly check or they are blown back 2d8×10 feet and take 4d6 points of nonlethal damage due to battering and buffeting. Hurricanes also usually cause flooding. It's nearly impossible to journey out into a hurricane unscathed.

Sandstorm: Sandstorms occur when severe or greater winds kick up sand and debris in a desert or similarly arid environment. Sandstorms reduce visibility to 1d10×10 feet, and those within them take a –6 penalty on Perception checks. Sandstorms deal 1d3 points of nonlethal damage per hour to creatures caught in the open.

Thundersnow: High winds in a snowstorm can create the rare phenomena known as thundersnow. Lightning strikes are less common in thundersnow, but just as deadly. Every hour during the storm, a bolt of lightning strikes an unsheltered creature at random (though this can strike wildlife as easily as PCs). A creature struck by this lightning must succeed a DC 18 Reflex saving throw or take 10d8 points of electricity damage (a successful saving throw halves the damage). Creatures in metal armor take a –4 penalty on the Reflex saving throw.

Tornado: With winds with speeds of 174–300 miles per hour, tornados are deadly terrors. The smallest tornados occupy a 20-foot-radius burst, with winds of windstorm strength swirling up to 100 feet beyond that burst. The largest tornados can be 100-foot-radius bursts, with a windstorm whose radius extends 500 feet beyond that burst. Ranged attacks, including normal, siege, and even those produced by evocation spells, are impossible in the core burst of a tornado. Huge or smaller creatures must succeed a DC 20 Strength check or be sucked up by the funnel of the tornado; this deals 8d8 points of bludgeoning, piercing, and slashing lethal damage to the creatures. This damage ignores all but DR/epic, DR/—, and hardness. Once it deals this damage, the tornado flings the creature it has sucked up 1d20×10 feet up and away from the tornado, dealing 1d6 points of falling damage per 10 feet that the creature is flung. Gargantuan and larger creatures take the 8d8 points of damage but are not moved by the tornado. A tornado moves at a speed of 40 feet, though the direction it moves is entirely unpredictable—you can determine the direction randomly each round. Tornados typically last for 3d6 minutes, but some can swirl for up to an hour.

While most tornados are created by thunderstorms, some smaller tornados (typically with a 5- to 10-foot-burst radius, with no outer radius) can be created in areas of wildfire (firenados), snow (snownados), or sand (dust devils). They deal a similar amount of damage, but firenados deal fire damage, snownados deal cold damage, and dust devils deal bludgeoning damage only, and these types of tornados do not fling their targets.

Wildfire: While wildfires can be sparked a number of ways, for these rules, they are usually created by a lightning strike in a particularly dry area of forest or other vegetation. Use the rules for forest fires (*Pathfinder RPG Core Rulebook* 426), but add a 10% chance of the fire producing 1d6 firenados (see Tornado above).



WILDERNESS TRAPS

Skilled survivalists and trappers are adept at fashioning effective, if simple, traps from humble materials. A wilderness trap has an associated terrain wherein the raw materials for the trap are commonplace. Within these associated terrains, the base cost of each trap is calculated in sp rather than gp. Wilderness traps always have a CR of 5 or lower.

When in a trap's associated terrain, instead of paying one-third the item's price in raw materials, the trap maker can attempt a Survival check against the normal Craft DC of the trap + 2 × the trap's CR. If successful, the trap maker finds the necessary materials in the wild after 1d4 hours of foraging + 1 hour per CR of the trap. She can then attempt a Craft (traps) check, also at the normal Craft DC + 2 × the trap's CR, to build the trap, which takes another 1d4 hours + 1 hour per CR of the trap. Traps built with such crude materials don't last long without maintenance; they have a cumulative 20% chance to break for every day they go without being tightened and reset (which requires 10 minutes of work but no additional skill checks).

At the GM's discretion, other nonmagical mechanical traps may be considered to have associated terrains and use the wilderness trap construction rules.

BREAKAWAY VINE

CR 1
XP 400
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS
Trigger touch (timed); **Reset** repair; **Associated Terrain** any forests, jungles, or swamps

Effect A breakaway vine has been sabotaged so that it snaps not long after someone begins using it to climb. A breakaway vine trap can be crafted from a length of rope as well, but this ruins the rope for other uses. When a Small or larger creature climbs a breakaway vine, the vine snaps just before the creature reaches the top of the climb. A creature can grab a handhold and avoid the resulting fall with a successful DC 20 Reflex save. This breakaway vine assumes a 20-foot fall for 2d6 points of damage; longer falls increase the CR of the breakaway vine by 1 per additional 20 feet.

MUSK SHOWER

CR 1
XP 400
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS
Trigger location; **Reset** none; **Associated Terrain** any

Effect This trap hides a jury-rigged container of absorbent debris that has been soaked in the musk of prey animals. When a creature enters a square trapped with a musk shower, the trap makes a +10 melee touch attack against the creature. On a hit, the musk shower deals no damage but douses the target in its strong scent. Creatures with scent double the range at which they can smell a doused creature for 1 week or until the musk is washed off with alcohol or another solvent. Creatures

tracking the doused creature by smell gain a +10 bonus on Perception and Survival checks to track that target.

SPRING SNARE

CR 1
XP 400
Type mechanical; **Perception** DC 25; **Disable Device** DC 15

EFFECTS
Trigger location; **Reset** manual; **Associated Terrain** any forests, jungles, or swamps

Effect A spring snare consists of a strong sapling that's been bent down with a noose affixed to the end. When a creature enters a square trapped by a spring snare, the noose attempts to snare the triggering creature with a +15 on its combat maneuver check to grapple. If it succeeds, the tree snaps upright and flings the target into the air for 1d6 damage. The creature then remains suspended 10 feet off the ground until it breaks the grapple.

SWINGING LOG

CR 1
XP 400
Type mechanical; **Perception** DC 12; **Disable Device** DC 12

EFFECTS
Trigger location; **Reset** manual; **Associated Terrain** any forests or jungles

Effect A large, heavy log is suspended in the canopy of a forest or jungle and attached to a trip line. When a creature passes through a 5-foot-square that's been trapped by this trip line, the log swings down and makes a melee attack with a +5 bonus (1d6+5 points of bludgeoning damage). A creature damaged by this log must succeed at a DC 15 Reflex save to avoid being knocked prone. Affixing a number of sharpened sticks to the log adds an additional 2d6 points of piercing damage and increases its CR by 1.

TAR SNARE

CR 1
XP 400
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS
Trigger location; **Reset** automatic; **Associated Terrain** any with tar pits or mud

Effect A tar snare consists of a shallow trench filled with tar or sticky mud that is then covered with a layer of debris to disguise its presence. When a creature steps into a square trapped with a tar snare, the trap makes an attempt to grapple it with a +10 bonus on the combat maneuver check. Sharp sticks can be added to the pit as well—this increases the CR of the trap by 1 and affects a creature grappled by the trap as if it had walked on caltrops.

CLAM CLAMP

CR 2
XP 600
Type mechanical; **Perception** DC 20; **Disable Device** DC 17

EFFECTS
Trigger location; **Reset** automatic; **Associated Terrain** any oceans

Effect The classic "clam clamp" trap utilizes the heavy shell of a giant clam, but any similarly large bivalve mollusk or even

flotsam can work. A clam clamp is typically set with a lure, such as a piece of shiny treasure. When a creature walks over a clam clamp or attempts to take the treasure, the clamp snaps shut and attempts a grapple with a +15 bonus on the combat maneuver check. The weight of the clam clamp is enough to hold a creature in place until the grappled creature can escape. A clam clamp located in an underwater area is more difficult to craft but also more dangerous to air-breathing creatures due to the fact that it can hold a creature underwater until it drowns; an underwater clam clamp's CR is 5.

RAZOR GRASS**CR 3****XP 800****Type** mechanical; **Perception** DC 25; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** automatic; **Associated Terrain** any with undergrowth

Effect By hiding lengths of sharpened sticks or bones amid undergrowth (traditionally tall grass; when used in coastal or underwater areas, this trap is instead called a razor kelp trap), the trapper can lay a simple but effective trap. Whenever a creature moves into a square that contains razor grass, it takes 1d6 points of damage and must succeed at a DC 20 Reflex save or its speed is halved for 24 hours or until it receives magical healing or benefits from a successful DC 15 Heal check.

BREAKAWAY LOG**CR 4****XP 1,200****Type** mechanical; **Perception** DC 25; **Disable Device** DC 30**EFFECTS****Trigger** location; **Reset** repair; **Associated Terrain** any forests, jungles, or swamps

Effect Fallen trees often form excellent natural bridges over rivers or chasms, or they afford routes to climb more safely over a wall or other barrier. Breakaway logs have been sabotaged so that they collapse once they are used. At the end of a round when a Medium or larger (or two Small) creatures use the log, it collapses. All creatures on the log then fall, taking appropriate damage from the plunge. This example breakaway log fills an area that is 5 feet wide and 20 feet long, and it results in a 20-foot fall which deals 2d6 points of falling damage. A creature that succeeds at a DC 15 Reflex save can cling to the log or leap to safety and avoid the damage entirely.

SPRING-ARM SPIKE**CR 4****XP 1,200****Type** mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual; **Associated Terrain** any forests, jungles, or swamps

Effect A spring-arm spike is similar to a spring snare trap in that it incorporates a strong sapling bent into a taut arc. When a creature enters a square that contains the spring-arm

spike's trigger, the sapling snaps forward, driving a pointed spear into the target. The spring-arm spike makes a melee attack +15 (2d10+4/x3) against the target, which is also knocked prone unless it succeeds at a DC 20 Reflex save.

DEADFALL**CR 5****XP 1,600****Type** mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual; **Associated Terrain** any forests, jungles, mountains, or underground

Effect Rigged to boulders, logs, or other heavy weights in canopies or on ledges, a trip line strung across an area can create a deadly trap. When a creature enters the deadfall's trigger square, the weights drop in a 20-foot line or a 10-foot-square area, affecting four 5-foot squares in all. Each creature in this area takes 4d6 points of damage and is knocked prone. With a successful DC 20 Reflex save, a target takes half the damage and avoids being knocked prone.





5 COMPANIONS AND FAMILIARS



*A*rrows slammed into dark armor with the sound of breaking bells, yet still the undead knight kept coming. At some unspoken command, the hellhound at his feet rushed forward, flaming and snarling, and Adowyn's wolf leapt to meet it.

"Careful, Leryn!" Adowyn warned. *"Looks like that one's not done cooking. You don't want to burn the roof of your mouth."*

The graveknight's laugh hissed out from inside its helmet. "You will both die. Your blood will boil to steam, and your body will burn like the trees of your forest."

Adowyn smirked and drew back another arrow. "You think so? Because the way I see it, out of all of us, you're the only one with a history of dying."

Many classes involve more than just a single hero or villain. What is the druid without her trusty animal companion, the cavalier without his steadfast mount, or the witch without her devoted familiar? These classes split their powers between the hero's personal abilities and those of a companion of some sort—be it a relatively minor creature like a familiar associated with the class's magical traditions, or a significant battlefield presence such as an animal companion or a mount. This chapter explores all these variants and provides dozens of new options for players who are making decisions about the next staunch sidekick their character will adopt!

In addition to the new animal companion and familiar options presented in the following pages, all six of the *Pathfinder RPG Bestiary* volumes offer additional choices for your character. In addition, *Pathfinder RPG Ultimate Magic* provides options for vermin companions and other familiar options. As with all expansions to the rules, make sure to secure your GM's approval before selecting your character's animal companion or familiar—not all of the options presented on the following pages (or those in the *Pathfinder RPG Bestiary* volumes) are appropriate for every campaign or every game world.

MAGIC ITEM SLOTS

The sheer diversity among species of animal companions and familiars makes it difficult to determine what kinds of magic items are suitable for a creature to use or wear. Wearable wondrous items typically resize themselves to fit a creature trying to wear them, but the situation becomes a little more complicated if the creature simply lacks the requisite appendage or body part. For example, a snake can't wear magic boots, and a giant raven can't wear magic gloves.

The following lists summarize these rules for several creature body types as well as specify which magic item slots are available to them. Available slots followed by either "(saddle)" or "(horseshoes)" denote that creatures of that body type can wear magic items in the appropriate slots only as long as they are either saddles or horseshoes, respectively (for instance, a hooved quadruped can wear *horseshoes of a zephyr*, but not *boots of speed*).

Creatures with certain body types are able to grasp and carry one object at a time in their paws, claws, or hands, including rods, staves, wands, and weapons, though animal companions are almost never able to use such items effectively (subject to the GM's discretion) and take penalties for nonproficiency as usual. Creatures with this capacity have the indication "can grasp objects" at the end of their available slots entry.

Specific animals may be able to wear different types of items as specified in their original monster entry.

If you are using animal companions or familiars from another source, you can use the information below as a guideline for those creatures. Additionally, GMs can use this table as a guide to determine what kinds of magical

gear non-humanoid monsters can use and wear. Note that the rules in this section are merely suggestions, and ultimately it is up to the GM to decide what kinds of animals can use particular types of magic items.

All creatures listed in the Animal Companion and Familiar entries that are from this book are noted with an asterisk (*).

AVIAN

Available Slots armor, belt, chest (saddle), eyes, head, headband, neck, ring, wrist; can grasp objects

Animal Companions archaeopteryx*, axe beak^{B3}, bustard*, dimorphodon^{B4}, dire bat, eagle, giant owl*, giant raven^{B6}, giant vulture^{B3}, hawk, moa^{B5}, pteranodon, ornithomimosaur*, owl, quetzalcoatlus^{B6}, roc, trumpeter swan^{B4}

Familiars archaeopteryx^{B4}, arctic tern*, bat, chicken*, dodo*, hawk, kakapo*, osprey*, owl, parrot*, peafowl*, penguin*, ptarmigan*, puffin*, rhamphorhynchus*, raven, snail kite*, thrush^{UM}, toucan*

BIPED (CLAWS)

Available Slots armor, belt, chest, eyes, head, headband, neck, ring, shoulders, wrist; can grasp objects

Animal Companions allosaurus^{B2}, ceratosaurus^{B5}, chalicotherium^{B5}, deinonychus, gigantosaurus^{B6}, iguanodon^{B3}, kangaroo^{B3}, pachycephalosaurus^{B3}, parasaurolophus^{B2}, spinosaurus^{B3}, therizinosaurus^{B5}, troodon^{B5}, tyrannosaurus, velociraptor^{B4}

Familiars compsoognathus^{B2}, wallaby*

BIPED (HANDS)

Available Slots all; can grasp objects

Animal Companions ape, baboon^{B2}, chimpanzee*, devil monkey^{B6}, megaprimatus

Familiars monkey, tarsier*

PISCINE

Available Slots belt, chest (saddle), eyes

Animal Companions anglerfish*, armorfish*, blue whale^{B5}, dolphin, dunkleosteus^{B6}, gar^{B2}, giant seahorse^{B4}, hammerhead shark*, manta ray^{B2}, narwhal^{B5}, orca, plesiosaurus^{B5}, shark, stingray^{B2}, tylosaurus^{B2}, walrus^{B4}

Familiars lamprey*, popoto dolphin*, pufferfish*, seal*

QUADRUPED (CLAWS)

Available Slots armor, belt (saddle), chest, eyes, head, headband, neck, shoulders, wrist

Animal Companions badger, bear, capybara*, cheetah, digmaul^{B5}, dire polar bear^{B5}, dire rat, dog, giant mole*, giant porcupine*, giant skunk*, giant weasel^{B4}, goblin dog, grizzly bear*, hyena, leopard, lion, marsupial devil*, marsupial lion*, panda*, polar bear^{B5}, saber-toothed cat*, thylacine^{B3}, tiger, wolf, wolfdog*, wolverine

Familiars arctic fox*, arctic hare*, armadillo*, cat, donkey rat^{UM}, ermine*, flying fox^{B5}, flying squirrel^{B3}, fox^{B3}, hedgehog^{UM}, jerboa*, koala*, lemming*, margay*, meerkat*, mole*,



mongoose*, otter^{B3}, platypus*, rabbit*, raccoon^{B3}, rat, red panda^{B5}, sloth^{B4}, squirrel*, weasel

QUADRUPED (HOOVES)

Available Slots armor, belt (saddle), chest, eyes, feet (horseshoes), head, headband, neck, shoulders

Animal Companions antelope^{B3}, aurochs, bison, boar, brontotherium^{B6}, buffalo, cattle*, elk^{B3}, giraffe^{B4}, horse, llama*, megaloceros^{B2}, moose*, pony, ram^{B2}, reindeer*, stag^{B4}, styracosaurus^{B4}, yak*, zebra*

Familiars goat^{B3}, pig^{B3}

QUADRUPED (SHORT LEGS)

Available Slots armor, eyes, head, headband, neck, shoulders

Animal Companions alligator, archelon^{B3}, crocodile, dimetrodon^{B3}, elasmosaurus, frog father^{B5}, giant chameleon^{B3}, giant frilled lizard*, giant frog, giant gecko^{B3}, giant salamander*, giant snapping turtle^{B2}, glyptodon^{B2}, goliath frog^{B5}, kaprosuchus^{B5}, megalania^{B3}, monitor lizard, prionosuchus*, tortoise^{B4}

Familiars dwarf caiman*, fire salamander*, horned lizard*, lizard, marine iguana*, snapping turtle^{B2}, toad, tuatara^{B4}, turtle^{UM}

QUADRUPED (OTHER)

Available Slots armor, belt (saddle), chest, eyes, head, headband, neck, shoulders

Animal Companions amargasaurus^{B6}, ankylosaurus, arsinoitherium^{B2}, baluchitherium^{B3}, brachiosaurus, camel, deinotherium^{B6}, diplodocus^{B4}, elasmotherium^{B6}, elephant, eohippus*, hippopotamus^{B2}, kentrosaurus^{B6}, mammoth,

mastodon, megatherium^{B2}, mokele-mbembe^{B6}, rhinoceros, stegosaurus, triceratops, uintatherium^{B5}, wollipped^{B5}

Familiars —

SERPENTINE

Available Slots belt, eyes, headband

Animal Companions basilosaurus^{B3}, constrictor snake, electric eel, giant leech^{UM}, giant moray eel, giant slug^{UM}, reef snake*, spitting cobra*, titanoboa^{B6}

Familiars sea krait*, viper

UNUSUAL (PLANT AND VERMIN)

Available Slots belt, eyes

Companions cameroceras^{B5}, corpse-eater fungus*, creeping puffball*, eurypterid*, giant ant^{UM}, giant assassin bug*, giant beetle^{UM}, giant caterpillar*, giant centipede^{UM}, giant cockroach*, giant crab^{UM}, giant dragonfly*, giant locust*, giant mantis^{UM}, giant mantis shrimp*, giant mosquito*, giant scorpion^{UM}, giant solifugid*, giant spider^{UM}, giant squid*, giant termite*, giant wasp^{UM}, giant whiptail centipede*, gulper plant*, hunting cactus*, octopus, rash creeper*, slithering sundew*, snapping flytrap*, sniper cactus*, squid, web tyrant spider*

Familiars blue-ringed octopus^{UM}, butterfly*, cockroach*, creeper ivy*, dweomer cap*, flowering lattice*, giant isopod*, giant tardigrade*, greensting scorpion^{UM}, house centipede^{UM}, ioun wyrd*, king crab^{UM}, leopard slug*, moth*, petrifer*, ravenous tumbleweed*, razor fern*, sawleg locust*, scarlet spider^{UM}, shimmerwing dragonfly*, spiny starfish*, suture vine*, trilobite^{B5}, vampire squid*



ANIMAL COMPANIONS

The following pages present several new options for animal companions. Animal companions that have the aquatic special quality cannot survive on land unless they also have the amphibious quality—as such, these animal companions make poor choices for land-based campaigns. While druids and hunters can select any of these animal companions, other classes have more limited lists of animals available to them.

Cavalier: A Medium cavalier can select a zebra as a mount. A Small cavalier can select a capybara, reindeer, or wolfdog as a mount.

Paladin: A Medium paladin can select a yak or zebra as a bonded mount. A Small paladin can select a capybara, eohippus, reindeer, or wolfdog as a bonded mount.

Ranger: A ranger can select a bustard, capybara, falcon, marsupial devil, reindeer, snake (reef snake or spitting cobra), wolfdog, yak, or zebra as an animal companion. If the campaign takes place in an aquatic environment, the ranger can choose an armorfish or reef snake. A falconer ranger (*Pathfinder RPG Ultimate Combat* 67) can select a falcon companion instead of a bird companion.

ANGLERFISH

The anglerfish is a fish that uses a bioluminescent lure at the tip of a stalk protruding from its head to attract prey.

Starting Statistics: **Size** Small; **Speed** swim 40 ft.; **AC** +1 natural armor; **Attack** bite (1d8 plus grab); **Ability Scores** Str 13, Dex 15, Con 12, Int 1, Wis 12, Cha 2; **Special Qualities**

aquatic, grab (Medium), low-light vision, lure (sheds light as per a candle), scent.

4th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** bite (2d6 plus grab); **Ability Scores** Str +2, Dex -2, Con +4; **Special Qualities** grab (Large), swallow whole (Medium).

ARCHAEOPTERYX

This primeval toothed bird has bright plumage, but it is a relatively poor flyer.

Starting Statistics: **Size** Small; **Speed** 30 ft., fly 40 ft. (poor); **AC** +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str 8, Dex 15, Con 12, Int 2, Wis 13, Cha 7; **Special Qualities** low-light vision.

4th-Level Advancement: **Ability Scores** Dex +2, Con +2.

ARMORFISH

The armorfish is a primeval aquatic creature that has exceptionally thick armored scales along its head and back.

Starting Statistics: **Size** Small; **Speed** swim 30 ft.; **AC** +6 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 13, Con 15, Int 1, Wis 8, Cha 2; **Special Qualities** aquatic, low-light vision, scent.

4th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +2, Dex -2, Con +4.

BUSTARD

The bustard is a sizable bird with long legs. Bustards can fly, but they do so relatively poorly and prefer to walk or run.

Starting Statistics: **Size** Medium; **Speed** 20 ft., fly 50 ft. (poor); **AC** +2 natural armor; **Attack** bite (1d6), 2 talons (1d4); **Ability**

Scores Str 13, Dex 14, Con 13, Int 2, Wis 13, Cha 5;
Special Qualities low-light vision.
4th-Level Advancement: Ability Scores
Str +2, Con +2.

CAPYBARA

This large, brown-furred rodent is equally at home on land or in the water, and is often found near lakes and rivers.

Starting Statistics: **Size** Medium; **Speed** 30 ft., swim 20 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 15, Con 12, Int 2, Wis 13, Cha 5; **Special Qualities** low-light vision, scent.
4th-Level Advancement: Ability Scores Str +2, Con +2.

CATTLE

Commonly seen as a docile farm animal, an ill-tempered bull or cow can be an effective animal companion as well.

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** gore (1d6); **Ability Scores** Str 14, Dex 12, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.
7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** gore (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** powerful charge (gore, 1d8), trample.

CHIMPANZEE

This small primate is more dangerous than its size suggests.

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 30 ft.; **AC** +1 natural armor; **Attack** bite (1d4), slam (1d3 plus grab); **Ability Scores** Str 13, Dex 17, Con 12, Int 2, Wis 12, Cha 7; **Special Qualities** low-light vision, scent.
4th-Level Advancement: **Size** Medium; **Attack** bite (1d6), slam (1d4 plus grab); **Ability Scores** Str +4, Dex -2, Con +2.

EOHIPPIUS

The eohippus is a small, primeval ancestor of the modern horse. It has three-toed feet rather than hooves.

Starting Statistics: **Size** Small; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 11, Dex 15, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.
4th-Level Advancement: **Ability Scores** Dex +2, Con +2.

FALCON

This swift raptor has amazing eyesight and sharp talons.

Starting Statistics: **Size** Small; **Speed** 10 ft., fly 90 ft. (good); **AC** +1 natural armor; **Attack** bite (1d4), 2 talons (1d3); **Ability Scores** Str 10, Dex 15, Con 11, Int 2, Wis 15, Cha 6; **Special Qualities** low-light vision.
4th-Level Advancement: **Ability Scores** Dex +2, Con +2.

FRILLED LIZARD, GIANT

This large lizard can display a frightening frill on its neck when it charges.

Starting Statistics: **Size** Medium; **Speed** 30 ft., climb 30 ft.; **AC** +4 natural armor; **Attack** bite (1d6), tail (1d4); **Ability Scores** Str 13, Dex 15, Con 13, Int 2, Wis 14, Cha 10; **Special Attacks**



intimidating charge (*Pathfinder RPG Bestiary* 194); **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8), tail (1d6); **Ability Scores** Str +8, Dex -2, Con +4.

GRIZZLY BEAR

The infamous grizzly bear is a lumbering and quite impressive companion, particularly when it rises up on its hind feet to loom large. Grizzly bears strike fear into the hearts of most who encounter them.

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 17, Dex 13, Con 13, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +4 natural armor; **Attack** bite (1d8), 2 claws (1d6 plus grab); **Ability Scores** Str +4, Dex -2, Con +4.

HAMMERHEAD SHARK

This unusual shark is named for its blocky, rectangular head. The creature's eyes are on each side of its head.

Starting Statistics: **Size** Medium; **Speed** swim 60 ft.; **AC** +3 natural armor; **Attack** bite (1d6); **Ability Scores** Str 13, Dex 14, Con 12, Int 1, Wis 15, Cha 6; **Special Qualities** aquatic, low-light vision, scent.

7th-Level Advancement: Size Large; AC +3 natural armor; **Attack** bite (1d8); **Ability Scores** Str +2, Dex -2, Con +4; **Special Qualities** blindsense 30 ft.

LLAMA

While some value it for its hair, the llama makes a fine animal companion as well, and it has traditionally been used as a beast of burden in mountainous regions.

Starting Statistics: Size Small; **Speed** 40 ft.; AC +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str 11, Dex 16, Con 12, Int 2, Wis 13, Cha 9; **Special Qualities** low-light vision.

4th-Level Advancement: Size Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +4.

MARSUPIAL DEVIL

This toothy marsupial has a perhaps undeserved reputation for ferocity.

Starting Statistics: Size Small; **Speed** 20 ft.; AC +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 13, Con 12, Int 2, Wis 10, Cha 7; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Ability Scores** Str +4, Con +2.

MARSUPIAL LION

Somewhat slimmer than the standard lion, the marsupial lion is no less dangerous in battle.

Starting Statistics: Size Medium; **Speed** 30 ft., climb 20 ft.; AC +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 12, Dex 16, Con 13, Int 2, Wis 13, Cha 7; **Special Qualities** low-light vision, scent.

7th-Level Advancement: Size Large; **Speed** climb 30 ft.; AC +2 natural armor; **Attack** bite (1d8), 2 claws (1d6 plus grab); **Ability Scores** Str +8, Dex -2, Con +4.

MOLE, GIANT

This large-clawed burrowing mammal is slow but can burrow through loose earth and soil with ease to surprise its foes.

Starting Statistics: Size Small; **Speed** 20 ft., burrow 10 ft.; AC +1 natural armor; **Attack** 2 claws (1d4); **Ability Scores** Str 12, Dex 15, Con 13, Int 2, Wis 10, Cha 5; **Special Qualities** low-light vision, tremorsense 30 ft.

4th-Level Advancement: Size Medium; **Speed** burrow 20 ft.; AC +2 natural armor; **Attack** 2 claws (1d6); **Ability Scores** Str +2, Dex -2, Con +4; **Special Attacks** rend (2 claws, 1d6).

MOOSE

Powerful and often ill tempered, the moose is an intimidating choice for an animal companion.

Starting Statistics: Size Medium; **Speed** 40 ft.; AC +2 natural armor; **Attack** gore (1d6), 2 hooves (1d3); **Ability Scores** Str 12, Dex 15, Con 14, Int 2, Wis 13, Cha 7; **Special Qualities** low-light vision.

7th-Level Advancement: Size Large; AC +3 natural armor; **Attack** gore (1d8), 2 hooves (1d4); **Ability Scores** Str +6, Dex -2, Con +4; **Special Attacks** powerful charge (gore, 1d8).

ORNITHOMIMOSAUR

This bipedal dinosaur has long legs built for speed and a long neck that gives it an ostrichlike profile.

Starting Statistics: Size Medium; **Speed** 40 ft.; AC +1 natural armor; **Attack** 2 claws (1d8); **Ability Scores** Str 11, Dex 15, Con 12, Int 2, Wis 13, Cha 8; **Special Qualities** low-light vision, scent.





7th-Level Advancement: **Speed** 60 ft.; **AC** +2 natural armor; **Attack** 2 claws (1d8 plus 1d4 bleed); **Ability Scores** Str +2, Dex +2, Con +2; **Special Quality** sprint.

OWL, GIANT

Unlike the magical beast of the same name, this owl is a mundane but unusually large specimen of its kind, with powerful wings and deadly talons.

Starting Statistics: **Size** Medium; **Speed** 10 ft., fly 60 ft. (average); **AC** +2 natural armor; **Attack** 2 talons (1d4); **Ability Scores** Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** 2 talons (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** rend (2 talons, 1d6); **Racial Skill Modifiers** +4 Stealth.

PANDA

Normally slow moving and docile, pandas are capable of surprising bursts of activity when needed.

Starting Statistics: **Size** Small; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str 13, Dex 12, Con 14, Int 2, Wis 13, Cha 9; **Special Qualities** low-light vision.

7th-Level Advancement: **Size** Medium; **AC** +3 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +4; **Special Attacks** powerful bite.

PORCUPINE, GIANT

This lumbering forest creature is adorned with an array of long, sharp quills that protrude from its coarse pelt.

Starting Statistics: **Size** Small; **Speed** 30 ft.; **AC** +1 natural armor; **Attack** tail slap (1d4); **Ability Scores** Str 14, Dex 12, Con 15, Int 2, Wis 13, Cha 5; **Special Attacks** quills (as porcupine quills; *Pathfinder RPG Bestiary* 3 222); **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** tail slap (1d6); **Ability Scores** Str +2, Dex -2, Con +4; **Special Attacks** quills (as giant porcupine quills; *Pathfinder RPG Bestiary* 3 222).

PRIONOSUCHUS

This primeval crocodile is equally effective in the water and on land. Its jaws are capable of crushing things with great force.

Starting Statistics: **Size** Medium; **Speed** 20 ft., swim 30 ft.; **AC** +2 natural armor; **Attack** bite (1d8 plus grab); **Ability Scores** Str 13, Dex 14, Con 15, Int 1, Wis 12, Cha 4; **Special Attacks** constrict (1d8); **Special Qualities** scent.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (2d6 plus grab); **Ability Scores** Str +4, Dex -2, Con +4; **Special Attacks** constrict (2d6).

REEF SNAKE

Highly venomous and an excellent swimmer, the brightly colored reef snake is at home in tidal waters but can slither about on land if needed.

Starting Statistics: **Size** Medium; **Speed** 10 ft., swim 40 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus poison); **Ability Scores** Str 10, Dex 15, Con 12, Int 1, Wis 13, Cha 2; **Special Attacks** poison (frequency 1 round [6]; effect 1 Str damage; cure 1 save; Con-based DC); **Special Qualities** low-light vision, hold breath, scent.

7th-Level Advancement: **Ability Scores** Str +2, Dex +2. **Special Attacks** poison (frequency 1 round [6]; effect 1d2 Str damage; cure 2 saves; Con-based DC).

REINDEER

A denizen of the frozen tundra, the reindeer is a sure-footed companion in icy terrain, and it can be used for transportation as well as defense.

Starting Statistics: **Size** Medium; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** gore (1d6); **Ability Scores** Str 13, Dex 14, Con 13, Int 2, Wis 12, Cha 5; **Special Qualities** low-light vision, scent, snow adaptation (ignore difficult terrain from ice and snow).

4th-Level Advancement: **Ability Scores** Str +2, Dex +2, Con +2.

SABER-TOOTHED CAT

Somewhat smaller than the more ferocious saber-toothed tiger, the saber-toothed cat is nonetheless an impressive predatory creature.

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** 2 claws (1d4 plus grab); **Ability Scores** Str 15, Dex 15, Con 13, Int 2, Wis 13, Cha 8; **Special Attacks** saber-toothed bite (1d10 bite attack, only on a grapple check to deal damage); **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** 2 claws (1d6 plus grab); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** pounce, saber-toothed bite (2d8 bite attack, only on a grapple check to deal damage).

SALAMANDER, GIANT

This oversized amphibian has a mouth full of tiny but rather sharp teeth.

Starting Statistics: **Size** Medium; **Speed** 20 ft., swim 30 ft.; **AC** +3 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 14, Con 15, Int 1, Wis 12, Cha 4; **Special Qualities** amphibious, tremorsense 30 ft. (underwater only), scent.

4th-Level Advancement: **AC** +2 natural armor; **Ability Scores** Str +2, Dex -2, Con +4; **Racial Skill Modifiers** +4 Stealth.

SKUNK, GIANT

Its unmistakable black-and-white-striped coloration gives a clear warning sign to any who've experienced this foul-smelling creature's ire.

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 9, Dex 14, Con 13, Int 2, Wis 12, Cha 9; **Special Attacks** spray (ranged touch attack, 30-ft. range, musk, usable 1/day); **Special Qualities** low-light vision, musk (Fort save or sickened for 1d6 rounds, Con-based DC), scent.

7th-Level Advancement: Size Large; AC +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** spray (usable 2/day); **Special Qualities** musk (Fort save or nauseated for 1d3 rounds).

SPITTING COBRA

This brightly colored snake can spit its venom, giving it a dangerous ranged attack.

Starting Statistics: Size Small; **Speed** 20 ft., climb 20 ft.; AC +2 natural armor; **Attack** bite (1d3); **Ability Scores** Str 8, Dex 15, Con 11, Int 1, Wis 12, Cha 2; **Special Attacks** poison (*frequency* 1 round [6]; *effect* blurred vision [20% miss chance] 1 round; *cure* 1 save; Con-based DC), spit (ranged touch attack, 10-foot range, poison, usable every 2d4 rounds); **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Ability Scores** Dex +2, Con +2; **Special Attacks** poison (*frequency* 1 round [6]; *effect* blindness 1 round; *cure* 1 save; Con-based DC).

SQUID, GIANT

Although this creature isn't nearly the size of a true giant squid, it remains large enough to do serious damage to foes with its many tentacles.

Starting Statistics: Size Medium; **Speed** swim 40 ft., jet 90 ft.; AC +1 natural armor; **Attack** bite (1d6), tentacles (1d4 plus grab); **Ability Scores** Str 12, Dex 15, Con 13, Int 2, Wis 12, Cha 3; **Special Qualities** aquatic, low-light vision.

7th-Level Advancement: Size Large; AC +2 natural armor; **Attack** bite (1d8), tentacles (1d6 plus grab); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** constrict (1d6); **Special Qualities** ink cloud (20-ft. radius; *Bestiary* 259)

WOLFDOG

This creature is a dependable hybrid of wolf and dog.

Starting Statistics: Size Medium; **Speed** 40 ft.; AC +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 15, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Ability Scores** Str +2, Con +2; **Attack** bite (1d6 plus 1d4 bleed).

YAK

Stout and stubborn, the yak is sure footed and dependable in rough terrain.

Starting Statistics: Size Large; **Speed** 30 ft.; AC +4 natural armor; **Attack** gore (1d8); **Ability Scores** Str 14, Dex 10, Con 12, Int 2, Wis 10, Cha 5; **Special Qualities** low-light vision, scent.

4th-Level Advancement: AC +2 natural armor; **Ability Scores** Str +4, Con +4; **Special Qualities** pack animal (speed is never modified by encumbrance).

ZEBRA

The iconic black and white stripes of the zebra make it instantly recognizable.

Starting Statistics: Size Large; **Speed** 50 ft.; AC +2 natural armor; **Attack** bite (1d4), 2 hooves[†] (1d4); **Ability Scores** Str 14,

Dex 15, Con 13, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Ability Scores** Dex +2, Con +2.

[†]The hooves are primary attacks.

PLANT COMPANIONS

Plant companions have a variety of different starting sizes, speed, attacks, ability scores, and special qualities. All plant companion attacks are made using the creature's full base attack bonus unless otherwise noted. Plant companion attacks add the plant's Strength modifier on the damage roll, unless it has only one attack, in which case it adds 1-1/2 times its Strength modifier. Some plant companions have special abilities, such as scent. Plant companions can't gain armor or weapon proficiency feats even as they advance in Hit Dice, and they can't use manufactured weapons at all unless their description says otherwise.

As you gain levels, your plant companion grows in power as well, gaining the same bonuses that are gained by animal companions. Each plant companion gains an additional bonus, usually at 4th or 7th level, as listed with each companion choice.

Plant companions are typically suitable only for specific archetypes, such as the treesinger druid archetype (*Pathfinder RPG Advanced Class Guide* 25), but with the GM's permission, any druid could select a plant companion.

Trip: Because many plant companions have several rootlike legs, they are very difficult to trip. As a result, a CMD entry has been included for each, indicating the bonus to CMD such plants receive against trip attacks.

CORPSE-EATER FUNGUS

This pale mass of fungal matter looks something like a spider with a thorny, acidic mouth in place of a body.

Starting Statistics: Size Small; **Speed** 30 ft.; AC +2 natural armor; **Attack** bite (1d6 plus 1d2 acid); **Ability Scores** Str 14, Dex 13, Con 12, Int 1, Wis 11, Cha 4; **Special Attacks** spit acid (ranged touch attack, 30-foot range, 1d6 acid damage); **Special Qualities** darkvision 60 ft.; CMD +12 vs. trip.

4th-Level Advancement: Size Medium; AC +2 natural armor; **Attack** bite (1d8 plus 1d4 acid); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** spit acid (ranged touch attack, 30-foot range, 1d8 acid damage); **Special Qualities** darkvision 60 ft.

CREEPING PUFFBALL

This surprisingly mobile, multicolored ball of fungus crawls around on a nest of dozens of little filament-like "legs." Its poisonous spores cause those affected to endure bright, dazzling spots of color.

Starting Statistics: Size Small; **Speed** 30 ft.; AC +1 natural armor; **Attack** slam (1d4 plus poison); **Ability Scores** Str 12, Dex 15, Con 14, Int 1, Wis 12, Cha 9; **Special Attacks** poison (*frequency* 1 round [4]; *effect* 1d2 Wis damage and dazzled; *cure*



1 save; Con-based DC); **Special Qualities** darkvision 60 ft., defensive puff (1/minute as an immediate action when hit, the fungus can expose one adjacent creature to its poison); **CMD** can't be tripped.

4th-Level Advancement: **Size** Medium; **AC** +1 natural armor; **Attack** slam (1d6 plus poison); **Ability Scores** Str +4, Dex -2, Con +2.

GULPER PLANT

This bulbous green plant can climb or crawl via a network of vines. Its central reservoir can gulp down foes to digest them in an internal well of acid, holding them tight while they struggle.

Starting Statistics: **Size** Medium; **Speed** 20 ft., climb 10 ft.; **AC** +1 natural armor; **Attack** 2 vines[†] (1d4 plus grab); **Ability Scores** Str 12, Dex 11, Con 13, Int 1, Wis 10, Cha 3; **Special Attacks** swallow whole (1d6 acid); **Special Qualities** freeze, low-light vision; **CMD** can't be tripped.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** 2 vines[†] (1d6 plus grab); **Ability Scores** Str +6, Dex -2, Con +2; **Special Attacks** swallow whole (1d8 acid).

[†] This attack is a primary natural attack that deals bludgeoning damage.

HUNTING CACTUS

Able to crawl swiftly on five rootlike legs, the hunting cactus has long arms it can slam foes with—arms covered with hundreds of thin, sharp needles.

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +3 natural armor; **Attack** 2 slams[†] (1d6); **Ability Scores** Str 14, Dex 13, Con 17, Int 2, Wis 13, Cha 6; **Special Qualities** needles (a creature grappling a hunting cactus or attacking it with a natural attack or unarmed strike takes 1d4 points of piercing damage); **CMD** +6 vs. trip.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** 2 slams[†] (1d8); **Ability Scores** Str +8, Dex -2, Con +2; **Special Qualities** low-light vision.

[†] These slam attacks deal both bludgeoning and piercing damage.

RASH CREEPER

This mass of creeping vines and leaves slithers almost like a snake. Contact with this predatory plant causes a sickening and sometimes debilitating rash.

Starting Statistics: **Size** Small; **Speed** 20 ft., climb 20 ft.; **AC** +1 natural armor; **Attack** slam (1d4 plus poison); **Ability Scores** Str 10, Dex 15, Con 13, Int 1, Wis 11, Cha 2; **Special Attacks** poison (*frequency* 1 round [4]; *effect* 1 Dex damage and sickened for 1 round; *cure* 1 save; Con-based DC); **Special Qualities** low-light vision; **CMD** can't be tripped.

4th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** slam (1d6 plus poison); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** poison (*frequency*

1 round [4]; *effect* 1d2 Dex damage and sickened for 1 round; *cure* 2 saves; Con-based DC).

SLITHERING SUNDEW

Looking something like a two-headed serpent, this slithering plant strikes with two sticky, constricting slams.

Starting Statistics: **Size** Medium; **Speed** 20 ft.; **AC** +1 natural armor; **Attack** 2 slams (1d4 plus 1d2 acid plus grab); **Ability Scores** Str 14, Dex 17, Con 13, Int 1, Wis 12, Cha 6; **Special Attacks** constrict (1d8 acid); **Special Qualities** low-light vision; **CMD** can't be tripped.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** 2 slams (1d6 plus 1d3 acid plus grab); **Ability Scores** Str +6, Dex -2, Con +4; **Special Attacks** constrict (2d6 acid).

SNAPPING FLYTRAP

This mobile flytrap features two spiky jaws and scuttles about on a tangle of roots.



Starting Statistics: **Size** Medium; **Speed** 20 ft.; **AC** +2 natural armor; **Attack** 2 bites (1d4 plus grab); **Ability Scores** Str 12, Dex 15, Con 14, Int 1, Wis 12, Cha 5; **Special Qualities** low-light vision; **CMD** can't be tripped.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** 3 bites (1d6 plus grab); **Ability Scores** Str +8, Dex -2, Con +4.

SNIPER CACTUS

This single-stalked cactus sports dozens of long, thin needles. Capable of crawling on three stalklike roots, the sniper cactus can fire its thorns with deadly accuracy.

Starting Statistics: **Size** Small; **Speed** 20 ft.; **AC** +2 natural armor; **Attack** gore (1d4) or thorn[†] (ranged attack, 60-foot range, 1d8 piercing damage); **Ability Scores** Str 10, Dex 13, Con 14, Int 1, Wis 13, Cha 6; **Special Qualities** low-light vision; **CMD** +2 vs. trip.

4th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** gore (1d6) or 2 thorns[†] (ranged attack, 60-foot range, 2d6 piecing damage); **Ability Scores** Dex +2, Con +2.

[†] This attack gains no bonus from this creature's Strength score on damage rolls.

VERMIN COMPANIONS

Vermin companions for druids and similar classes were first introduced in *Pathfinder RPG Ultimate Magic*. Several additional choices for vermin companions are listed below. Vermin companions follow the same rules as animal companions and can be trained as if they were animals using the Handle Animal skill. In addition, vermin companions have the following features.

Mindless: Vermin companions have no Intelligence score and have the mindless trait. In spite of this, vermin companions can learn one trick, plus any additional bonus tricks granted as a result of class level. If a vermin animal companion gains an ability score increase (at 4 Hit Dice, 8 Hit Dice, and so on), the druid can apply this increase to the companion's Intelligence, changing it from — to 1, at which point the companion loses the mindless trait and is able to learn up to 3 tricks per point of Intelligence, plus the additional bonus tricks. Vermin companions have no skill points or feats as long as they have the mindless quality.

Trip: Because many vermin have more than two legs, they are very difficult to trip. As a result, a CMD entry has been included for each, indicating the bonus to CMD such vermin receive against trip attacks.

ASSASSIN BUG, GIANT

This long-legged, beetle-like insect can spew a stream of poison at its foes from a distance.

Starting Statistics: **Size** Small; **Speed** 30 ft., fly 30 ft. (clumsy); **AC** +2 natural armor; **Attack** bite (1d4 plus poison), 2 claws (1d3); **Ability Scores** Str 13, Dex 15, Con 13, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round [4];

effect 1d2 Dex; *cure* 1 save; Con-based DC), poison stream (exposes all creatures in a 15-ft. line to poison, Reflex save negates; Dex-based DC; usable every 1d4 rounds as a standard action); **Special Qualities** darkvision 60 ft.; **CMD** trip +8.

4th-Level Advancement: **Size** Medium; **AC** +1 natural armor; **Attack** bite (1d6 plus poison), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** poison (*frequency* 1 round [4]; *effect* 1d2 Dex; *cure* 2 saves; Con-based DC).

CATERPILLAR, GIANT

This many-legged wormlike creature is a larval form of a moth or butterfly, but as long as it remains a vermin companion, it will not go through this metamorphosis.

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 30 ft.; **AC** +2 natural armor; **Attack** bite (1d6), bristles[†] (1d4 plus poison); **Ability Scores** Str 14, Dex 13, Con 13, Int —, Wis 11, Cha 2; **Special Attacks** bristles (a creature attacking the giant caterpillar with a natural attack or non-reach melee weapon must succeed at a Reflex save or take damage as if the caterpillar had struck the creature with its bristles attack; Dex-based DC with a +2 racial bonus), poison (*frequency* 1 round [4]; *effect* 1d2 Str damage; *cure* 1 save; Con-based DC); **Special Qualities** compression, darkvision 60 ft.; **CMD** can't be tripped.

4th-Level Advancement: **Size** Medium; **AC** +1 natural armor; **Attack** bite (1d8), bristles[†] (1d6 plus poison); **Ability Scores** Str +4, Dex -2, Con +2.

[†] This is a secondary natural attack that deals piercing damage.

COCKROACH, GIANT

Swift and unsettling, the giant cockroach is notoriously difficult to slay. These creatures prefer dark places and seem to have no opposition to crawling through filth.

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 20 ft., fly 20 ft. (poor); **AC** +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str 9, Dex 10, Con 17, Int —, Wis 11, Cha 2; **Special Qualities** darkvision 60 ft., hold breath, light sensitivity, tremorsense 60 ft.; **CMD** +8 vs. trip; **Bonus Feat** Endurance.

4th-Level Advancement: **Speed** 30 ft., climb 30 ft., fly 40 ft. (poor); **AC** +2 natural armor; **Ability Scores** Str +2, Dex +2, Con +2; **Bonus Feat** Diehard.

DRAGONFLY, GIANT

These long-winged insects have dazzlingly colorful bodies.

Starting Statistics: **Size** Small; **Speed** 20 ft., fly 40 ft. (perfect); **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str 13, Dex 17, Con 12, Int —, Wis 12, Cha 9; **Special Qualities** darkvision 60 ft.; **CMD** +8 vs. trip.

4th-Level Advancement: **Size** Medium; **Speed** 20 ft., fly 80 ft. (perfect); **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +4, Dex -2, Con +2; **Bonus Feat** Flyby Attack.

EURYPTERID

Also known as sea scorpions, these aquatic insects have pincers and a long stinger.



Starting Statistics: **Size** Medium; **Speed** 20 ft., swim 40 ft.; **AC** +2 natural armor; **Attack** 2 claws (1d3), sting (1d3 plus poison); **Ability Scores** Str 10, Dex 11, Con 12, Int —, Wis 13, Cha 2; **Special Qualities** darkvision 60 ft.; **Special Attacks** poison (*frequency* 1 round [4]; *effect* 1 Con damage; *cure* 1 save; Con-based DC); **CMD** +8 vs. trip.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** 2 claws (1d4), sting (1d4 plus poison); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** poison (*frequency* 1 round [6]; *effect* 1d2 Con damage; *cure* 1 save; Con-based DC).

LOCUST, GIANT

The giant locust has long limber legs and the ability to spit a caustic glob of noxious goo.

Starting Statistics: **Size** Small; **Speed** 20 ft., climb 20 ft., fly 20 ft. (poor); **AC** +3 natural armor; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 17, Con 11, Int —, Wis 10, Cha 7; **Special Attacks** spit goo (ranged touch attack, 30-foot range, sickened for 1 round); **Special Qualities** +18 Acrobatics when jumping, darkvision 60 ft., leap (can take 10 on Acrobatics checks to jump, even when distracted or threatened); **CMD** +8 vs. trip.

4th-Level Advancement: **Size** Medium; **Speed** 20 ft., climb 20 ft., fly 60 ft. (average); **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** voracious (bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials).

MANTIS SHRIMP, GIANT

This colorful aquatic vermin has powerful claws capable of striking with blinding speed.

Starting Statistics: **Size** Small; **Speed** 40 ft., swim 30 ft.; **AC** +3 natural armor; **Attack** 2 pincers (1d6); **Ability Scores** Str 12, Dex 17, Con 14, Int —, Wis 13, Cha 6; **Special Qualities** aquatic blindsense 10 ft., darkvision 60 ft., sonic resistance 5; **CMD** +12 vs. trip.

7th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** 2 pincers (1d8); **Ability Scores** Str +6, Dex -2, Con +2; **Special Attacks** speedy pincers (can make iterative attacks with one of its pincer attacks); **Special Qualities** blindsight 10 ft., sonic resistance 10.

MOSQUITO, GIANT

Between its bloodthirsty nature and the annoying drone of its wings, the giant mosquito is a much-loathed creature. Unlike its smaller cousins, a giant mosquito can easily kill larger creatures by draining them of their blood.

Starting Statistics: **Size** Small; **Speed** 20 ft., fly 60 ft. (good); **AC** +1 natural armor; **Attack** bite (1d6 plus bleed and grab); **Ability Scores** Str 14, Dex 21, Con 15, Int —, Wis 13, Cha 6; **Special Attacks** bleed (1d4), grab; **Special Qualities** darkvision 60 ft.; **CMD** +8 vs. trip.

7th-Level Advancement: **Size** Medium; **AC** +1 natural armor; **Attack** bite (1d8 plus bleed and grab); **Ability Scores**

Str +4, Dex -2, Con +2; **Special Attacks** bleed (2d4), blood drain (1d2 Constitution).

SOLIFUGID, GIANT

This vermin's double set of vertical mandibles make this giant solifugid a particularly ferocious-looking companion. Its speed allows it to strike at its enemies from cover without them knowing what happened.

Starting Statistics: **Size** Small; **Speed** 50 ft., climb 30 ft.; **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d3); **Ability Scores** Str 12, Dex 15, Con 15, Int —, Wis 11, Cha 2; **Special Qualities** darkvision 60 ft.; **CMD** +12 vs. trip.

4th-Level Advancement: **Size** Medium; **AC** +3 natural armor; **Attack** bite (1d8), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** pounce, rend (2 claws, 1d4).

SPIDER, WEB TYRANT

The web tyrant spider's bright coloration and long legs make for a stunning but unnerving companion.

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 30 ft.; **AC** +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str 10, Dex 17, Con 10, Int —, Wis 10, Cha 2; **Special Attacks** web; **Special Qualities** darkvision 60 ft.; **CMD** +12 vs. trip.

4th-Level Advancement: **Size** Medium; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2.

TERMITE, GIANT

The giant termite has a set of large powerful mandibles, and it is particularly effective when fighting alongside other termite companions.

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 30 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 11, Con 12, Int —, Wis 12, Cha 7; **Special Attacks** swarming (two giant termites can share the same space, and if they both attack the same target, they are considered to be flanking that foe); **Special Qualities** darkvision 60 ft.; **CMD** +8 vs. trip.

4th-Level Advancement: **Size** Medium; **AC** +3 natural armor; **Attack** bite (1d8 plus 1d6 acid); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** gnaw (bite attack ignores hardness of 5 or less).

WHIPTAIL CENTIPEDE, GIANT

The long thin tendrils that lash out from this centipede's tail can trip foes with surprising ease.

Starting Statistics: **Size** Medium; **Speed** 40 ft., climb 40 ft.; **AC** +3 natural armor; **Attack** bite (1d6 plus poison); **Ability Scores** Str 9, Dex 13, Con 13, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round [4]; *effect* 1d2 Dex damage; *cure* 1 save; Con-based DC); **Special Qualities** darkvision 60 ft.; **CMD** can't be tripped.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8 plus poison), tail slap[†] (1d2 nonlethal plus trip); **Ability Scores** Str +8, Dex -2, Con +4.

[†] This attack gains no bonus from the creature's Strength score on damage rolls.

ANIMAL COMPANION ARCHETYPES

Animal companion archetypes modify animal companions' standard abilities, similar to how class archetypes modify player characters' class features. You can typically apply these archetypes to animal companions, cavalier mounts, and paladin bonded mounts. These archetypes function by swapping out certain abilities that are common to standard companions and replacing them with new abilities tailored to a particular theme; if a particular animal companion alters, replaces, or simply doesn't have the appropriate feature, you can't apply the animal companion archetype to that animal companion. A cavalier or samurai mount can take animal companion archetypes that replace share spells by replacing the mount's Light Armor Proficiency feat and its master's ability to ignore the armor check penalty on Ride checks, but only if the master didn't alter or replace those abilities with an archetype. Animal companions with more than one natural attack and only primary natural attacks can't take a companion archetype that trades out Multiattack. Where levels are referenced in archetype descriptions, they refer to the class level of the companion's master in whichever class grants the companion as a class feature.

ABERRANT COMPANION

There's something oddly wrong about aberrant companions. Yet though they're touched by eldritch magic or mutated by strange influences, they are still loyal, if unnatural, allies.

Aberrant Skills: Aberrant companions treat Escape Artist and Intimidate as class skills.

Not Quite Animal: The DC to use Handle Animal on an aberrant companion is 5 higher, as if it were a nonanimal with an Intelligence score of 1 or 2.

Aberrant Sight (Ex): An aberrant companion gains darkvision with a range of 60 feet.

This replaces share spells.

Alien Mind (Ex): At 6th level, an aberrant companion is immune to mind-affecting effects that specifically target animals, such as *charm animal*. Anyone who attempts to use such an effect against it takes 1d4 points of Wisdom damage (Will DC 20 half).

This replaces devotion.

Fluid Bones (Ex): At 9th level, an aberrant companion gains compression as per the universal monster rule, though it can use the ability while carrying a rider only if the rider has compression.

This replaces Multiattack and the +2 natural armor increase at 9th level.

AMBUSER

Ambushers sneak up on unsuspecting prey, pouncing on targets when they least expect it.

Camouflage (Ex): An ambusher gains a +4 racial bonus on Stealth checks in its natural environment (if this is unclear, use the environment in its *Bestiary* entry). At 15th level, an ambusher can use the Stealth skill to hide in its natural environment, even if the environment doesn't grant cover or concealment.

This replaces share spells and improved evasion.

Cunning Ambusher (Ex): At 3rd level, an ambusher gains uncanny dodge. At 6th level, an ambusher gains a +2 racial bonus on initiative checks, and during the surprise round, opponents are always considered flat-footed against the ambusher's attacks, even if they have already acted. At 9th level, an ambusher gains a +2 morale bonus on attack and damage rolls during a surprise round.

This replaces evasion, devotion, and Multiattack.

AUGMENTED COMPANION

Augmented companions have suffered an injury, such as the loss of a wing, and parts of their bodies have been replaced by a master construct crafter. This procedure grants them unusual abilities.

Not Quite Animal: The DC to use Handle Animal on an augmented companion is 5 higher, as if it were a nonanimal with an Intelligence score of 1 or 2.

Augmented Body (Ex): An augmented companion heals only half as much as normal from positive energy healing effects but also heals half the usual amount from effects that specifically heal constructs.

Augmented Sight (Ex): An augmented companion gains low-light vision and darkvision to a range of 60 feet.

This replaces share spells.

Constructed Form (Ex): At 6th level, an augmented companion gains a +4 morale bonus on Fortitude saves against effects that could not normally affect objects or constructs, and it takes





only half damage from bleed effects. However, it can be affected by attacks that specifically target constructs.

This replaces devotion.

AUSPICE

Auspices were born with a birthmark or other feature that seems to be in the shape of their master's deity's holy symbol; they are usually animal sacred to that deity's religion.

Aligned (Ex): Even though an auspice is an animal, its connection to its associated deity allows it to be chaotic neutral, lawful neutral, neutral evil, or neutral good, whichever is closest to the deity's alignment, or it can remain true neutral.

Auspicious Boon (Sp, Su): At 1st level, the auspice can cast *guidance* as a spell-like ability at will as a full-round action. At 3rd level, the auspice can access a spark of its associated deity's favor. Choose one of that deity's domains that grants a 1st-level domain power usable a number of times per day equal to 3 + the user's Wisdom modifier. The auspice can use that power once per day.

This replaces share spells and evasion.

Aligned Strike (Ex): At 15th level, an auspice's attacks count as chaotic, evil, good, or lawful (whichever matches its alignment) for the purpose of overcoming damage reduction, unless the auspice is true neutral.

This replaces improved evasion.

BODYGUARD

Some companions live lives of faithful devotion and steady vigilance, standing watch through long hours and always ready to leap into action to protect their masters.

Animal Feats: In addition to the standard feats available to animal companions, a bodyguard can select Bodyguard^{APG}, Combat Patrol^{APG}, Heroic Defiance^{APG}, Heroic Recovery^{APG}, and In Harm's Way^{APG}.

Shared Vigilance (Ex): Both a bodyguard and its master gain Alertness as a bonus feat whenever they are adjacent.

This replaces share spells.

Tenacious Guardian (Ex): At 3rd level, a bodyguard can always act in a surprise round (though it remains flat-footed until it acts). As long as its master is adjacent, a bodyguard remains conscious (though it becomes staggered) when its hit points fall below 0. While below 0 hit points, the bodyguard loses 1 hit point per round but gains a +2 morale bonus on attack rolls, saving throws, and skill checks, dying only if its hit points reach a negative total equal to its Constitution score plus its master's class level.

This replaces evasion.

Uncanny Dodge (Ex): At 9th level, a bodyguard gains uncanny dodge as per the rogue class feature of the same name.

This replaces Multiattack.

Greater Tenacity (Ex): At 15th level, a bodyguard with fewer than 0 hit points gains a +4 morale bonus on attack rolls, saving throws, and skill checks; immunity to fear effects; and temporary hit points equal to its master's class level (maximum 20). It dies only if its hit points reach a

negative total equal to twice its Constitution score plus its master's class level.

This replaces improved evasion.

BULLY

Bigger than others of its kind, a bully is used to winning fights and displays of dominance for its choice of mates, territory, or other privileges.

Bully Feats: In addition to the standard feats available to animal companions, a bully can select Greater Bull Rush, Greater Overrun, Greater Reposition^{APG}, Greater Trip, Improved Reposition, and Improved Trip. It can use Power Attack instead of Combat Expertise as a prerequisite to qualify for feats on this list.

This replaces share spells.

Bullying Thrill (Ex): At 9th level, whenever a bully succeeds at a bull rush, overrun, reposition, or trip combat maneuver check, after fully resolving the combat maneuver, it gains a +2 morale bonus on attack and damage rolls until the end of its next turn.

This replaces Multiattack.

DAREDEVIL

Daredevil companions join the fray with graceful leaps or swooping dives, heedless of the danger.

Artful Acrobat (Ex): A daredevil gains a competence bonus on Acrobatics checks equal to half its Hit Dice.

This replaces share spells.

Uncanny Dodge (Ex): At 6th level, a daredevil gains Mobility as a bonus feat without needing to meet the prerequisites. If it already has Mobility, it gains Spring Attack instead.

This replaces devotion.

Devil May Care (Ex): At 9th level, a daredevil can't be flanked. This replaces Multiattack.

DEATHTOUCHEd COMPANION

Whether the result of a partially successful attempt at revival, a strange blight, or repeated exposure to undead, deathtouched companions are living animals with a trace of the undead, somewhat like dhampirs.

Deathtouched Skills: Deathtouched companions treat Intimidate as a class skill.

Not Quite Animal: The DC to use Handle Animal on a deathtouched companion is 5 higher, as if it were a nonanimal with an Intelligence score of 1 or 2. It doesn't count as an animal for the purpose of an undead's unnatural aura.

Dead Sight (Ex): A deathtouched companion gains darkvision to a range of 60 feet.

This replaces share spells.

Negative Energy Affinity (Ex): Though a living creature, a deathtouched companion reacts to positive and negative energy as if it were undead—positive energy harms it, while negative energy heals it.

One Foot in the Grave (Ex): At 6th level, a deathtouched companion gains a +4 morale bonus on Fortitude saves

against effects that could not normally affect objects or undead, and it takes only half damage from bleed effects. However, it can be affected by attacks that specifically target undead, such as *halt undead*.

This replaces devotion.

DRACONIC COMPANION

Draconic companions bear a faint trace of dragon blood that grants them special abilities.

Draconic Skills: Draconic companions treat Intimidate as a class skill.

Not Quite Animal: The DC to use Handle Animal on a draconic companion is 5 higher, as if it were a nonanimal with an Intelligence score of 1 or 2.

Draconic Sight (Ex): A draconic companion gains low-light vision and darkvision to a range of 60 feet.

This replaces share spells.

Draconic Resistance (Ex): At 3rd level, choose acid, cold, electricity, or fire, based on the draconic companion's draconic ancestor. The draconic companion gains resistance 5 against the chosen energy type, as well as a +2 racial bonus on saves against paralysis and sleep.

This replaces evasion.

Improved Draconic Resistance (Ex): At 6th level, a draconic companion becomes immune to paralysis and sleep, and its energy resistance increases to 10. At 15th level, its energy resistance increases to 20.

This replaces devotion.

Breath Weapon (Ex): At 9th level, a draconic companion gains a breath weapon, usable once per day, that deals 1d6 points of damage per Hit Dice of the energy type matching its draconic resistance in either a 30-foot cone or a 60-foot line (chosen when the draconic companion gains this ability). At 15th level, it can use the breath weapon three times per day, but it must wait 1d4 rounds between uses. Targets of this breath weapon can attempt a Reflex save (DC = 10 + half the draconic companion's Hit Dice + the draconic companion's Constitution modifier) for half damage.

This replaces Multiattack and improved evasion.

FEYTOUCHED COMPANION

Feytouched companions are strangely colored fauna native to the First World, the primal realm of the fey. They gain strange abilities tied to the fey.

Feytouched Skills: Feytouched companions treat Perform as a class skill.

Not Quite Animal: The DC to use Handle Animal on a feytouched companion is 5 higher, as if it were a nonanimal with an Intelligence score of 1 or 2.

Small but Fierce (Ex): A feytouched companion must be an animal companion that normally starts as Small or smaller. At 4th or 7th level, whenever the feytouched companion would normally gain the choice of a listed advancement or a +2 bonus to its Dexterity and Constitution scores, it instead gains a +2 bonus to its Strength, Dexterity, and Constitution scores.

This replaces the 4th- or 7th-level ability score and size advancement.

Fey Magic (Sp): A feytouched companion can cast *dancing lights* at will as a spell-like ability as a full-round action. At 3rd level, a feytouched companion can ready an action for its master's spellcasting while adjacent to its master, to allow its master to spontaneously cast one of the following spells by sacrificing a spell slot of equal or higher level: *faerie fire* (1st), *glitterdust* (2nd), *deep slumber* (3rd), *major image* (4th), *confusion* (5th), *feeblemind* (7th), *mislead* (8th). A feytouched companion's master can cast each of the spells on the list only once each day in this way.

This replaces share spells and Multiattack.

Iron Bane (Ex): At 3rd level, a feytouched companion gains damage reduction 1/cold iron. This damage reduction increases by 1 for every 3 levels beyond 3rd. Any creature holding or wearing an item made out of cold iron takes a –10 penalty on Handle Animal checks to handle the feytouched companion.

This replaces evasion, devotion, and improved evasion.

PRECOCIOUS COMPANION

Precocious companions are able to learn far more tricks than other companions; this ability to learn allows their masters to use them for a wider variety of tasks.

Expanded Tricks (Ex): At 3rd level, a precocious companion gains twice as many bonus tricks as normal for an animal companion. A hunter's animal companion can't use the additional bonus tricks to learn hunter's tricks. At 15th level, the DC of the Handle Animal check to push a precocious companion to perform an unlearned trick is only 15, instead of 25.

This replaces evasion and improved evasion.

Perspicacious Mind (Ex): At 4th or 7th level, whenever the precocious companion would normally gain the choice of a listed score advancement or a +2 bonus to Dexterity and Constitution, it instead gains a +2 bonus to its Intelligence score and a +4 bonus to +4 its Wisdom and Charisma scores.

This replaces the 4th- or 7th-level ability score advancement.

RACER

Some companions have uncanny speed, providing their masters with swift transport.

Racer Feats: In addition to the standard feats available to animal companions, a racer can select Acrobatic Steps, Charge Through^{APG}, Improved Lightning Reflexes, Lightning Stance, Nimble Moves, and Wind Stance.

Fast Movement (Ex): A racer's speed is 10 feet greater than that of typical animals of its kind when it is wearing no armor and carrying a light load.

This replaces share spells.

Sprint (Ex): At 6th level, once per hour a racer can move at 10 times its normal speed when it makes a charge or uses the run action.

This replaces devotion.



TOTEM GUIDE

Totem guides embody the wisdom and spirituality of the natural world, providing guidance as well as aid in combat. Once a totem guide is chosen, a character can replace the companion if it is slain but must choose the same kind of totem guide.

Spiritual Guidance (Sp): At 3rd level, a totem guide can use *guidance* as a spell-like ability at will as a full-round action, targeting itself or its master. In addition, a totem guide's master can spontaneously cast the following spells while adjacent to the totem guide by sacrificing a spell slot of equal or higher level: *detect animals or plants* (1st), *augury* (2nd), *helping hand* (3rd), *divination* (4th), *commune with nature* (5th), and *find the path* (6th). The totem guide serves as a divine focus for these spells, but costly material components must still be provided.

This replaces evasion.

Beast Speech (Ex): At 6th level, a totem guide can speak with its master as though the two share a common language, and it can speak with other animals of its species (or, at the GM's discretion, other creatures with similar types).

This replaces devotion.

Eldritch Claws: At 9th level, a totem guide gains Eldritch Claws^{APG} as a bonus feat.

This replaces Multiattack.

Ghost Guardian (Ex): At 15th level, a totem guide's natural weapons deal full damage to incorporeal creatures, and its natural armor bonus applies against incorporeal touch attacks. A totem guide can never be transformed into or animated as an undead creature.

This replaces improved evasion.

TRACKER

Some companions are expert trackers, able to use their scent ability to follow any trail.

Keen Nose: A tracker must be an animal companion with the scent ability.

Tracker Skills: Trackers treat Survival as a class skill.

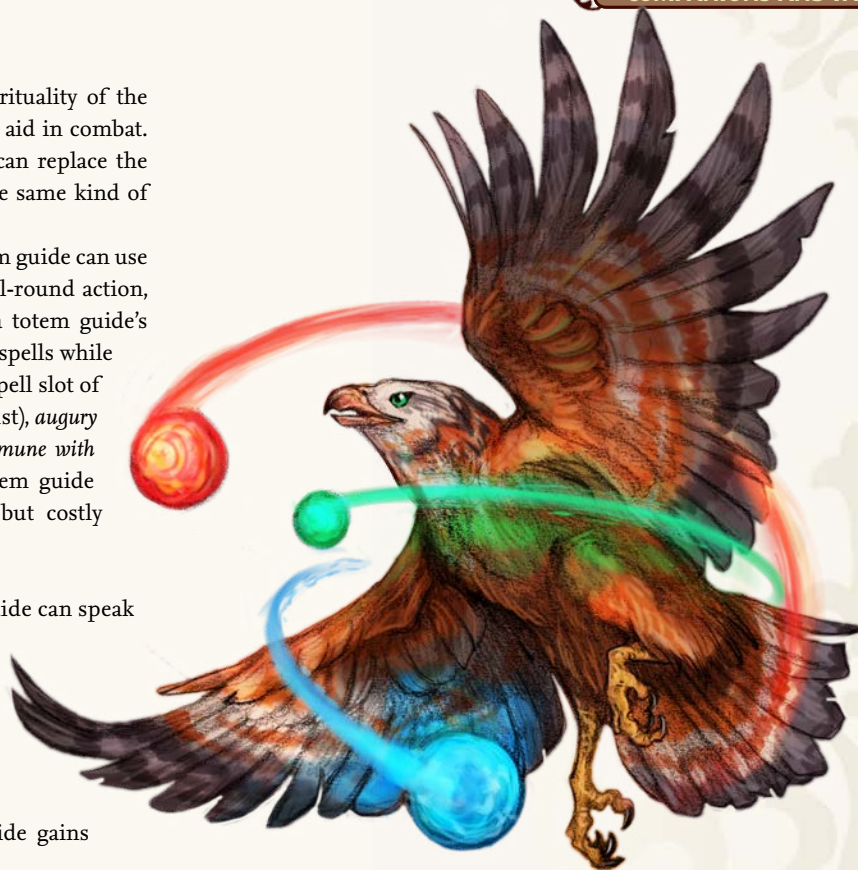
Expert Tracker (Ex): A tracker gains a competence bonus on Survival checks to track via scent equal to half its total Hit Dice. At 6th level, it can move at its normal speed while using Survival to follow tracks without taking the normal –5 penalty. It takes only a –10 penalty (instead of the normal –20 penalty) when moving at up to twice its normal speed while tracking.

This replaces share spells and devotion.

VERDANT COMPANION

Favorites of druids who balance their responsibilities between flora and fauna, verdant companions are animals with some of the abilities and physical aspects of plants.

Not Quite Animal: The DC to use Handle Animal on a verdant companion is 5 higher, as if it were a nonanimal with an Intelligence score of 1 or 2.



Photosynthesis (Ex): As long as it stays in the sunlight for at least 8 hours per day, a verdant companion doesn't need to eat. Otherwise, it eats normally for an animal of its kind.

Verdant Resistance (Ex): A verdant companion gains a +1 racial bonus on saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning. This bonus increases to +2 at 3rd level, +3 at 6th level, and +4 at 15th level. At 6th level, a verdant companion gains roots it can plant or retract as a swift action. With its roots planted, it can't move, but it gains a +4 bonus to its CMD against bull rush, pull, push, reposition, trip, and other combat maneuvers that would knock it over or move it.

This replaces share spells, evasion, devotion, and improved evasion.

WRECKER

Like unruly pets, some companions have a tendency to destroy nearby objects while unsupervised, and their masters can channel these destructive impulses into an advantage in battle.

Wrecker Feats: In addition to the standard feats available to animal companions, a wrecker can select Improved Sunder and Greater Sunder.

Destructive Wrecker (Ex): A wrecker's natural attacks ignore an inanimate object's first 5 points of hardness. At 9th level, a wrecker's natural attacks count as if they were adamantine for the purpose of overcoming a construct's damage reduction.

This replaces share spells and Multiattack.

FAMILIARS

Spellcasters who have the ability to gain familiars have a wide range of options. Many familiars beyond those presented in the *Pathfinder RPG Core Rulebook* exist in the various *Pathfinder RPG Bestiary* volumes and *Pathfinder RPG Ultimate Magic*, and the following pages expand those options even more.

UNUSUAL FAMILIARS

While most familiars are Tiny animals or magical beasts, spellcasters can acquire larger or more unusual creatures during their travels, which impart certain rules effects that should be considered at the table.

Small familiars threaten the areas around them like other Small creatures do, and they can be used to flank enemies—though both familiars and their masters are generally loath to employ such tactics, as the result is often a dead familiar. Small familiars are also harder to keep on a master's person than Tiny or smaller familiars; some form of specialized or magical conveyance is usually required.

Construct, plant, and vermin familiars gain an Intelligence score, and they lose the mindless trait if they had it. If such familiars lack a language, they communicate with their masters and other creatures of their kind (greensting scorpions with other scorpions, mobile plant creatures with other mobile plant creatures, and so on) by way of a strange combination of behaviors, slight changes in coloration, and sometimes even the excretion of scents or pheromones. Other types of creatures can't understand this communication without magical aid.

VARIANT FAMILIARS

The familiars presented below are variants of existing creatures, modified as indicated.

ARCTIC FOX CR 1/4

Variant Use the statistics for a fox (*Bestiary* 3 112). An arctic fox's white fur allows it to blend in with its snowy environment. It receives a +4 racial bonus on Stealth checks in snow.

This clever predator is known as a cunning hunter of small mammals and birds, with a thick coat of white fur that allows it to blend with the winter landscape. An arctic fox is typically 2 feet long and weighs 15 pounds.

ERMINE CR 1/2

Variant Use the statistics for a weasel (*Bestiary* 133). An ermine receives a +4 racial bonus on Stealth checks in snow. Also called a stoat, this type of weasel has a coat of white fur. Ermines are typically a foot long and weigh about half a pound.

MARINE IGUANA CR 1/3

Variant Use the statistics for a dwarf caiman (see page 194),

but increase its base speed and swim speed by 10 feet each.

Marine iguanas do not have the sprint ability.

These iguanas have craggy scales that allow them to blend in with volcanic rock. Unlike other iguanas, they are strong swimmers and can dive as deep as 30 feet below the ocean surface in the search for algae and moss. Marine iguanas are usually around a foot long (not counting their long tails) and can weigh as much as 10 pounds.

MONGOOSE CR 1/2

Variant Use the statistics for a weasel (*Bestiary* 133), but it has a +4 bonus on saving throws against poison from snakes.

These creatures are well known for their resistance to snake venom and are often trained to hunt snakes. They are typically 2 feet long from nose to tail and weigh about 6 pounds.

OSPREY CR 1/3

Variant Use the statistics for a hawk (*Bestiary* 131).

Sometimes called sea hawks, these white-bellied predatory birds have brownish-gray feathers on their wings and back. Their diet consists of mostly fish. Ospreys are about 2 feet long and weigh 3 pounds.

PARROT CR 1/6

Variant Use the statistics for a raven (*Bestiary* 133).

These rather intelligent birds come in a variety of colors. They are prized for their colorful feathers and their talent for mimicking sounds, including human voices and words. They are typically about 1 foot in length, though some are larger, and weigh between half a pound to 3 pounds.

SEA KRAIT CR 1/2

Variant Use the statistics for a viper (*Bestiary* 133), but it has a swim speed of 30 feet.

This semiaquatic snake has a flat, paddle-shaped tail, giving it greater speed and agility in the water. Though it can't breathe underwater, it does all of its hunting in the water and is more agile there than on land. The largest sea kraits can grow to 5 feet long.

SNAIL KITE CR 1/3

Variant Use the statistics for a hawk (*Bestiary* 131).

A snail kite uses its hooked beak to dig snails out of their shells. While female snail kites have more brown and muddled coloration, the males boast distinctive blue-gray feathers. These birds can grow to be 1-1/2 feet long and weigh nearly 2 pounds.

TOUCAN CR 1/6

Variant Use the statistics for a raven (*Bestiary* 133). Toucans cannot talk.

These short-necked, rather stout birds have bills that are often nearly the length of their body. They use these long bills to eat fruit. A toucan is typically about a foot long and weighs between half a pound and 1 pound.



TABLE 5-1: FAMILIAR SPECIAL ABILITIES




Familiar	Special Ability
Arctic Fox	Master gains a +2 bonus on Reflex saves
Arctic Hare	Master gains a +4 bonus on initiative checks
Arctic Tern	Master gains a +3 bonus on Fly checks
Armadillo	Master gains a +1 natural armor bonus to AC
Butterfly	Master gains a +3 bonus on Perform checks
Cat, Margay	Master gains a +3 bonus on Bluff checks
Chicken	Master gains +3 hit points
Cockroach	Master gains +3 hit points
Creepier Ivy	Master gains a +3 bonus on Climb checks
Dodo	Master gains a +4 bonus on initiative checks
Dolphin, Popoto	Master gains a +3 bonus on Swim checks
Dwarf Caiman	Master gains a +3 bonus on Stealth checks
Dweomer Cap	Master gains a +3 bonus on Spellcraft checks to identify magic items
Ermine	Master gains a +2 bonus on Reflex saves
Fire Salamander	Master gains a +3 bonus on Escape Artist checks
Flowering Lattice	Master gains a +3 bonus on Diplomacy checks
Horned Lizard	Master gains a +2 bonus on Fortitude saves
Ioun Wyrd	Master gains a +1 natural armor bonus to AC
Isopod, Giant	Master gains a +2 bonus on Reflex saves
Jerboa	Master gains a +4 bonus on initiative checks
Kakapo	Master gains a +3 bonus on Climb checks
Koala	Master gains a +3 bonus on Climb checks
Lamprey	Master gains +3 hit points.
Lemming	Master gains a +2 bonus on Fortitude saves
Leopard Slug	Master gains a +3 bonus on Climb checks
Marine Iguana	Master gains a +3 bonus on Swim checks
Meerkat	Master gains a +3 bonus on Escape Artist checks
Mole	Master gains a +3 bonus on smell-, taste-, and touch-based Perception checks
Mongoose	Master gains a +2 bonus on Fortitude Saves
Moth (use butterfly statistics)	Survival checks

FAMILIARS

The statistics for the following creatures can be used for familiars, but they can also be used for normal creatures encountered by adventurers. Note that some of these creatures (like butterflies) are essentially harmless without the additional abilities granted by being a familiar, and in these cases defeating them in battle should award no experience.

Arctic Hare

With shorter ears and limbs than other rabbits, this white rabbit is hard to spot in the snow.

ARCTIC HARE CR 1/6   

XP 65

N Tiny animal

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

Peafowl	Master gains a +3 bonus on Intimidate checks
Petrifern	Master gains a +1 natural armor bonus to AC
Osprey	Master gains a +3 bonus on Survival checks
Parrot	Master gains a +3 bonus on Linguistics checks
Penguin	Master gains a +3 bonus on Swim checks
Platypus	Master gains a +3 bonus on Swim checks
Ptarmigan	Master gains a +3 bonus on Stealth checks
Pufferfish	Master gains a +2 bonus on Fortitude saves
Puffin	Master gains a +2 bonus on Stealth checks
Rabbit	Master gains a +4 bonus on initiative checks
Rhamphorhynchus	Master gains a +4 bonus on initiative checks
Ravenous	Master gains a 10-foot bonus to speed when using the charge, run, or withdraw actions
Razor Fern	Master gains a +3 bonus on Stealth checks
Sawleg Locust	Master gains a +3 bonus on Acrobatics checks
Sea Krait	Master gains a +2 bonus on Fortitude saves
Seal	Master gains a +3 bonus on Swim checks
Shimmerwing	Master gains a +3 bonus on Fly checks
Dragonfly	
Skunk†	Master gains a +2 bonus on Fortitude saves
Snail Kite	Master gains a +3 bonus on Fly checks
Spiny Starfish	Master treats his effective character level as 4 higher to recover hit points by resting
Squirrel	Master gains a +3 bonus on Sleight of Hand checks
Suture Vine	Master gains a +3 bonus on Heal checks
Tardigrade, Giant	Master gains a +2 bonus on Fortitude saves
Tarsier	Master gains a +3 bonus on Acrobatics checks
Toucan	Master gains a +3 bonus on Diplomacy checks
Vampire Squid	Master gains a +2 bonus on Reflex saves
Wallaby	Master gains a +3 bonus on Acrobatics checks

† Statistics for the skunk are found on page 247 of *Pathfinder RPG Bestiary 3*.

hp 3 (1d8-1)

Fort +1, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite -2 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 16, **Con** 9, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +0; **CMB** +1; **CMD** 7 (11 vs. trip)

Feats Run

Skills Stealth +15 (+19 in snow); **Racial Modifiers** +4 Stealth in snow

ECOLOGY

Environment cold forests and plains

Organization solitary, pair, or down (3-16)

Treasure none

An arctic hare has adapted to life in cold environments but fares well in warmer climes.



Arctic Tern

This white-and-gray bird has a reddish-orange beak.

ARCTIC TERN CR 1/6   

XP 65

N Tiny animal

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 2 (1d8-2)

Fort +0, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite -2 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 7, **Int** 2, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 6

Feats Skill Focus (Fly)

Skills Fly +9, Perception +6

ECOLOGY

Environment cold coastlines

Organization solitary, pair, or flock (3-20)

Treasure none

These migratory birds are agile and graceful flyers that hunt fish and marine invertebrates. Arctic terns mate for life and build their nests on the ground.

Arctic terns are about 1 foot long and weigh about half a pound.

Armadillo

This round, dust-colored creature's snout pokes out of its bony armor shell.

ARMADILLO CR 1/4   

XP 100

N Tiny animal

Init +2; **Senses** scent; Perception +8 (+0 on sight-based Perception checks)

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +4, **Will** +1

Defensive Abilities protective ball

OFFENSE

Speed 30 ft., burrow 5 ft.

Melee claw -1 (1d2-3)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 4, **Dex** 15, **Con** 11, **Int** 2, **Wis** 12, **Cha** 9

Base Atk +0; **CMB** +0; **CMD** 7 (11 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8 (+0 on sight-based checks), Swim +1; **Racial**

Modifiers +4 Swim, -8 on sight-based Perception checks

SQ natural diver

ECOLOGY

Environment temperate or warm plains

Organization solitary

Treasure none

SPECIAL ABILITIES

Natural Diver (Ex) An armadillo can hold its breath underwater for up to 6 minutes.

Protective Ball (Ex) An armadillo can roll up into a ball as a swift action, increasing its natural armor bonus to +3 but decreasing its speed to 0 feet. Unrolling is a move action.

These squat-bodied mammals are easily recognizable thanks to their distinctive leathery shells, which provide them with natural protection against numerous dangers and predators in their native environs. Armadillos have very poor eyesight, perceiving the world largely through scent and touch. They are exceptional diggers, and they burrow both to find food and to make their dens. When an armadillo goes underwater, it swallows air to increase its buoyancy, inflating its stomach up to twice its normal size so it won't immediately sink.

An armadillo is 2-1/2 feet long and weighs roughly 10 pounds.

Butterfly/Moth

This graceful winged insect is a riot of color that glides through the air like a fluttering dream.

BUTTERFLY/MOTH CR —   

XP —

N Diminutive vermin

Init +1; **Senses** darkvision 60 ft., scent; Perception +1

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 1 (1d8-3)

Fort -1, **Ref** +1, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 5 ft., fly 30 ft. (average)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 13, **Con** 4, **Int** —, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** -3; **CMD** 2 (10 vs. trip)

Skills Fly +7

ECOLOGY

Environment any temperate or warm

Organization solitary, pair, or kaleidoscope (3-100)




Treasure none

Butterflies are delicate, brightly colored insects that feed on nectar and other sources of sugar. Moths have the same statistics as butterflies, though they tend to be active at night. The butterfly (or moth) presented here is a particularly large specimen with a wingspan of just over 6 inches, yet it is still completely harmless and awards no XP if slain.



Cat, Margay

Black rosettes and streaks mark the brown fur of this slender feline.




MARGAY	CR 1/4	  
XP 100		
N Tiny animal		
Init +2; Senses low-light vision, scent; Perception +0		
DEFENSE		
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)		
hp 4 (1d8)		
Fort +2, Ref +4, Will +0		
OFFENSE		
Speed 20 ft., climb 20 ft.		
Melee bite –1 (1d3–3), 2 claws –1 (1d2–3)		
Space 2-1/2 ft.; Reach 0 ft.		
STATISTICS		
Str 4, Dex 14, Con 10, Int 2, Wis 11, Cha 9		
Base Atk +0; CMB +0; CMD 7 (11 vs. trip)		
Feats Skill Focus (Climb)		
Skills Bluff +0 (+4 when mimicking animal sounds), Climb +8, Stealth +14; Racial Modifiers +4 Bluff to mimic animal sounds		
SQ sound mimicry (animals)		
ECOLOGY		
Environment warm forests		
Organization solitary or pair		
Treasure none		

The margay is a small cat that lives in dense tropical forests, preferring to spend most of its life in the trees. During the day, a margay lounges in liana tangles far above the ground, and at night it chases birds, frogs, lizards, and monkeys through the treetops. A margay can use its sound mimicry ability to imitate the sounds of any animal of its own size or one size category smaller, and it often does so to lure prey into an ambush.

A margay weighs around 8 pounds and may reach a length of 3–4 feet, nearly half of which is its tail.

Chicken

This fowl has a compact body, a short beak flanked by red wattles, and a crimson comb on the crown of its head.

CHICKEN	CR 1/6	  
XP 65		
N Tiny animal		
Init +4; Senses low-light vision; Perception +5		
DEFENSE		
AC 12, touch 12, flat-footed 12 (+2 size)		
hp 5 (1d8+1)		
Fort +3, Ref +2, Will +1		
OFFENSE		
Speed 30 ft., fly 20 ft. (clumsy); drift		
Melee bite –2 (1d3–4)		
Space 2-1/2 ft.; Reach 0 ft.		
STATISTICS		
Str 3, Dex 11, Con 12, Int 2, Wis 12, Cha 13		

Base Atk +0; **CMB** –2; **CMD** 4

Feats Improved Initiative

Skills Fly –4, Perception +5

ECOLOGY

Environment any temperate

Organization solitary, pair, or flock (3–20)

Treasure none

SPECIAL ABILITIES

Drift (Ex) A chicken flies in short bursts and can't use its fly speed to hover. When it flies, a chicken must end its move action by landing or perching on a solid surface.




Chickens are prized for the hearty breakfast meals they provide if properly fed and cared for. Chickens are highly social creatures that raise their young communally. They're picky about the spots where they roost, and a hen rarely strays from a particular nest once she's laid her eggs there. A fertilized chicken egg hatches into a chick after roughly 3 weeks of incubation.

In addition to their quick reproductive cycles, chickens have the ability to thrive on simple foods, and they are valued in both rural farming communities and metropolitan areas for their delicious and nutrient-rich eggs and meat. A hen bred for laying eggs can produce up to one egg every 24 hours.

A chicken is about 1 foot tall and weighs 5 pounds.

Cockroach

This swift brown insect scampers up walls, its antennae flailing.




COCKROACH	CR 1/8	  
XP 50		
N Diminutive vermin		
Init +2; Senses darkvision 60 ft., low-light vision; Perception +0		
DEFENSE		
AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)		
hp 6 (1d8+2)		
Fort +4, Ref +2, Will +0		
Immune mind-affecting effects		
Weaknesses light sensitivity		
OFFENSE		
Speed 20 ft., climb 20 ft., fly 30 ft. (poor)		
Melee bite –1 (1d2–5)		
Space 1 ft.; Reach 0 ft.		
STATISTICS		
Str 1, Dex 15, Con 14, Int —, Wis 11, Cha 2		
Base Atk +0; CMB –2; CMD 3 (11 vs. trip)		
Skills Climb +3, Fly +4		
SQ hold breath		
ECOLOGY		
Environment any		
Organization solitary, pair, or swarm (3–60)		
Treasure none		

Cockroaches are hardy insects commonly viewed as pests—especially for being attracted to warm buildings and

unattended food in urban areas. They are famously skittish, fleeing from larger creatures and sources of light.

Creeperv Ivy




The creeping tendrils of this plant creature guide its way up tree trunks and walls.

CREEPER IVY	CR 1/4	  
XP 100		
N Tiny plant		
Init +2; Senses low-light vision; Perception +0		
DEFENSE		
AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)		
hp 4 (1d8)		
Fort +2, Ref +2, Will +0		
Immune plant traits		
OFFENSE		
Speed 15 ft., climb 15 ft.		
Melee slam +0 (1d2-2 plus grab)		
Space 2-1/2 ft.; Reach 0 ft.		
Special Attacks constrict (1d3-2), grab (Medium)		
STATISTICS		
Str 7, Dex 14, Con 10, Int —, Wis 10, Cha 5		
Base Atk +0; CMB +0; CMD 8 (can't be tripped)		
Skills Climb +6		
ECOLOGY		
Environment temperate forests and urban		
Organization solitary, pair, or tangle (3-10)		
Treasure none		

Climbing ivy thrives in dense forests and urban landscapes, where it can easily relocate to maximize its exposure to the sun. Surprisingly fast for a plant, creeperv ivy is territorial and lashes out at creatures that threaten or shade it. It also scavenges when the opportunity presents itself, sometimes drawing nutrition from carrion or even unguarded eggs.

Dodo

This plump, gray, flightless bird waddles about on ungainly legs, fearlessly bobbing its prodigious beak.

DODO	CR 1/4	  
XP 100		
N Small animal		
Init +0; Senses low-light vision; Perception +3		
DEFENSE		
AC 11, touch 11, flat-footed 11 (+1 size)		
hp 6 (1d8+2)		
Fort +4, Ref +2, Will -1		
OFFENSE		
Speed 20 ft.		
Melee bite +0 (1d3-2)		
STATISTICS		
Str 7, Dex 11, Con 14, Int 2, Wis 9, Cha 6		
Base Atk +0; CMB -3; CMD 7		

Feats Weapon Focus (bite)

Skills Perception +3

ECOLOGY

Environment warm coastlines and plains




Organization solitary, pair, or huddle (3-6)

Treasure none

These flightless birds typically inhabit isolated tropical islands and coastlines that are devoid of predators and other creatures that might kill them to use as a resource. Dodos' size and unfamiliarity with natural dangers contribute to a kind of boldness in their species—or what some would call stupidity—causing them to bumble into precarious situations and making them easy targets for other creatures that are on the prowl for a tasty meal. The birds can all too easily be caught and slain, and while their meat has a most unpleasant taste, few starving, shipwrecked sailors would turn such a providential meal down.

Dolphin, Popoto

This sleek mammal has a short snout and black, white, and gray markings along its body.

POPOTO	CR 1/3	  
XP 135		
N Small animal		
Init +3; Senses blindsense 30 ft., low-light vision; Perception +5		
DEFENSE		
AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)		
hp 4 (1d8)		
Fort +2, Ref +5, Will +1		
OFFENSE		
Speed swim 60 ft.		
Melee slam +4 (1d3-1)		
STATISTICS		
Str 8, Dex 17, Con 11, Int 2, Wis 13, Cha 6		
Base Atk +0; CMB -2; CMD 11		
Feats Weapon Finesse		
Skills Perception +5, Swim +7		
SQ hold breath		
ECOLOGY		
Environment temperate oceans		
Organization solitary, pair, or pod (3-5)		
Treasure none		

Popotos are the smallest species of dolphin known, and they generally swim in shallow waters near shorelines. Sometimes they manage to swim miles upriver when they hunt for fish, using echolocation to navigate through smaller channels. They are social hunters and traveling in small groups called pods, which normally contain three to five popotos. Like larger dolphins, popotos are popular with seafarers, who consider the creatures to be good luck and tell hopeful tales of popotos leading lost swimmers to shore and pods fighting off sharks that are much larger than the popotos themselves.



Dwarf Caiman

This lithe, green-scaled reptile looks like a miniature crocodile with a stunted muzzle.

DWARF CAIMAN	CR 1/3			
XP 135				
N Small animal				
Init +0; Senses low-light vision; Perception +0				
DEFENSE				
AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)				
hp 6 (1d8+2)				
Fort +4, Ref +2, Will +0				
OFFENSE				
Speed 10 ft., swim 30 ft.; sprint				
Melee bite +1 (1d4)				
STATISTICS				
Str 10, Dex 11, Con 15, Int 1, Wis 11, Cha 2				
Base Atk +0; CMB -1; CMD 9 (13 vs. trip)				
Feats Skill Focus (Stealth)				
Skills Stealth +11 (+19 in water), Swim +8;				
Racial Modifiers +8 Stealth in water				
ECOLOGY				
Environment warm swamps and rivers				
Organization solitary, pair, or bask (3-12)				
Treasure none				
SPECIAL ABILITIES				
Sprint (Ex) Once per minute, a dwarf caiman can sprint, increasing its base speed to 30 feet for 1 round.				

Dwarf caimans are a small species of crocodylian predators that live amid the fast-running streams of tropical rainforests and swamps. These patient predators sometimes lie in awkward positions for hours before they strike their prey, their mottled scales disguising them as floating wood.



Dweomer Cap

Undulating patterns of purple and orange luminescence play across this strange mushroom's gills.

DWEOMER CAP	CR 1/8			
XP 50				
N Tiny plant				
Init -1; Senses darkvision 60 ft., low-light vision; Perception +1				
DEFENSE				
AC 11, touch 11, flat-footed 11 (-1 Dex, +2 size)				
hp 5 (1d8+1)				
Fort +3, Ref -1, Will +1; +2 vs. spells and spell-like abilities				
Defensive Abilities arcanophage; Immune plant traits				
OFFENSE				
Speed 5 ft., climb 5 ft.				
Space 2-1/2 ft.; Reach 0 ft.				
STATISTICS				
Str 1, Dex 8, Con 12, Int —, Wis 12, Cha 2				
Base Atk +0; CMB -3; CMD 2 (can't be tripped)				
Skills Climb +7				
SQ aura luminescence				
ECOLOGY				
Environment any underground				
Organization solitary, pair, or patch (3-5)				
Treasure none				
SPECIAL ABILITIES				
Arcanophage (Su) When a dweomer cap succeeds at a saving throw against a spell, but not a spell-like ability, it gains fast healing 1 for a number of rounds equal to the spell's level.				
Aura Luminescence (Ex) A dweomer cap naturally emits dim light in a 10-foot radius. When in contact with a creature or object that has a faint or stronger magical aura, a dweomer cap's light shimmers perceptibly, changing its hue and pattern. A dweomer cap can suppress or resume its				

luminescence as a standard action, though it has reason to do so only when serving as a familiar and ordered by its master to do so.

A dweomer cap is a black mushroom covered in wavy purple and orange patterns. It is typically found in regions of residual magical activity, such as abandoned arcane laboratories and sites of magical disasters. Although a dweomer cap can subsist on decaying organic material, it thrives and releases spores only when it can absorb trace magical energies. This makes these fungi an indicator that magical traps or treasures might be nearby. Spellcasters sometimes adopt dweomer caps as familiars, learning to read the fungi's scintillations to help identify nearby magical effects.

A typical dweomer cap is about 1 foot wide and weighs around 2 pounds.

Fire Salamander

Yellow spots and stripes run from this amphibian's wide snout to the tip of its tail.

FIRE SALAMANDER CR 1/3  XP 135

N Diminutive animal

Init +2; **Senses** low-light vision, scent; Perception -1

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 3 (1d8-1)

Fort +1, **Ref** +4, **Will** -1

Defensive Abilities skin secretions

OFFENSE

Speed 10 ft., swim 20 ft.

Melee bite +6 (1d2-4)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 14, **Con** 8, **Int** 1, **Wis** 8, **Cha** 6

Base Atk +0; **CMB** -2; **CMD** 4 (8 vs. trip)

Feats Weapon Finesse

Skills Escape Artist +6, Stealth +18, Swim +10; **Racial Modifiers** +4 Escape Artist

ECOLOGY

Environment temperate forests

Organization solitary, pair, or congress (3-10)

Treasure none

SPECIAL ABILITIES

Skin Secretions (Ex) A creature that strikes a fire salamander with an unarmed strike or natural weapon exposes itself to the salamander's toxic skin and must immediately succeed at a DC 9 Fortitude save to resist being sickened for 1 round. The secretions also make the salamander difficult to grab, giving it a +4 racial bonus on Escape Artist checks. The save DC is Constitution-based.

Despite their name, fire salamanders have nothing to do with the evil outsiders known as salamanders. These are

Diminutive poisonous amphibians that can live more than 50 years. They are most active after dusk, eating earthworms, insects, slugs, and spiders. During the day, they hide amid fallen leaves or near mossy tree trunks.

Fire salamanders are 6 to 10 inches long and weigh only 2 ounces.

Flowering Lattice

This scuttling patchwork plant features flowers of many different shapes and colors.

FLOWERING LATTICE CR 1/6  XP 65

N Diminutive plant

Init +1; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 3 (1d8-1)

Fort +1, **Ref** +1, **Will** +1

Immune plant traits

OFFENSE

Speed 5 ft., climb 5 ft.

Space 1 ft.; **Reach** 0 ft.

Special Attacks pollen

STATISTICS

Str 1, **Dex** 13, **Con** 9, **Int** —, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** -3; **CMD** 2

Skills Climb +3

SQ bountiful fruits

ECOLOGY

Environment temperate or warm hills

Organization solitary, pair, or bloom (3-5)

Treasure none

SPECIAL ABILITIES

Bountiful Fruits (Ex) Once per week, a flowering lattice produces a handful of small fruits or berries that remain ripe for 1 week. Eating all of the fruit takes 1 minute and affects the eater as if she had consumed a berry affected by *goodberry*.




Pollen (Ex) Once every 1d4 rounds, a flowering lattice can expel a cloud of pollen in a 10-foot cone. Creatures in the area are dazzled for 2 rounds (Fortitude DC 11 negates). If a creature currently dazzled by the pollen is affected again, it is blinded for 1 round (Fortitude DC 11 negates). The save DC is Constitution-based and includes a +2 racial bonus.

The result of centuries of plant husbandry, flowering lattices are delicate networks of vines that form blossoming nets about 1 square foot in size. As many as 12 varieties of flower grow from an individual flowering lattice, with each bloom opening at different times of the year and hours of the day to ensure a nearly constant array of colorful petals. This plant's enthusiasts often incorporate the organism into their fashion, draping them over the shoulders like a stole or over the head as a hood. These lattices require regular care, surviving on their own only in regions with rich soil and ample pollinators.



Horned Lizard




The blunt snout of this lizard bears bony horns, and its flat, round body is adorned with many spines.

HORNED LIZARD	CR 1/6	  
XP 65		
N Diminutive animal		
Init +1; Senses low-light vision, scent; Perception +0		
DEFENSE		
AC 16, touch 15, flat-footed 15 (+1 Dex, +1 natural, +4 size)		
hp 3 (1d8-1)		
Fort +1, Ref +3, Will +0		
OFFENSE		
Speed 20 ft.		
Melee bite -1 (1d2-5)		
Ranged blood squirt +5 touch (special)		
Space 1 ft.; Reach 0 ft.		
STATISTICS		
Str 1, Dex 12, Con 8, Int 1, Wis 10, Cha 3		
Base Atk +0; CMB -3; CMD 2 (6 vs. trip)		
Feats Run		
Skills Stealth +17		
SQ camouflage, puff up		
ECOLOGY		
Environment warm desert		
Organization solitary, pair, or flock (3-12)		
Treasure none		
SPECIAL ABILITIES		
Blood Squirt Once per day as a standard action that doesn't provoke attacks of opportunity, a horned lizard can squirt a 5-foot-long stream of blood from the corners of its eyes. The animal's blood contains noxious chemicals, and a creature hit by the blood must succeed at a DC 9 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.		
Camouflage While in desert terrain, a horned lizard can use the Stealth skill to hide even if the terrain doesn't grant cover or concealment.		
Puff Up When taking the total defense action, a horned lizard puffs up its body, appearing larger and more horned and gaining an additional +4 bonus to CMD against grapple attempts.		

Despite their sluggish, toad-like appearance, these creatures are reptiles with dry, spiny skin adapted to prevent water loss in their native desert environment. They are typically found sunning themselves on rocks during all but the hottest parts of the day, retreating beneath the shade of ridges or rocks when the sun is directly overhead. Their main method of defense is to avoid detection, but when their desert coloration fails to fool predators, they attempt to flee or use their other defensive methods, such as their unique ability to rupture blood vessels in their eyes so they can spray noxious blood at approaching predators. Due to their fierce defensive displays, horned lizards are often thought to be overly aggressive, though people who keep them as pets or familiars know that they can be affectionate creatures.

Ioun Wyrd

This strange creature appears as a floating swarm of gemstones surrounding a larger stone that pulses with dim light.

IOUN WYRD	CR 1/3	  
N Tiny construct		
Init +2; Senses blindsight 30 ft.; Perception +2		
DEFENSE		
AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 size)		
hp 5 (1d10)		
Fort +0, Ref +2, Will +2		
Immune construct traits		
OFFENSE		
Speed 0 ft., fly 30 ft. (average)		
Melee slam +0 (1d4-3)		
Space 2-1/2 ft.; Reach 0 ft.		
STATISTICS		
Str 4, Dex 15, Con —, Int 3, Wis 14, Cha 5		
Base Atk +1; CMB +1; CMD 9		
Feats Dodge		
Skills Fly +10		
Languages Common (can't speak)		
SQ ioun affinity, share iouns		
ECOLOGY		
Environment any		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		
Ioun Affinity (Su) An ioun wyrd can integrate a number of <i>ioun stones</i> into its body equal to 1 + half its Hit Dice. Because an ioun wyrd sees all <i>ioun stones</i> as equal and gains no benefits from them, the wyrd's <i>ioun stones</i> can be swapped out by any creature the wyrd trusts.		
Share Iouns (Su) A character with an ioun wyrd familiar gains the benefit of the wyrd's <i>ioun stones</i> as long as the character is within 30 feet of the ioun wyrd.		

At first glance, these creatures appear to resemble some manner of earth elementals, but they're actually bizarre constructs created by spellcasters from certain types of minerals and gemstones. Ioun wyrds are occasionally found in the wild, typically near the haunts of spellcasters and arcane societies where the strange little creatures escaped their former masters.

A typical ioun wyrd is roughly 2 feet in diameter and weighs between 15 and 20 pounds.

Construction

An ioun wyrd is made of small gemstones, lodestones, and bits of granite, all coated with 500 gp worth of alchemical materials. A functional *ioun stone* must also be present at its construction, which the ioun wyrd takes as the first *ioun stone* to be integrated into its body with its ioun affinity.

IOUN WYRD
CL 5th; Price 1,500 gp plus <i>ioun stone</i>

CONSTRUCTION

Requirements Craft Construct, *animate object*, *lesser geas*;
Skill Knowledge (arcana) DC 15; **Cost** 1,000 gp plus
ioun stone

Isopod, Giant

This many-legged crustacean is the size of a sewer rat, its body protected by several thick shell-like plates.

GIANT ISOPOD

CR 1/8



N Tiny vermin (aquatic)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 14, touch 11, flat-footed 14 (-1 Dex, +3 natural, +2 size)

hp 6 (1d8+2)

Fort +4, **Ref** -1, **Will** +0

Defensive Abilities curl; **Immune** mind-affecting effects

OFFENSE

Speed 20 ft., swim 10 ft.

Melee bite -1 (1d3-3)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 5, **Dex** 9, **Con** 14, **Int** —, **Wis** 11, **Cha** 2

Base Atk +0; **CMB** -3; **CMD** 4 (can't be tripped)

Skills Swim +5

ECOLOGY

Environment any ocean

Organization solitary, pair, or scuttle (3-20)

Treasure none

SPECIAL ABILITIES

Curl (Ex) As a standard action, a giant isopod can curl into a ball, increasing its natural armor bonus by +2 but preventing it from taking any move actions. Uncurling is also a standard action.

Giant isopods are carnivorous scavengers that scour the ocean's floor. They vaguely resemble the common wood louse in appearance, though they can grow to be up to 2-1/2 feet long and weigh nearly 4 pounds. Their unusual size and insectile appearance cause many humanoids to be wary of them, despite their relative harmlessness.

Jerboa

This small, sand-colored rodent has long hind legs and large ears. Its tufted tail is longer than the animal itself.

JERBOA

CR 1/6



XP 65

N Diminutive animal

Init +7; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 3 (1d8-1)

Fort +1, **Ref** +5, **Will** +2

OFFENSE

Speed 20 ft.

Melee bite -1 (1d2-5)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 16, **Con** 8, **Int** 2, **Wis** 15, **Cha** 3

Base Atk +0; **CMB** -1; **CMD** 4

Feats Improved Initiative

Skills Acrobatics +11, Perception +6;

Racial Modifiers +4 Acrobatics, +4 Perception

ECOLOGY

Environment warm deserts

Organization solitary, pair, or burrow (3-8)

Treasure none

Jerboas are desert rodents that live in burrows and hop around on long, thin legs. At night, they emerge from their burrows to eat plants and hunt insects under the light of the moon. Jerboas generally live to be around 6 years old.

A jerboa is 6 inches long, has a 1-foot-long tail, and weighs between 1 and 3 ounces.

Kakapo

This rotund parrot has vibrant green-and-black feathers, a short hooked beak, and an array of white whiskers.

KAKAPO

CR 1/8



XP 50

N Tiny animal

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft., climb 10 ft.; glide

Melee bite -2 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 13, **Con** 10, **Int** 2, **Wis** 8, **Cha** 12

Base Atk +0; **CMB** -1; **CMD** 5

Feats Lightning Reflexes

Skills Climb +4, Perception +3

ECOLOGY

Environment warm jungles

Organization solitary, pair, or family (3-4)

Treasure none

SPECIAL ABILITIES

Glide (Ex) Though it cannot fly, a kakapo can spread its wings midfall to glide safely to the ground without taking damage. For every 10 feet it falls, a kakapo can move 5 feet horizontally in midair. For instance, a kakapo falling a vertical distance of 20 feet can move 10 feet horizontally.

The kakapo is a small, flightless parrot native to tropical islands. Primarily nocturnal creatures, the birds come out at night to forage for fruits, nuts, plants, and seeds. Kakapos can live to be over 100 years old, breeding only two or three times per decade.



A kakapo is roughly 2 feet long from beak to tail tip and can weigh up to 9 pounds.

Koala

This wide-faced animal looks like a small, plump bear with a flat black nose, small round eyes, and white-tufted ears.

KOALA	CR 1/4	
XP 100		
N Small animal		
Init +0; Senses low-light vision; Perception +3		
DEFENSE		
AC 11, touch 11, flat-footed 11 (+1 size)		
hp 5 (1d8+1)		
Fort +5, Ref +2, Will -1		
OFFENSE		
Speed 20 ft., climb 20 ft.		
Melee 2 claws -1 (1d3-2)		
STATISTICS		
Str 6, Dex 11, Con 13, Int 2, Wis 9, Cha 8		
Base Atk +0; CMB -3; CMD 7 (11 vs. trip)		
Feats Great Fortitude		
Skills Climb +6, Perception +3		
ECOLOGY		
Environment temperate and warm forests		
Organization solitary, pair, or group (3-5)		
Treasure none		

The koala's cute appearance belies the tree-climbing marsupial's aggressive nature. Koalas subsist solely on the leaves of the eucalyptus tree, which are all but inedible to most other mammals. Because of their highly selective diet, most koalas see little reason to stray from eucalyptus trees at all, so they spend most of their lives hanging on to branches or moving from crook to crook by swinging between boughs. Due to this specialized diet, people who take a koala as a pet or familiar should secure a regular supply of eucalyptus leaves for the animal to eat, particularly if the person plans to go on a long journey in a place where those trees can't be easily found. When a koala walks (usually just to get from tree to tree), it does so on all fours.

A koala measures about 2-1/2 feet from tail to nose and can weigh up to 30 pounds.

Lamprey

This serpentine fish has a horrific circular mouth filled with hooklike teeth.

LAMPREY	CR 1/3	
XP 135		
N Tiny animal (aquatic)		
Init +2; Senses low-light vision; Perception +1		
DEFENSE		
AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)		
hp 6 (1d8+2)		

Fort +4, **Ref** +4, **Will** +1

OFFENSE

Speed swim 30 ft.

Melee bite +4 (1d4-3 plus attach)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks blood drain (1 Str damage)

STATISTICS

Str 4, **Dex** 14, **Con** 14, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +0; **CMB** +0; **CMD** 7

Feats Weapon Finesse

Skills Stealth +14, Swim +5

ECOLOGY

Environment temperate oceans

Organization solitary, pair, or school (3-12)

Treasure none




A lamprey is a tiny jawless fish with a funnel-shaped sucking mouth that contains numerous razor-sharp teeth, which it uses to cut through skin and bore into the flesh of its victims to suck their blood. Lampreys are often found on larger fish in the ocean where they are engaged in symbiotic relationships.

Lampreys can reach a length of up to 4 feet and weigh up to 5 pounds.



Lemming

This small, plump rodent has a calico mix of color and a short tail.




LEMMING	CR 1/8	  
XP 50		
N Diminutive animal		
Init +1; Senses low-light vision; Perception +1		
DEFENSE		
AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)		
hp 2 (1d8-2)		
Fort +2, Ref +3, Will +1		
OFFENSE		
Speed 15 ft.		
Melee bite -1 (1d2-5)		
Space 1 ft.; Reach 0 ft.		
STATISTICS		
Str 1, Dex 12, Con 6, Int 2, Wis 13, Cha 4		
Base Atk +0; CMB -3; CMD 2 (6 vs. trip)		
Feats Great Fortitude		
Skills Stealth +17		
ECOLOGY		
Environment cold plains		
Organization solitary, pair, or slice (3-30)		
Treasure none		

These herbivores scurry about colder regions chewing on bulbs, grasses, roots, and shoots. They do not hibernate, but they do burrow for shelter and warmth.

Lemmings grow to be as large as 6 inches from their noses to their short tails.

Leopard Slug

This dark-yellow, hand-length slug is covered in a pattern of black spots and stripes.

LEOPARD SLUG	CR —	  
XP —		
N Diminutive vermin		
Init -3; Senses darkvision 60 ft.; Perception -2		
DEFENSE		
AC 11, touch 11, flat-footed 11 (-3 Dex, +4 size)		
hp 5 (1d8+1)		
Fort +3, Ref -3, Will -2		
Immune mind-affecting effects		
OFFENSE		
Speed 5 ft., climb 5 ft.		
Space 1 ft.; Reach 0 ft.		
STATISTICS		
Str 1, Dex 4, Con 12, Int —, Wis 7, Cha 9		
Base Atk +0; CMB -7; CMD -2 (can't be tripped)		
Skills Climb +3		
SQ compression, slime strand, suction		
ECOLOGY		
Environment temperate forests		
Organization solitary, pair, or cornucopia (3-12)		
Treasure none		

SPECIAL ABILITIES

Slime Strand (Ex) A leopard slug can turn its mucus into a 30-foot-long strand, much like a spider's silk. It can hang from this strand indefinitely and lower itself safely at a rate of 5 feet per round. It can climb back up the strand at the same rate. Once the slug breaks contact with the strand, the mucus disintegrates in 1d4 rounds.




Suction (Ex) A leopard slug secretes sticky mucus, which allows it to apply its climb speed to any surface, even sheer walls and ceilings. Once attached to a surface, it has no chance of falling off unless it's grappled and actively peeled away.

Leopard slugs are distinctive due to their unique spotted coloration, which calls to mind the pelt of a leopard. This characteristic pattern allows leopard slugs to blend in with foliage and stones in the forest environments they call home. Occasionally, one can find more colorful varieties of leopard slug (such as bright yellow, flaming red, or fluorescent orange), bred specifically as pets or familiars by the esoteric masters who prefer such creatures. Although many find them disgusting, leopard slugs are completely harmless and award no XP if slain.

Leopard slugs are about 6 inches long and weigh less than a pound.

Meerkat

This curious, sand-colored, weasel-like creature has dark bands around its inquisitive eyes.

MEERKAT	CR 1/4	  
XP 100		
N Tiny animal		
Init +2; Senses low-light vision, scent; Perception +1		
DEFENSE		
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)		
hp 5 (1d8+1)		
Fort +3, Ref +4, Will +1		
Immune scorpion venom		
OFFENSE		
Speed 30 ft., burrow 5 ft.		
Melee bite +4 (1d3-3)		
Space 2-1/2 ft.; Reach 0 ft.		
Special Attacks mob		
STATISTICS		
Str 5, Dex 14, Con 13, Int 2, Wis 13, Cha 13		
Base Atk +0; CMB +0; CMD 7 (11 vs. trip)		
Feats Weapon Finesse		
Skills Stealth +14		
ECOLOGY		
Environment warm plains		
Organization solitary, pair, mob (3-16), or clan (17-30)		
Treasure none		
SPECIAL ABILITIES		
Immunity to Scorpion Venom (Ex) Meerkats are immune to the poison of all scorpions.		
Mob (Ex) If two meerkats in the same square attack the same		





foe, they are considered to be flanking that foe as if they were in two opposite squares.

Meerkats are playful, highly social animals that hunt and forage during the day. They live in complex burrow systems consisting of numerous access holes, chambers, and tunnels. Their diet consists of eggs, fruit, insects, larvae, lizards, rodents, and scorpions. Using a wide range of sounds, they communicate and warn one another about threats, banding together in a mob when they need to defend themselves. Meerkats can live more than 10 years.

A meerkat weighs around 2 pounds and is about 1 foot tall when standing upright.

Mole

This brown rodent has a furry, cylindrical body, a pointed snout, and large, thick paws that end in digging claws.

MOLE	CR 1/8	  
XP 50		
N Diminutive animal		
Init +0; Senses low-light vision, tremorsense 15 ft.; Perception +0		
DEFENSE		
AC 14, touch 14, flat-footed 14 (+4 size)		
hp 6 (1d8+2)		
Fort +4, Ref +2, Will +0		
OFFENSE		
Speed 20 ft., burrow 5 ft.		
Melee 2 claws +0 (1-4)		
Space 1 ft.; Reach 0 ft.		
STATISTICS		
Str 2, Dex 11, Con 14, Int 2, Wis 10, Cha 7		
Base Atk +0; CMB -4; CMD 2 (6 vs. trip)		
Feats Skill Focus (Stealth)		
Skills Stealth +19		
SQ hold breath		
ECOLOGY		
Environment any land		
Organization solitary, pair, or labor (3-16)		
Treasure none		

Moles are small rodents that live primarily in burrows underground. While many varieties of moles exist, most share common features that include subterranean habitats, poor eyesight, and the ability to dig long distances with their powerful forelimbs.

The typical mole is 6 inches long and weighs less than a pound.

Peafowl

This bird's royal-blue body is upstaged only by the magnificent array of feathers that radiate from its back.

PEAFOWL	CR 1/4	  
XP 100		
N Small animal		

Init +1; **Senses** low-light vision; Perception -2

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** -2

OFFENSE

Speed 20 ft., fly 40 ft. (clumsy)

Melee 2 talons +2 (1d3-2)

STATISTICS

Str 7, **Dex** 12, **Con** 10, **Int** 2, **Wis** 6, **Cha** 13

Base Atk +0; **CMB** -3; **CMD** 8

Feats Weapon Finesse

Skills Fly -1

SQ drift

ECOLOGY

Environment temperate or warm forests

Organization solitary, pair, or muster (3-10)

Treasure none

SPECIAL ABILITIES

Drift (Ex) A peafowl flies in short bursts and can't use its fly speed to hover. When it flies, a peafowl must end its move action by landing or perching on a solid surface.




Peafowls are a species of pheasant. Males, known as peacocks, boast brightly colored, iridescent plumage that is instantly recognizable. Some cultures also breed peafowls with white plumage that may or may not have coloration on the rest of their bodies.

A peacock displays its brightly colored feathers to impress and court peahens as well as to scare off potential predators. The colorful "eye" patterns in the feathers also make them popular symbols and decorations among fortune-tellers and royalty.

While the male variety is more commonly recognized, all peafowl have identical statistics. A typical peafowl is 3-1/2 feet tall and weighs about 10 pounds.

Penguin

This three-foot-tall, thickset bird has black and white coloration, a long beak, and black flippers that lie flat against its sides instead of wings.

PENGUIN	CR 1/3	  
XP 135		
N Small animal		
Init -1; Senses low-light vision; Perception +8		
DEFENSE		
AC 11, touch 10, flat-footed 11 (-1 Dex, +1 natural, +1 size)		
hp 5 (1d8+1)		
Fort +3, Ref +1, Will +1		
OFFENSE		
Speed 10 ft., swim 40 ft., toboggan 30 ft.		
Melee bite +0 (1d3-1)		
STATISTICS		
Str 9, Dex 8, Con 13, Int 2, Wis 12, Cha 7		
Base Atk +0; CMB -2; CMD 7		

Feats Skill Focus (Perception)

Skills Perception +8, Swim +7

SQ hold breath

ECOLOGY

Environment cold plains

Organization solitary, pair, or colony (3-30)

Treasure none

SPECIAL ABILITIES

Toboggan (Ex) On snow- or ice-covered terrain, a penguin can move at a rate of 30 feet by sliding on its belly rather than walking.

Many varieties of penguins exist, though most display similar characteristics. The penguin's most distinctive trait is the tuxedo-style coloration of its feathers, which acts as



camouflage while the penguin hunts for fish underwater; the black back and flippers allow the penguin to blend in with the water when viewed from above, while its white belly matches the bright sky when seen from below.

A penguin of the most common variety stands roughly 3 feet tall and weighs 70 pounds. Larger species of penguin can grow to heights of 4 feet and weigh as much as 100 pounds.

Petrifer

This tiny, unassuming tree is shaped like a miniature person, with branches for arms and roots for feet.

PETRIFERN

CR 1/6



XP 65

N Diminutive plant

Init -1; **Senses** blindsight 30 ft.; Perception -2

DEFENSE

AC 15, touch 13, flat-footed 15 (-1 Dex, +2 natural, +4 size)

hp 5 (1d8+1)

Fort +3, **Ref** -1, **Will** -2

Defensive Abilities self-petrification, toxic secretion; **Immune** plant traits

OFFENSE

Speed 20 ft.

Melee slam +0 (1d2-4)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 9, **Con** 13, **Int** —, **Wis** 6, **Cha** 9

Base Atk +0; **CMB** -5; **CMD** 1

ECOLOGY

Environment any forest

Organization solitary, pair, or bundle (3-12)

Treasure none

SPECIAL ABILITIES

Self-Petrification (Ex) A petrifer can petrify itself as a standard action in order to defend itself from predators. When it does so, the petrifer's natural armor bonus to AC increases by 5, it gains resistance 10 to cold and fire, and it can take 20 on Stealth checks to appear as a sprout or fallen tree branch. While petrified, the petrifer can't move or take any actions. A petrifer can remain petrified indefinitely, and it can cease its petrification as a standard action.

Toxic Secretion (Ex) Petrifers secrete a bitter toxin meant to make them distasteful to predators. Once per day when a creature touches a petrifer, the plant can release its toxin, causing the attacker to become sickened for 1d4 rounds if it fails a DC 11 Fortitude saving throw. The save DC is Constitution-based.

The petrifer is an unusual plant creature that resembles a small, humanoid-shaped fern. It is able to walk about on its roots. A petrifer has the unusual ability to petrify itself at will, hardening its branches and leaves to resemble those of a plant that has been fossilized by natural means. Its chemical makeup not only allows it to petrify itself but also






doubles as a toxin that the plant can emit from its foliage when it senses danger.

Like all plants, petriferms subsist on oxygen, sunlight, and water. But unlike most flora, they can relocate themselves to ensure they always receive an abundance of nutrients. Once rooted, a petrifer typically petrifies itself until either the nearby soil is depleted of nutrients or external factors cause it to seek sustenance elsewhere.

Petriferms reach a maximum height of 1 foot and weigh up to 3 pounds.

Platypus

This creature is plump, brown, and covered in sleek fur, but it has a duck's bill, a flat tail, and webbed feet.

PLATYPUS	CR 1/6	  
XP 65		
N Tiny animal		
Init +2; Senses low-light vision, electrolocation 30 ft.; Perception +1		
DEFENSE		
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)		
hp 3 (1d8-1)		
Fort +1, Ref +4, Will +1		
OFFENSE		
Speed 10 ft., swim 40 ft.		
Melee spur +4 (1d3-4 plus poison)		
Space 2-1/2 ft.; Reach 0 ft.		
STATISTICS		
Str 2, Dex 14, Con 8, Int 2, Wis 13, Cha 11		
Base Atk +0; CMB +0; CMD 6 (10 vs. trip)		
Feats Weapon Finesse		
Skills Perception +0 (+4 underwater), Swim +14; Racial Modifiers +4 Perception underwater		
SQ hold breath		
ECOLOGY		
Environment temperate or tropical rivers		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		

Electrolocation (Ex) While underwater, platypuses can sense the tiny electrical currents that trigger muscle movement. This allows them to locate living prey and distinguish it from inanimate objects. Treat electrolocation as blindsight 30 feet, but platypuses can sense only living creatures, and it functions only underwater.

Poison (Ex) Spur—injury; *save* Fort DC 9; *frequency* 1/round for 4 rounds; *effect* 1 nonlethal damage; *cure* 1 save.




Spur (Ex) A platypus's spur attack is a primary natural attack that deals piercing damage.

Platypuses are members of an extremely unusual order of egg-laying mammals that live in riverside burrows where they hunt for larvae, shellfish, and worms. Platypuses also have a remarkable electrical sense they use in place of hearing, scent, and sight while hunting underwater.

The average platypus is roughly 1-1/2 feet long and weighs 3-1/2 pounds.

Ptarmigan

This small bird has a mix of brown and white feathers and makes a loud croaking sound.




PTARMIGAN	CR 1/6	  
XP 65		
N Tiny animal		
Init +2; Senses low-light vision; Perception +2		
DEFENSE		
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)		
hp 2 (1d8-2)		
Fort +0, Ref +4, Will +2		
OFFENSE		
Speed 20 ft., fly 40 ft. (poor)		
Melee bite +4 (1d2-4)		
Space 2-1/2 ft.; Reach 0 ft.		
STATISTICS		
Str 2, Dex 14, Con 7, Int 2, Wis 14, Cha 5		
Base Atk +0; CMB +0; CMD 6		
Feats Weapon Finesse		
Skills Stealth +14 (+18 in snow); Racial Modifiers +4 Stealth in snow		
ECOLOGY		
Environment cold forests and plains		
Organization solitary, pair, or flock (3-12)		
Treasure none		

These grouses molt through the seasons, appearing all white in the spring and shifting to a mix of brown and white in winter months.

Ptarmigans are roughly a foot long from beak to tail and have a wingspan of twice that.

Pufferfish

This spotted fish has pronounced eyes, a wide mouth, and tiny, brightly colored spikes protruding from its body.

PUFFERFISH	CR 1/4	  
XP 100		
N Tiny animal		
Init +6; Senses low-light vision; Perception +5		
DEFENSE		
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)		
hp 6 (1d8+2)		
Fort +4, Ref +4, Will +1		
Defensive Abilities spines		
OFFENSE		
Speed swim 20 ft.		
Space 2-1/2 ft.; Reach 0 ft.		
Special Attacks poison		
STATISTICS		
Str 4, Dex 14, Con 15, Int 1, Wis 12, Cha 9		
Base Atk +0; CMB +0; CMD 7		

Feats Improved Initiative
Skills Perception +5, Swim +5

ECOLOGY

Environment warm oceans
Organization solitary, pair, or school (3-12)
Treasure none

SPECIAL ABILITIES

Poison (Ex) Spines—injury; *save* Fort DC 12; *frequency* once; *initial effect* staggered for 1 round; *secondary effect* 1 Str damage; *cure* 2 consecutive saves. If certain portions of the pufferfish's body are eaten, the poison's effect is instead 1d4 points of Constitution damage. The save DC is Constitution-based.

Spines (Ex) Pufferfish aren't equipped to attack other creatures, but foes that strike a pufferfish with an unarmed strike or a natural attack take 1 point of piercing damage from the fish's toxic spines, and must immediately attempt a saving throw against the pufferfish's poison.

Pufferfish are a category of poisonous fish that dwell in warm coastal waters. Pufferfish have the ability to rapidly fill their stomachs with water or air, causing their bodies to balloon out and make the poisonous spikes on their skin more pronounced, while increasing their apparent size to frighten predators. While certain aquatic sharks and other animals have adapted to eat pufferfish, the puffer's tetrodotoxin (typically delivered via the spines on the fish's skin, though prevalent throughout its organs as well) remains highly poisonous to humans and most mammals who must be careful if they wish to eat one of these fish.

Pufferfish come in a variety of sizes and types, and most range from 6 inches to 2 feet in length and weigh between 5 and 30 pounds.

Puffin

This squat, black-and-white bird has a bright red-and-black beak.

PUFFIN	CR 1/8			
XP 50				
N Diminutive animal				
Init +2; Senses low-light vision; Perception +6				
DEFENSE				
AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)				
hp 2 (1d8-2)				
Fort +0, Ref +4, Will +2				
OFFENSE				
Speed 10 ft., fly 30 ft. (average), swim 30 ft.				
Melee bite -1 (1d2-5)				
Space 1 ft.; Reach 0 ft.				
STATISTICS				
Str 1, Dex 15, Con 6, Int 2, Wis 15, Cha 6				
Base Atk +0; CMB -2; CMD 3				
Feats Skill Focus (Swim)				
Skills Fly +8, Perception +6, Swim +6				
ECOLOGY				
Environment cold coastlines				

Organization solitary, pair, or colony (3-20)
Treasure none

These short-winged and short-tailed birds favor cold rocky islands. They dine primarily on fish. Their beak retains its color through the mating season, and then the color is shed off, revealing a smaller, muted beak.

Puffins are about a foot long and weigh close to 1 pound.

Rabbit

This small, furry creature has long ears and oversized feet.

RABBIT	CR 1/6			
XP 65				
N Tiny animal				
Init +3; Senses low-light vision; Perception +1				
DEFENSE				
AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)				
hp 3 (1d8-1)				
Fort +1, Ref +5, Will +1				
OFFENSE				
Speed 50 ft.				
Melee bite -2 (1d3-4)				
Space 2-1/2 ft.; Reach 0 ft.				
STATISTICS				
Str 3, Dex 16, Con 9, Int 2, Wis 12, Cha 5				
Base Atk +0; CMB +1; CMD 7				
Feats Run				
Skills Acrobatics +0 (+8 when jumping), Stealth +15				
ECOLOGY				
Environment temperate plains				
Organization solitary, pair, or down (3-16)				
Treasure none				

Rabbits are herbivores with short tails, long ears for sensing predators, and powerful hind legs that allow them to leap quickly to safety when threatened.

An average rabbit is between 8 and 20 inches long and weighs 1 to 4 pounds.

Rhamphorhynchus

This creature looks like a cross between a bird and a reptile, sporting leathery wings, a beak filled with needlelike teeth, and a long tail ending in a diamond-shaped vane.

RHAMPHORHYNCHUS	CR 1/3			
XP 135				
N Tiny animal				
Init +3; Senses low-light vision, scent; Perception +6				
DEFENSE				
AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)				
hp 4 (1d8)				
Fort +2, Ref +7, Will +2				
Defensive Abilities evasion				
OFFENSE				
Speed 10 ft., fly 40 ft. (good)				



Melee bite +0 (1d3-2)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks sudden swoop

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 14, **Cha** 11

Base Atk +0; **CMB** +1; **CMD** 9

Feats Lightning Reflexes

Skills Fly +11, Perception +6, Stealth +11

ECOLOGY

Environment warm coastlines or forests

Organization solitary, pair, or flock (3-16)

Treasure none

SPECIAL ABILITIES

Sudden Swoop (Ex) If a rhamphorhynchus makes a charge attack while flying, it does not provoke attacks of opportunity when it enters an opponent's space to make a melee attack. It also gains a +2 bonus on damage rolls with its bite attack when it makes a sudden swoop.

Rhamphorhynchuses make excellent familiars for those spellcasters who are looking for quick and nimble minions. Although not dinosaurs themselves, these skittish pterosaurs are often found wheeling in the skies above dinosaur hunting grounds.

Ravenous Tumbleweed

This tangle of dry-looking vegetation has grown into a spherical ball of thorny twigs and roots.

RAVENOUS TUMBLEWEED

CR 1/3



XP 135

N Tiny plant

Init +1; **Senses** low-light vision; Perception +0

DEFENSE

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)

hp 5 (1d8+1)

Fort +3, **Ref** +1, **Will** +0

Immune plant traits

OFFENSE

Speed 30 ft.

Melee slam +0 (1d4-2)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks hurtling charge

STATISTICS

Str 6, **Dex** 13, **Con** 12, **Int** —, **Wis** 11, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 7 (can't be tripped)

SQ wind-borne

ECOLOGY

Environment warm deserts or plains

Organization solitary, pair, or drift (3-12)

Treasure none

SPECIAL ABILITIES

Hurling Charge (Ex) A ravenous tumbleweed that travels at least 20 feet as part of a charge action does not provoke an attack of opportunity when it enters an opponent's space to make a melee attack.

Wind-Borne (Ex) While in an area of moderate wind (11-20 mph), a ravenous tumbleweed's speed increases by 10 feet when it moves in the direction of the wind. In an area of at least strong wind (21+ mph), its speed instead increases by 20 feet when it moves in the direction of the wind, and it gains a +2 dodge bonus to its AC against attacks of opportunity on any round in which it moves in that direction.

Unlike its harmless counterpart, a ravenous tumbleweed uproots itself when nutrients are scarce in order to hunt down live prey. These seasonally carnivorous plants gather into imposing drifts that wait for periods of high winds before overwhelming birds, rabbits, and even deer.

Razor Fern

This vaguely human-shaped plant slashes out with dangerous-looking barbed fronds.

RAZOR FERN

CR 1/4



XP 100

N Tiny plant

Init +2; **Senses** low-light vision, tremorsense 15 ft.;

Perception +0

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +2, **Will** +0

Defensive Abilities shielding frond; **Immune** plant traits

OFFENSE

Speed 15 ft.

Melee 2 fronds +4 (1d4-3)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 5, **Dex** 15, **Con** 11, **Int** —, **Wis** 10, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 7

Feats Weapon Finesse^B

ECOLOGY

Environment temperate forests

Organization solitary, pair, or thicket (3-8)

Treasure none

SPECIAL ABILITIES

Frond (Ex) A razor fern's fronds are primary natural attacks that deal slashing damage.

Shielding Frond (Ex) A razor fern can deflect incoming attacks as a move action, gaining it a +2 shield bonus to its AC until the beginning of its next turn.

Razor ferns are ambulatory ambush predators with rigid leaf structures that can open painful wounds. Although they prefer to prey on small forest creatures, a razor fern won't hesitate to slash at a larger target while that creature sleeps or is otherwise distracted.

Sawleg Locust

The cat-sized insect has a long, cigar-shaped body. Its spiny back legs are long and limber.

SAWLEG LOCUST CR 1/4   

XP 100

N Tiny vermin

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +1, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 15 ft., climb 15 ft., fly 40 ft. (average)

Melee bite -1 (1d3-3)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks voracious

STATISTICS

Str 4, **Dex** 13, **Con** 11, **Int** —, **Wis** 10, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 6 (14 vs. trip)

Skills Acrobatics +0 (+8 when jumping), Climb +9, Fly +5; **Racial**

Modifiers +8 Acrobatics (when jumping)

SQ leap

ECOLOGY

Environment any desert or plains

Organization solitary, pair, or flight (3-18)

Treasure none

SPECIAL ABILITIES

Leap (Ex) A sawleg locust can take 10 on Acrobatics checks to jump even if distracted or in danger.

Voracious (Ex) A sawleg locust's bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.

A sawleg locust is a larger variety of grasshopper that grows as large as 2 feet in length and feeds on a variety of plants. Periods of drought sometimes cause these locusts to gather in large groups, either to migrate to better feeding grounds or rarely to overpower and consume small animals.

Seal

This sleek aquatic mammal has a pair of flippers, a powerful tail, and a muzzle full of small, sharp teeth.

SEAL CR 1/3   

XP 135

N Small animal

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** +1

OFFENSE

Speed 10 ft., swim 60 ft.

Melee bite +0 (1d4-1)

STATISTICS

Str 8, **Dex** 13, **Con** 11, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +0; **CMB** -2; **CMD** 9 (can't be tripped)

Feats Skill Focus (Swim)

Skills Perception +5, Swim +14; **Racial Modifiers** +4 Perception
SQ hold breath

ECOLOGY

Environment any oceans

Organization solitary, pair, or rookery (3-22)

Treasure none

Sleek-bodied aquatic mammals, seals spend the majority of their lives in the water, whether in the harbors of tropical ports or amid wandering icebergs. They prefer rocky beaches, upon which they rest and raise their young, and from which they dive to hunt fish, sea birds, squid, and other small aquatic creatures. They are well known for their vocal communications consisting of barks, grunts, and flipper slaps—a trait that causes many humanoids to remark on their intelligence and the ease with which they can be trained.

Shimmerwing Dragonfly

This sizable insect has a slender body and two pairs of long, elegant, iridescent wings.

SHIMMERWING DRAGONFLY CR 1/4   

XP 100

N Tiny vermin

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +2, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)

Melee claw +0 (1d2-2)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

Base Atk +0; **CMB** +0; **CMD** 8 (16 vs. trip)

Feats Flyby Attack[®]

Skills Fly +14

ECOLOGY

Environment temperate or warm swamps

Organization solitary, pair, or flight (3-8)

Treasure none

Shimmerwing dragonflies are agile flying insects that prey on other flying creatures. With a wingspan of nearly 3 feet, these dragonflies can even capture and eat small birds.

Spiny Starfish

This brightly colored, star-shaped creature has many spines growing from its five arms.

SPINY STARFISH CR 1/6   

XP 65

N Tiny vermin



Init +1; **Senses** darkvision 60 ft., tremorsense 20 ft.; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)
hp 6 (1d8+2)

Fort +4, **Ref** +1, **Will** +0

Defensive Abilities rapid healing; **Immune** mind-affecting effects

OFFENSE

Speed 5 ft., climb 5 ft., swim 5 ft.

Melee slam -1 (1d2-3 plus grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks grab (Small)

STATISTICS

Str 4, **Dex** 13, **Con** 14, **Int** —, **Wis** 11, **Cha** 3

Base Atk +0; **CMB** -1 (+5 when grappling); **CMD** 6 (can't be tripped)

Skills Climb +5, Swim +5

SQ firm grip

ECOLOGY

Environment any ocean

Organization solitary, pair, or cluster (3-22)

Treasure none

SPECIAL ABILITIES

Firm Grip (Ex) A spiny starfish excels at grappling prey, and it gains a +6 racial bonus on grapple checks (rather than the standard +4 bonus most creatures gain as a result of having the grab ability).

Rapid Healing (Ex) A spiny starfish heals very quickly, regaining a number of hit points each hour equal to its Hit Dice (1 hp per hour for the typical spiny starfish).

Spiny starfish are marine invertebrates that wander the sea floor in search of mollusks and other slow-moving prey. Their tube feet afford them an excellent grip on their chosen food source, and they can famously expel their stomachs into subdued shellfish to digest their meals. An injured spiny starfish heals wounds quickly, even regrowing lost limbs over time.

Squirrel

A small, bright-eyed bundle of fur, this woodland creature has a bushy tail as big as the rest of its body.

SQUIRREL

CR 1/8

**XP 50**

N Diminutive animal

Init +4; **Senses** low-light vision; Perception +1

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 3 (1d8-1)

Fort +1, **Ref** +6, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +8 (1d2-4)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 19, **Con** 9, **Int** 2, **Wis** 12, **Cha** 9

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +8, Climb +12

ECOLOGY

Environment temperate forests

Organization solitary, pair, or scurry (3-8)

Treasure none

Squirrels are surprisingly wily creatures. When they know they are being watched, they pretend to bury nuts, but instead sneak them into their mouths and take them away to hide elsewhere when no one is watching. They eat most things, occasionally even preying on small snakes and birds.

The average squirrel is roughly 1-1/2 feet long and weighs 1 pound.

Suture Vine

This twitching, slithering coil of bright-green vines is covered with hooked thorns and tiny barbs.

SUTURE VINE

CR 1/3

**XP 135**

N Tiny plant

Init +1; **Senses** low-light vision, blood sense; Perception +1

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +1, **Will** +1

Immune plant traits

OFFENSE

Speed 15 ft., climb 15 ft.

Melee vine +3 (1d2-4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 12, **Con** 10, **Int** —, **Wis** 13, **Cha** 5

Base Atk +0; **CMB** -1; **CMD** 5

Feats Weapon Finesse^b

Skills Climb +4

SQ seal wound

ECOLOGY

Environment temperate forests

Organization solitary, pair, or clinic (3-5)

Treasure none

SPECIAL ABILITIES

Blood Sense (Ex) A suture vine can sense badly wounded creatures, including those at less than half their normal hit point total or suffering from bleed damage, as if it had the scent ability.

Seal Wound (Ex) A suture vine instinctively latches on to a creature that suffers from bleed damage or is at less than half its normal hit point total. When it attempts to seal wounds in this way, it must make a normal vine attack but gains attach as per the universal monster rule. If it successfully attaches to the target (dealing damage as normal), any bleed damage




currently suffered by the target immediately ends. The suture vine remains attached for 24 hours, gaining nutrients from sipping at the victim's blood but never enough to cause any further damage. The vine drops off automatically once a target has no hit point damage or 24 hours have passed, whichever comes first. A suture vine can seal wounds in this manner only once per day.

Vine (Ex) A suture vine's vine attack is a primary natural attack that deals piercing and slashing damage.

Suture vines are thorny, symbiotic organisms that snag rides on wounded animals, seek out open wounds, and knit those injuries closed—all while absorbing fairly harmless amounts of blood. Local animals often recognize suture vines, both avoiding them as food and seeking them out when wounded. A suture vine that goes without feeding for a week or more sometimes resorts to ambushing small prey.

Tardigrade, Giant

This strange eight-legged creature looks vaguely like an insectile bear as it swims through the water.




GIANT TARDIGRADE	CR 1/8	  
XP 50		
N Diminutive vermin (aquatic)		
Init +1; Senses darkvision 60 ft.; Perception +0		
DEFENSE		
AC 16, touch 15, flat-footed 15 (+1 Dex, +1 natural, +4 size)		
hp 7 (1d8+3)		
Fort +5, Ref +1, Will +0		
Defensive Abilities hardy; Immune mind-affecting effects;		
Resist acid 2, cold 2, fire 2		
OFFENSE		
Speed 20 ft., climb 20 ft., swim 20 ft.		
Melee bite +0 (1d2-4)		
Space 1 ft.; Reach 0 ft.		
STATISTICS		
Str 2, Dex 12, Con 17, Int —, Wis 10, Cha 2		
Base Atk +0; CMB -3; CMD 3 (15 vs. trip)		
Skills Climb +9, Swim +9		
SQ amphibious		
ECOLOGY		
Environment any		
Organization solitary, pair, or colony (3-20)		
Treasure none		
SPECIAL ABILITIES		
Hardy (Ex) A giant tardigrade is able to endure extreme conditions for extended periods of time. It is unharmed by extreme cold, extreme heat, and less extreme temperatures. It takes no damage from decompression (such as in the vacuum of space) or high-pressure environments (such as in extremely deep water).		

Giant tardigrades, sometimes referred to as water bears, are miniscule, eight-legged creatures that live in water but can survive almost anywhere. The giant tardigrade grows

as large as 1 foot in length and feeds on patches of bacteria, fungus, and plant matter.

Tarsier

This small, furry creature has enormous glossy eyes, long legs, and elongated fingers.




TARSIER	CR 1/6	  
XP 65		
N Diminutive animal		
Init +3; Senses low-light vision; Perception +5		
DEFENSE		
AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)		
hp 4 (1d8)		
Fort +2, Ref +5, Will +1		
OFFENSE		
Speed 20 ft., climb 20 ft.		
Melee bite +7 (1d2-4)		
Space 1 ft.; Reach 0 ft.		
STATISTICS		
Str 3, Dex 16, Con 10, Int 2, Wis 13, Cha 7		
Base Atk +0; CMB -1; CMD 5 (9 vs. trip)		
Feats Weapon Finesse		
Skills Acrobatics +7, Climb +8, Perception +5, Stealth +19; Racial Modifiers +4 Acrobatics, +4 Climb, +4 Perception		
SQ tarsier's leap		
ECOLOGY		
Environment temperate or warm forests		
Organization solitary, pair, or family (3-6)		
Treasure none		
SPECIAL ABILITIES		
Tarsier's Leap (Ex) A tarsier's long hind limbs make it an excellent leaper. A tarsier attempts Acrobatics checks to jump as though it had a running start and doesn't take a penalty on Acrobatics checks to jump from having a slow base speed.		

The tarsier is a carnivorous tree-climbing primate. The animal's neck is flexible, allowing its head to swivel around 180 degrees. Tarsiers hunt at night, silently waiting for insects and other small animals to fly or crawl by so they can jump at the prey and catch it. These shy animals live up to 12 years.

The length of a tarsier from its head to the tip of its tail is about 1 to 1-1/2 feet, but when clinging to a tree, a tarsier appears to be about the size of a human's fist. A tarsier weighs about 4 ounces.

Vampire Squid

This eerie-looking squid has red eyes and webbing between its hook-lined tentacles.

VAMPIRE SQUID	CR 1/2	  
XP 200		
N Tiny animal		
Init +2; Senses darkvision 60 ft., low-light vision; Perception +1		



DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 5 (1d8+1)

Fort +3, **Ref** +6, **Will** +1

Defensive Abilities pressure adaptation

OFFENSE

Speed 0 ft., swim 20 ft.

Melee bite +0 (1d3-2), tentacles +0 (grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks photophores

STATISTICS

Str 6, **Dex** 15, **Con** 12, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +0; **CMB** +0; **CMD** 8

Feats Lightning Reflexes

Skills Stealth +14, Swim +10

ECOLOGY

Environment any oceans

Organization solitary, pair, or school (3-8)

Treasure none

SPECIAL ABILITIES

Photophores (Ex) Once per day as a standard action while underwater, the vampire squid can release a 15-foot cone of disorienting bioluminescent mucus from its photophores, illuminating the area with dim light. A creature within this shimmering cloud of blue light must succeed at a DC 11 Fortitude save or be dazzled for as long as it remains in the cloud and for 1 round thereafter. The cloud persists for 1d4+1 rounds. The save DC is Constitution-based.

Pressure Adaptation (Ex) A vampire squid takes no pressure damage from changes in water depth.

Tentacles (Ex) A vampire squid's tentacles all strike as a single primary attack but only to grapple.

The vampire squid—so called for its red eyes and cloak-like webbing—is a cephalopod from the lightless depths of the oceans. This eerie mollusk is covered in photophores, which it can use to create a defensive barrage of light when agitated.

A vampire squid can reach a total body length of up to 1 foot and weighs 1 pound.

Wallaby

This bipedal mammal has a long tail, short arms, and long, limber legs that afford a strange hopping gait.

WALLABY

CR 1/3



XP 135

N Small animal

Init +2; **Senses** low-light vision; Perception +4

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 4 (1d8)

Fort +2, **Ref** +4, **Will** +0

OFFENSE

Speed 40 ft.

Melee slam +0 (1d3-1)

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 2, **Wis** 10, **Cha** 4

Base Atk +0; **CMB** -2; **CMD** 10

Feats Skill Focus (Acrobatics)

Skills Acrobatics +5, Perception +4

ECOLOGY

Environment temperate or warm forests

Organization solitary, pair, or court (3-10)

Treasure none

Wallabies are squat mammals that are often mistakenly identified as small kangaroos. Like all marsupials, wallabies carry their newborn young in pouches at the front of their bodies. The wallaby defends itself using its strong hind legs, which it can launch quickly from under its body to deliver a powerful kick that sends would-be predators reeling.

A wallaby stands about 2 feet tall and weighs 20-40 pounds.



FAMILIAR ARCHETYPES

Much like the way class archetypes modify class features to represent a theme, familiar archetypes swap out abilities that are common to standard familiars and replace them with new abilities tailored to a particular theme. Some nonstandard familiars also alter or replace these common features; such familiars can't take familiar archetypes that alter or replace the same feature, just like two archetypes can't be combined if they alter or replace the same feature. Where levels are referenced in archetype descriptions, they refer to the class level of the familiar's master in the class that grants the familiar as a class feature. In some cases, certain familiars or types of familiars cannot choose specific archetypes, as summarized below.

Figment and Soulbound Archetypes: Elemental whisper familiars, shaman spirit animals, witch familiars, and familiars that grant spells can't take the figment or soulbound familiar archetypes, because they are attached to patrons or spirits.

Improved Familiars: The abilities of an improved familiar don't stack with those of any familiar archetype that alters or replaces the variable bonus a familiar grants its master or speak with animals of its kind. (A leshy warden's leshy familiar doesn't grant a variable bonus or speak with animals of its kind, so it doesn't have abilities that stack with those familiar archetypes.)

Protector Archetype: Tumor familiars can't take the protector archetype since they are originally part of an alchemist's body.

Shapechanging Familiars: Familiars that can take various forms, such as the magical child's animal guide, imps, and quasits, must have the same archetype for each form, and it must be legal for all of those forms (meaning if any form is an improved familiar, it can't take archetypes that don't stack with improved familiar).

AMBASSADOR

An ambassador speaks on its master's behalf and sometimes on behalf of its master's patron or other extraplanar contacts.

Special Requirement: An ambassador familiar must be able to speak at least one language, either as a special familiar ability (as in the case of a raven or thrush) or by being an improved familiar. A familiar that can't speak (or can speak only to its master or other animals) can't be an ambassador.

Ambassador Skills: An ambassador treats Bluff, Diplomacy, and Intimidate as class skills.

Persuasive (Ex): An ambassador gains Persuasive as a bonus feat.

This replaces alertness.

Enhanced Personality (Ex): An ambassador gains a Charisma score equal to the typical Intelligence score of a familiar of its level, if that would be higher than its normal Charisma score. The familiar's Intelligence score remains 6 (or its normal starting Intelligence for an improved familiar) and doesn't increase by level.

This replaces the familiar's Intelligence score advancement.

ANIMAL EXEMPLAR

An animal exemplar is a paragon of its species, able to command the loyalty of others of its kind.

Special Requirement: An animal exemplar familiar cannot be an improved familiar, plant, vermin, or other nonanimal themed familiar.

Animal Exemplar Skills: An animal exemplar treats Handle Animal as a class skill.

Influence Animals (Ex, Sp): An animal exemplar gains *speak with animals* with respect to others of its kind at 3rd level instead of 7th level. At 7th level, it gains the ability to influence animals of its kind, as per the wild empathy ability of a druid of its master's level with a +4 racial bonus on the check, but only for animals of its kind. At 11th level, it can cast *charm animal* three times per day as a spell-like ability against animals of its kind, and at 13th level, it can cast *dominate animal* once per day as a spell-like ability against animals of its kind.

This alters *speak with animals* of its kind and replaces deliver touch spells, spell resistance, and scry on familiar.

EGOTIST

An egotist believes itself to be the real master in the relationship—the power behind the throne. It often attempts to communicate “orders” for its master as best it can, interfering in matters ranging from spell choices and tactical combat decisions to its master's love life.

Egotist Skills: An egotist treats Intimidate as a class skill.

Song of Myself (Ex): An egotist gains Alertness as a bonus feat rather than providing that feat to its master. It gains the variable familiar bonus (such as the bat's +3 bonus on Fly checks) instead of granting the bonus to its master.

This alters alertness and the variable familiar bonus.

Order Master (Ex): An egotist gains *speak with master* at 3rd level instead of 5th level.

This alters *speak with master*.

Receive Touch Spells (Ex): At 5th level, an egotist can demand a particular touch spell as a standard action. If it does so, until the egotist's next turn, its master can cast that spell on the egotist once as a ranged touch within close range, as if using Reach Spell.

This replaces deliver touch spells.

Scry on Master (Sp): At 11th level, an egotist can scry on its master (as if casting the *scrying* spell) once per day.

This replaces scry on familiar.

EMISSARY

The emissary is touched by the divine, serving as a font of wisdom and a moral compass for its master.

Special Requirement: An emissary familiar can serve only a master who worships a single deity.

Emissary Skills: An emissary treats Heal, Knowledge (religion), and Sense Motive as class skills.

Divine Guidance (Sp): An emissary can cast *guidance* at will.

This replaces alertness.

Share Will (Su): Whenever an emissary or its master fails a saving throw against a mind-affecting effect that affects only



one of them, the other can attempt the saving throw as well. If this second saving throw is a success, treat the original result as a success, and the emissary and its master can't use this ability again for 24 hours. On a failure, both the emissary and its master suffer the effects of the failed saving throw, even if one of them wouldn't ordinarily be a valid target.

This replaces share spells.

Domain Influence (Sp or Su): At 3rd level, the emissary gains a spark of divine power from the deity its master worships. Choose one of that deity's domains that grants a 1st-level domain power usable a number of times per day equal to 3 + the user's Wisdom modifier. The emissary can use that power once per day.

This replaces deliver touch spells.

FIGMENT

Figments are born from their masters' imaginations rather than being ordinary creatures that are awakened.

Recurring Dream (Su): A figment has a total number of hit points equal to 1/4 of its master's total hit points. If the figment dies, it vanishes, appearing again with 1 hit point after its master awakens from a full night's sleep. If a figment ever strays more than 100 feet from its master or enters an antimagic field, or if a figment's master is unconscious or asleep, the figment disappears until the next time its master prepares spells or regains her spells per day. Because it is a being of its master's mind, a figment can never serve as a witch's familiar, a shaman's spirit animal, or any other spell-granting familiar, and it can't use any divination spells or spell-like abilities the base creature has.

This replaces improved evasion.

Manifest Dreams (Su): At 3rd level, a figment is shaped by its master's dreams. Each time the master awakens from a full night's rest, he can apply to the figment 1 evolution point's worth of eidolon evolutions that don't have a base form requirement. At 7th level, he can apply 2 points' worth of eidolon evolutions; at 13th level, he can apply 3 points' worth of eidolon evolutions.

This replaces deliver touch spells, speak with animals of its kind, and scry on familiar.

INFILTRATOR

Familiars can be skilled spies, and infiltrators are the very best of their kind at the subtle art of espionage.

Infiltrator Skills: An infiltrator treats Bluff and Disguise as class skills.

Alertness (Ex): An infiltrator gains Alertness as a bonus feat rather than providing that feat to its master.

This alters alertness.

Share Spells (Ex): An infiltrator can share only divination spells that have a target of "you" via this ability.

This alters share spells.

Uncanny Stealth (Ex): An infiltrator gains uncanny dodge and improved uncanny dodge, treating its master's level as its effective rogue level.

This replaces improved evasion.

Scry on Familiar (Sp): At 7th level, an infiltrator's master can scry on it for up to 1 minute per level per day. The duration does not need to be consecutive, but it must be used in 1-minute increments.

This replaces speak with animals of its kind.

Telepathic Bond (Sp): At 11th level, an infiltrator gains a permanent telepathic bond with its master. This bond has no range limit as long as the familiar and its master are on the same plane.

This replaces spell resistance.

MASCOT

A familiar sometimes serves as the centerpiece of an adventuring party. Known as a mascot, this type of familiar eventually treats the entire party as its master.

Mascot Skills: A mascot treats all Perform skills as class skills.

Affinity for My Team (Su): A mascot is the heart and soul of its team. At first, the team consists of only the familiar and its master, but at 3rd level and every 3 levels thereafter, a mascot can add an additional member to its team. A mascot's empathic link extends to all members of its team. A mascot can add or remove one team member over the course of a day.

This replaces alertness and alters empathic link.

Lucky Mascot (Su): Whenever a mascot uses the aid another action to improve a team member's attack roll or AC, that team member also gains a +1 luck bonus to AC for 1 round.

This replaces improved evasion.

Share Spells (Ex): At 3rd level, spells that target a mascot via its share spells ability function at its master's caster level - 2. The mascot also benefit from the spells of any team member when it is using share spells.

This alters share spells.

Deliver Touch Spells (Su): At 5th level, spells delivered by a mascot's deliver touch spells ability function at its master's caster level - 2. The mascot can deliver the touch spells of any of its team members.

This alters deliver touch spells.

Speak with Team (Ex): At 7th level, a mascot gains the ability to speak with all members of its team verbally as if using speak with master.

This replaces speak with master and speak with animals of its kind.

Heart of the Team (Ex): Once per day at 13th level, as a full-round action, a mascot can designate any member of its team as its master for the purpose of



calculating its base attack bonus, Hit Dice, hit points, saving throws, and skill ranks.

This replaces spell resistance and scry on familiar.

MAULER

While most familiars are scouts and assistants, the mauler familiar cares only for the thrill of battle. A mauler often serves a bloodthirsty or martial-minded master.

Mauler Skills: A mauler treats Intimidate as a class skill.

Bond Forged in Blood (Su): A mauler isn't impressed by fancy words—only furious battle. A mauler can't speak or communicate via language in any way, even if it's a type of creature that normally could.

At 5th level, whenever the mauler's master drops a foe whose Hit Dice are at least half its level to below 0 hit points, the mauler's empathic link surges with power, granting both the mauler and its master a +2 morale bonus on attack and damage rolls for 1 round.

This replaces speak with master and speak with animals of its kind.

Increased Strength (Ex): At 3rd level and every 2 levels thereafter, a mauler's Strength score increases by 1. As a result of this ability, the familiar's Intelligence score remains 6; a mauler can never have an Intelligence score higher than 6.

This alters the familiar's Intelligence score advancement.

Battle Form (Su): At 3rd level, a mauler gains the ability to transform into a larger, more ferocious form and back as a standard action three times per day. In battle form, the mauler's size becomes Medium and it gains a +2 size bonus to its Strength score. Since many familiars are Tiny or Diminutive, be sure to check for any additional Strength and Dexterity adjustments for increasing in size from Tiny or Diminutive to Medium (*Pathfinder RPG Core Rulebook* 212). This is a polymorph effect.

This replaces deliver touch spells.

Damage Reduction (Su): At 11th level, a mauler gains DR 5/magic.

This replaces spell resistance.

PILFERER

Some familiars are stealthy pilferers that perform tricks of thievery or simple spying on their master's behalf.

Pilferer Skills: A pilferer treats Disable Device, Escape Artist, and Sleight of Hand as class skills.

Improved Steal (Ex): A pilferer gains Improved Steal^{APG} as a bonus feat.

This replaces alertness.

Nondetection (Su): A pilferer is under the constant effect of *nondetection* with a caster level equal to its master's class level. The DC of the caster level check to penetrate this *nondetection* effect is equal to 15 + the master's caster level.

This replaces improved evasion.

Sneak (Ex): At 3rd level, a pilferer gains a competence bonus equal to half its master's class level on Sleight of Hand and Stealth checks.

This replaces deliver touch spells.

Greater Steal (Ex): At 9th level, a pilferer gains Greater Steal^{APG} as a bonus feat.

This replaces speak with animals of its kind.

PRANKSTER

Some familiars love to perform pranks on their unsuspecting masters, as well as on those around their masters—allies and enemies alike. While good-aligned pranksters' tricks are usually good natured except against foes, evil pranksters play tricks that are mean spirited or even downright cruel.

Prankster Skills: A prankster treats Bluff, Disguise, Perform (comedy), and Sleight of Hand as class skills.

Autonomous Link (Ex): A prankster can hide its feelings from its master via its empathic link at will. It can also try to project a false emotion through the link by attempting a Bluff check opposed by its master's Sense Motive.

This alters empathic link.

Improved Dirty Trick (Ex): A prankster gains Improved Dirty Trick^{APG} as a bonus feat.

This replaces alertness.

Magical Pranks (Sp): A prankster can cast *ghost sound*, *mage hand*, and *prestidigitation* at will as spell-like abilities.

This replaces improved evasion and share spells.

Glib Comedy (Ex): At 3rd level, a prankster gains a competence bonus equal to half its master's class level on Bluff, Disguise, and Perform (comedy) checks.

This replaces deliver touch spells.

Greater Dirty Trick (Ex): At 11th level, a prankster gains Greater Dirty Trick^{APG} as a bonus feat.

This replaces spell resistance.

Unreliable Narrator (Sp): At 13th level, whenever its master uses scry on familiar, a prankster can use *false vision* to fool that ability; this doesn't affect any other divination (*scrying*) effects in the area, only its master's scry on familiar ability.

This alters scry on familiar.

PROTECTOR

Protector familiars are so devoted that they would give their lives for their masters. A tumor familiar can't be a protector.

Loyal Bodyguard (Ex): A protector gains Bodyguard^{APG} and Combat Reflexes as bonus feats. If the familiar is sharing its master's square, it can use Bodyguard to aid another to improve its master's AC even if it doesn't threaten the attacking foe, though it still needs line of effect to its master and the attacker.

This replaces alertness and improved evasion.

Shield Master (Su): At 5th level, whenever a protector or its master takes hit point damage, as long as the protector and its master are touching, its master can split the damage evenly between them as if under the effects of *shield other*.

This replaces deliver touch spells and speak with animals of its kind.

Able Defender (Ex): At 11th level, a protector gains In Harm's Way^{APG} as a bonus feat. In addition, the familiar's hit points are now equal to its master's total hit points (not including temporary hit points), regardless of its actual Hit Dice.

This replaces spell resistance.



SAGE

Sages are masters of useful facts, able to recall them for their masters' benefit, though this leads many to become haughty and proud.

Sage Skills: A sage treats all Knowledge skills as class skills.

Dazzling Intellect (Ex): A sage's Intelligence score is always equal to 5 + its master's class level, but it gains natural armor increases as if its master's class level were half what of the actual class level.

This alters the familiar's Intelligence score and natural armor adjustment.

Sage's Knowledge (Ex): A sage stores information on every topic and is happy to lecture its master on the finer points of a subject. A sage can attempt all Knowledge checks untrained and gains a bonus on Knowledge checks equal to half its master's class level. Additionally, a sage gains 2 skill ranks each time its master gains a class level. Its maximum number of ranks in any given skill is equal to its master's class level.

This replaces alertness and the familiar's ability to share its master's skill ranks.

SOULBOUND FAMILIAR

Soulbound familiars are born when a master uses the magical principles behind soulbound dolls to bind a soul fragment to an animal.

Soul Focus (Ex): The soul fragment bound to the familiar lives within a focus crystal surgically inserted into the animal. As long as this soul focus remains intact, it can be used to bind the soul fragment into another familiar, with the same cost and time requirements as replacing a familiar. Once bound into the soul focus, the soul continues to learn, and so if it is later put into a new familiar body, the soul retains its personality and memories from its previous body or bodies. A soul focus has hardness 8, 12 hit points, and a break DC of 20, though it can be attacked only when surgically removed from the familiar. If the soul focus is destroyed, creating a new soul focus with none of the old one's memories costs as much as replacing a familiar, in addition to the normal cost of replacing the familiar itself. Because it is born of another creature's soul, a soulbound familiar can never serve as a witch's familiar, a shaman's spirit animal, or any other spell-granting familiar. The soulbound familiar gains Skill Focus in a skill important to the creature whose soul provided the fragment.

This replaces alertness.

Alignment Variation (Ex): A soulbound familiar's alignment is always at least partially neutral, although it can also be chaotic, evil, good, or lawful, depending on the creature whose soul provided the fragment rather than on the master's alignment (unless the master donates a fragment of her own soul). At 8th level, it gains one of the following spell-like abilities, usable once per day and based on its alignment (caster level = its master's caster level - 3): chaotic neutral: *rage*; lawful neutral: *suggestion*;

neutral: *deep slumber*; neutral evil: *inflict serious wounds*; or neutral good: *heroism*. At 13th level, its caster level increases to its master's caster level.

This replaces speak with animals of its kind and scry on familiar.

VALET

A valet is a consummate personal servant, able to fetch, deliver, and perform for its master's every need.

Valet Skills: A valet treats Craft, Perform, and Profession as class skills.

Able Assistant (Ex): A valet's master treats the valet as if it had the Cooperative Crafting^{APG} feat and shares Craft skills and item creation feats with the valet.

This replaces alertness.

Magical Manipulation (Sp): A valet can cast *open/close* and *prestidigitation* at will.

This replaces share spells.

Teammate (Ex): A valet is considered to have all the teamwork feats its master has.

This replaces improved evasion.

Deliver Touch Spells (Su): At 3rd level, when delivering a harmless touch spell to a willing creature, a valet can move before and after delivering the spell, as long as its total movement does not exceed its speed.

This alters deliver touch spells.

Deliver Aid (Ex): At 7th level, a valet can move before and after using the aid another action, as long as its total movement does not exceed its speed.

This replaces speak with animals of its kind.

Aide to All (Ex): At 13th level, a valet can use the aid another action as a full-round action to grant up to three adjacent creatures bonuses from this action. Each bonus can apply to the same action or check or to different actions or checks.

This replaces scry on familiar.





COMPANION TRICKS

Animals can be trained to perform tricks, as detailed in the rules for Handle Animal (*Pathfinder RPG Core Rulebook* 97). The following new tricks are presented in alphabetical order. Note that while the word “animal” is often used in the following descriptions, these tricks can be taught to any companion that can be trained.

Aid (DC 20): The animal can use the aid another action to aid a specific ally in combat by attacking a specific foe the ally is fighting. You point to a particular creature that you wish the animal to aid, and you point to another that you want it to make an attack roll against, and it will comply if able. The normal creature type restrictions governing the attack trick still apply.

Bombard (DC 20): A flying animal can deliver projectiles on command, attempting to drop a specified item that it can carry (often alchemist’s fire or a similar splash weapon) on a designated point or opponent, using its base attack bonus to determine its attack roll. The animal cannot throw the object, and it must be able to fly directly over the target.

Break Out (DC 20): On command, the animal attempts to break or gnaw through bars or bindings restricting it, its handler, or a person indicated by the handler. If the animal cannot break the restraints by itself, its attempts grant the restricted creature a +4 circumstance bonus on Escape Artist checks. Furthermore, the animal can take certain basic actions such as lifting a latch or bringing

its master an unattended key. Weight and Strength restrictions still apply, and pickpocketing a key or picking any sort of lock is still far beyond the animal’s ability.

Build Simple Structure (DC 25): The companion can build simple structures on command, limited by its natural abilities and inclinations. The companion is able to build only structures that creatures of its type would naturally build on their own, and this trick merely allows the handler to direct the companion on when and where to build such structures. For example, a spider could be commanded to spin a web between two trees, but it could not be made to create a hammock or a tent out of silk. Similarly, a beaver could be ordered to make a dam or lodge, an alligator a dome-shaped nest, and any burrowing creature a small tunnel or hole. In general, this process takes 10 minutes for each 5-foot square the structure occupies, but depending on the terrain and the type of structure, it might take as little as 1 minute or as much as 1 hour or more, at the GM’s discretion. Only companions that naturally build structures can learn this trick.

Bury (DC 15): An animal with this trick can be instructed to bury an object in its possession. The animal normally seeks a secluded place to bury its object. An animal that knows both the bury and fetch tricks can be instructed to fetch an item it has buried.

Cocoon (DC 15): The companion can cocoon an object or a helpless or willing Huge or smaller creature in webbing. The amount of time this takes depends on the size of the creature or object to be cocooned, as outlined on the following table.



Target Size	Time to Cocoon
Tiny or smaller	1 minute
Small or Medium	10 minutes
Large	1 hour
Huge	4 hours

The cocoon has hardness 2 and 10 hit points. A creature trapped within the cocoon is effectively pinned, and it can attempt an Escape Artist check or combat maneuver check as a full-round action to escape (DC = 20 + the companion's CMD). Alternatively, a DC 25 Strength check can break the cocoon. The companion must know the spin silk trick before it can learn this trick.

Deliver (DC 15): The animal takes an object (one you or an ally gives it, or one that it recovers with the fetch trick) to a place or person you indicate. If you indicate a place, the animal drops the item and returns to you. If you indicate a person, the animal stays adjacent to the person until the item is taken. (Retrieving an item from an animal using the deliver trick is a move action.)

Demolish (DC 15): The companion can be commanded to attack and damage objects and structures. A companion must know the attack trick before it can be taught the demolish trick, and the companion must be trained to attack creatures of all types. The companion's handler can direct it either to make natural attacks against the object in question or to make a Strength check to attempt to break it (if applicable).

Detect (DC 25): The animal is trained to seek out the smells of air currents, alchemical items and poisons, unusual noises or echoes, and other common elements that signify the presence of potential dangers or secret passages. When commanded, the animal uses its Perception skill to try to pinpoint the source of anything that strikes it as out of the ordinary about a room or location. Note that because the animal is not intelligent, any number of doors, scents, strange mechanisms, or unfamiliar objects might catch the animal's attention, and it cannot attempt the same Perception check more than once in this way.

Entertain (DC 25): The animal can dance, sing, or perform some other impressive and enjoyable trick to entertain those around it. At the command of its owner, the animal can attempt a Perform check (or a Charisma check if it has no ranks in Perform) to show off its talent. Willing onlookers or those who fail an opposed Sense Motive check take a -2 penalty on Perception checks to notice anything but the animal entertaining them. Once an onlooker observes an animal's entertain trick, that creature cannot be distracted in this way by the same animal for 24 hours. Tricksters and con artists often teach their animals to perform this trick while they pickpocket viewers or sneak about unnoticed.

Feint (DC 20): The companion is trained to feint against opponents. A companion must know the attack trick before it can be taught the feint trick, and it performs feints only against targets it would normally attack.

Fetch (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.

Flank (DC 20): You can instruct an animal to attack a foe you point to and to always attempt to be adjacent to (and threatening) that foe. If you or an ally is also threatening the foe, the animal attempts to flank the foe, if possible. While animals following the attack trick will flank when convenient, this trick instructs them to flank even if doing so denies it a full attack or puts the animal companion at an inconvenience or at risk, such as from attacks of opportunity, dangerous positioning, or difficult terrain. The animal must know the attack trick before it can learn this trick, and it performs it only against foes it would normally attack.

Flee (DC 20): The animal attempts to run away or hide as best it can, returning only when its handler commands it to do so. Until such a command is received, the animal does its best to track its handler and any accompanying creatures, remaining hidden but within range of its sight or hearing. This trick is particularly useful for adventurers and thieves in that it allows the animal to evade capture, and then return later to help free its friends.

Get Help (DC 20): With this trick, a trainer can designate a number of creatures up to the animal's Intelligence score as "help." When the command is given, the animal attempts to find one of those creatures and bring it back to the handler, even if that means journeying a long distance to the last place it encountered the target creature.

Guide (DC 15): The companion can serve as a guide to a character that is blinded or otherwise unable to see. While serving as a guide, the companion remains adjacent to the guided creature at all times, readying an action each round to move when that creature moves. This allows the guided creature to automatically succeed at Acrobatics checks to move at more than half speed while blinded. Additionally, the companion identifies obstacles in the guided creature's path and pushes them, pulls them, or otherwise signals to the creature how to avoid them, allowing the guided creature to locate and move around obstacles such as hazards, opponents, and other terrain features as though she were able to see them (though she can't distinguish between obstacles). Finally, while serving as a guide, the companion indicates to the guided creature the presence and direction of any adjacent allies, allowing the guided creature to pinpoint the locations of such creatures. The companion can serve as a guide only as long as it is able to see in some fashion, and its ability to detect and avoid creatures and obstacles is limited by what it is able to perceive normally.

Hunt (DC 20): This trick allows an animal to use its natural stalking or foraging instincts to find food and return it to the animal's handler. An animal with this trick can attempt Survival checks (or Wisdom checks, if the animal has no ranks in Survival) to provide food for others or lead them to water and shelter (as the "get along in the

wild” use of the Survival skill). An animal with this trick can use the aid another action to grant a bonus on its handlers Survival checks for these purposes.

Intimidate (DC 15): The companion bares its teeth, barks, bristles, growls, or otherwise threatens a creature you designate, or, alternatively, it can be trained to do so when it encounters any creature besides its handler. The companion takes a -4 penalty on Intimidate checks against creatures other than those with the animal or humanoid types unless it has also been trained to attack creatures of any type. A companion that knows this trick automatically uses the aid another action to assist Intimidate checks attempted by its handler, provided that it is within 15 feet of its handler at the time and has not been ordered to perform another task.

Maneuver (DC 20): The animal is trained to use a specific combat maneuver on command, even when it naturally wouldn't do so (animals typically use combat maneuvers only when using a monster ability to make a free combat maneuver, since otherwise it would provoke an attack of opportunity). An animal must know the attack trick before it can be taught the maneuver trick, and it performs maneuvers only against targets it would normally attack. This trick can be taught to an animal multiple times. Each time it is taught, the animal can be commanded to use a different combat maneuver.

Mark Territory (DC 25): Whether by spraying musk, rubbing its back against trees and rocks, or simply howling loudly, the companion lets other nearby animals know that it has claimed an area. By spending 1 hour performing this trick, the companion can mark an area of up to half a square mile in this fashion. If it does so, after 24 hours, whenever there would be a random encounter within that area that involves a wild animal or other creature of Intelligence 2 or less (including vermin but not other mindless creatures, such as oozes and mindless undead), there is a 25% chance that the encounter doesn't actually occur, as creatures might be warded off by the markings. The companion must renew any territorial markings at least once per week, or they lose their effectiveness. There is also a 10% chance per week that the markings attract the attention of a powerful predator, which actively seeks out the companion to challenge it (and its master) for the territory.

Menace (DC 20): A menacing animal attempts to keep a creature you indicate from moving. It does its best to dissuade the target, but it attacks only if the target attempts to move from its present location or take any significant action (particularly a hostile-seeming action). As soon as the target

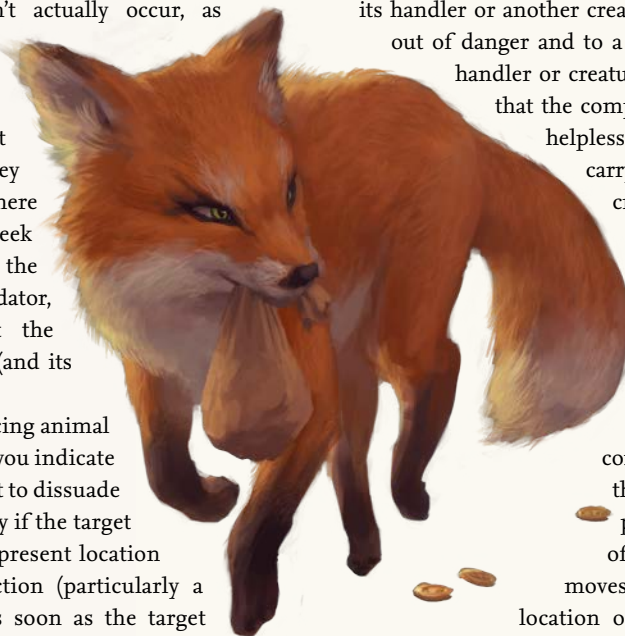
stops moving, the animal ceases attacking but it continues to menace.

Milk Venom (DC 20): The companion can be coaxed into providing a single dose of venom on command. This process takes 10 minutes, and it requires a vial or similar container in which to store the poison. A companion that has been specifically trained to be milked of its venom never bites, stings, or otherwise poisons its handler when being milked, although the handler must still succeed at a Handle Animal check to successfully harvest the venom (see Harvesting Poisons on page 142). A companion must have the poison ability to be taught this trick.

Pose as Scenery (DC 20): The companion freezes in place, seeming to be a mundane plant rather than a plant creature. The companion must have taken root in order to use this trick. It attempts a Disguise check with a +8 circumstance bonus, opposed by the Perception checks of observers. If it succeeds at the opposed check, the observer mistakes it for an ordinary, harmless plant. The companion must have the take root trick in order to learn this trick. Only plant companions can learn this trick.

Receive Spell (DC 25): The companion has been trained to be the recipient of a specific spell (chosen at the time the animal is taught the trick), allowing it to fully take advantage of the spell's effects. The spell should be one that grants the companion an ability it might not normally be intelligent enough to make use of or one that it might not even realize it has (such as *air walk*). The companion is able to recognize when it has been affected by this spell and can take full advantage of the spell's effects. At the GM's discretion, a companion can also be trained to receive certain nonspell effects, such as those granted by an *elixir of fire breathing*. The companion can be taught this trick multiple times; each time it learns this trick, it becomes trained to utilize a different spell effect.

Rescue (DC 20): The companion has been trained to drag its handler or another creature that the handler designates out of danger and to a safe place in the event that the handler or creature is incapacitated. If a creature that the companion is defending is rendered helpless or is slain, the companion will carry, drag, or otherwise move that creature out of danger. If the companion knows the get help trick, it will attempt to bring the creature it is rescuing to one of the creatures designated as “help.” Otherwise, you can designate a single location in advance as a safe place, and the companion will attempt to bring the creature it is rescuing to that place. If it is unable to do either of these, the companion simply moves the creature to the nearest location of relative safety. A companion





must have the deliver and guard tricks in order to learn this trick.

Speak (DC 25): The companion is able to communicate very simple concepts through barks, gestures, whistles, or similar actions. The companion's vocabulary is extremely limited, generally restricted to "yes," "no," and counting up to three. The companion is also able to recognize and respond to up to two specific questions per point of Intelligence. The companion does not so much understand the words as recognize the sound of them, and it responds accordingly. This trick does not actually increase the companion's capacity to understand concepts and ideas; it can be taught a way to communicate the concept of "food," for example, but it won't distinguish cooked food from raw food, and it might not even recognize as food anything that is not part of its own diet. A companion must have an Intelligence score of 2 or higher to learn this trick.

Spin Silk (DC 20): The companion can create strands of delicate yet incredibly strong silk. Harvesting the silk takes 10 minutes, and it can be done once per day. This silk functions identically to a silk rope. The companion can produce a total number of feet of silk equal to 10 times its Constitution score per day, which can be divided as the handler chooses in 10-foot increments. Silk produced in this way degrades into uselessness after 24 hours. Only companions with the web ability can learn this trick.

Subdue (DC 15): The companion can attempt to subdue opponents. Once the command is given, the companion makes all its natural attacks as nonlethal attacks (taking the typical -4 penalty on attack rolls when using normally lethal attacks) until ordered to do otherwise.

Take Root (DC 15): The companion extends its roots into the soil beneath it, anchoring itself in place and drawing water and nutrients from the soil. Taking root is a full-round action that provokes attacks of opportunity. While rooted, the companion cannot move, but it can otherwise act normally and gains a +4 bonus to CMD to resist bull rush, drag, overrun, reposition, and trip attempts. If the companion remains rooted for at least 1 hour, it absorbs enough water and nutrients to feed itself for a day. A separate command causes the companion to uproot itself as a full-round action. The companion can take root only in areas of soft soil. Only plant companions can learn this trick.

Watch (DC 15): The animal can be commanded to keep watch over a particular area, such as a campsite, and to raise an alarm if it notices any dangerous or sizable creature entering the area.

Withhold Venom (DC 20): The companion can be ordered to avoid injecting poison into creatures it strikes with whatever natural attack would normally deliver venom. As long as the companion has been ordered to withhold its venom, successful hits with that natural attack deal damage as normal and convey all other effects that they normally would, but they do not expose the target to the companion's poison. Only companions with the poison special ability can learn this trick.

COMPANION FEATS

As they grow in strength and experience, animal companions and mounts develop mutations, personality quirks, and tricks that grant them new abilities unlike those seen in typical animals of their kind. The following feats can be chosen by characters with the animal companion or by companions themselves, as indicated in each feat's prerequisite line.

An animal companion or mount can select from the feats listed below that include "animal companion" as a prerequisite as if it appeared on the list of animal feats on page 53 of the *Pathfinder RPG Core Rulebook*.

Boon Companion

Your bond with your animal companion or familiar is unusually close.

Prerequisite: Animal companion class feature or familiar class feature.

Benefit: The abilities of your animal companion or familiar are calculated as though your class were 4 levels higher, to a maximum effective druid level equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you dismiss or lose an animal companion or familiar that has received this benefit, you can apply this feat to the replacement creature.

Special: You can select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different animal companion or familiar.

Devotion against the Unnatural

The animal's devotion to its master allows it to stand against unnatural forces.

Prerequisites: Animal companion, devotion special ability.

Benefit: The animal companion gains a +2 morale bonus on saving throws against spells, spell-like abilities, and supernatural abilities of aberrations, outsiders, and undead. The animal companion is immune to the unnatural aura ability that some undead creatures (such as wraiths) have.

Disruptive Companion (Combat)

The animal's presence harries nearby enemies, making concentration difficult.

Prerequisite: Animal companion.

Benefit: The animal companion is trained to interfere with its opponent's concentration, making even rote tasks difficult. Increase the concentration check DC of spells and spell-like abilities that opponents cast while within the animal companion's reach by +2. Additionally, opponents can't take 10 on d20 rolls or checks while within the animal companion's reach. If an opponent has an ability that allows it to always take 10 on certain skill checks while distracted (such as the skill mastery advanced talent), it gains the benefit of such abilities only if its number of skill ranks is at least 4 higher than the animal companion's Hit Dice.

TABLE 5-2: COMPANION AND FAMILIAR FEATS

General Feat	Prerequisites	Benefits
Boon Companion	Animal companion or familiar	Companion or familiar abilities are treated as if you were a higher level
Animal Companion Feat	Prerequisites	Benefits
Devotion against the Unnatural	Devotion special ability	Gain additional resistance to certain creatures' abilities
Disruptive Companion [†]	—	Companion hinders spellcasting
Feral Grace [†]	Weapon Finesse, base attack bonus +3	Gain bonus to damage from fighting with finesse
Ferocious Beast [†]	Intimidate 1 rank	Gain bonuses on Intimidate checks
Ferocious Feint [†]	Bluff 1 rank	Gain bonuses to feint
Intercept Blow [†]	Base attack bonus +1	Shield master from attacks
Improved Intercept Blow [†]	Intercept Blow, base attack bonus +6	Further reduce damage while using Intercept Blow
Reflexive Interception [†]	Intercept Blow, base attack bonus +3, evasion	Provide evasion to master
Share Feature	Master must have the chosen class feature	Gain a class feature from master
Tenacious Hunter	Perception 3 ranks, Stealth 3 ranks	Pinpoint invisible creatures
Greater Tenacious Hunter	Combat Reflexes, Tenacious Hunter, Perception 3 ranks, Stealth 3 ranks	Deny Dexterity bonus to creatures pinpointed

[†] This is a combat feat, and it can be selected as a bonus feat by companions with levels in brawler, fighter, gunslinger, swashbuckler, or warpriest gained via feats or another special ability.

In addition, the animal companion counts as a fighter with a number of class levels equal to its Hit Dice for the purposes of qualifying for the Disruptive feat, as well as for any feat that lists the Disruptive feat as a prerequisite. The animal companion also adds those feats to the list of animal feats that it can choose from when gaining a new feat.

Feral Grace (Combat)

The animal's grace and agility are honed for battle, making it a deadly combatant.

Prerequisites: Weapon Finesse, base attack bonus +3, animal companion.

Benefit: Choose one of the animal companion's natural attack. When the animal companion makes a melee attack with the chosen natural attack using its Dexterity bonus on attack rolls and its Strength bonus on damage rolls, it adds 1/4 of its Hit Dice as a bonus on damage rolls. This bonus damage doesn't increase or decrease based upon whether the natural attack is a primary or secondary natural attack.

Special: You can select this feat multiple times. Its effects don't stack. Each time you select this feat, choose a different natural attack to apply its benefit to.

Ferocious Beast (Combat)

Through training or natural ability, the animal is skilled at unnerving its enemies.

Prerequisites: Intimidate 1 rank, animal companion.

Benefit: The animal companion uses half its master's class level (minimum 1) in place of its Charisma bonus on Intimidate checks to demoralize an opponent, as well as on Intimidate checks to use the Antagonize^{UM} feat. In addition, the animal companion can use Intimidate to demoralize an opponent as a move action.

Special: An animal companion can't take both Ferocious Beast and Intimidating Prowess.

Ferocious Feint (Combat)

Through training or inborn ability, the animal is naturally skilled at feinting against its foes.

Prerequisites: Bluff 1 rank, animal companion.

Benefit: The animal companion uses half its master's class level (minimum 1) in place of its Charisma bonus on Bluff checks to feint an opponent. In addition, the animal companion can use Bluff to feint an opponent as a move action.

Greater Tenacious Hunter

The animal is capable of savaging hidden foes when they least expect it.

Prerequisites: Combat Reflexes, Tenacious Hunter, Perception 3 ranks, Stealth 3 ranks, animal companion.

Benefit: The animal companion can attempt a Perception check as a swift action to intentionally search for a stimulus. When using Perception to attempt to pinpoint an invisible foe, the animal companion's bonus from the Tenacious Hunter feat increases to +20. In addition, whenever the animal companion successfully uses Perception to oppose a Stealth check or to pinpoint an invisible creature's location, that foe is denied its Dexterity bonus to AC against all attacks that the animal companion makes before the start of the animal companion's next turn.

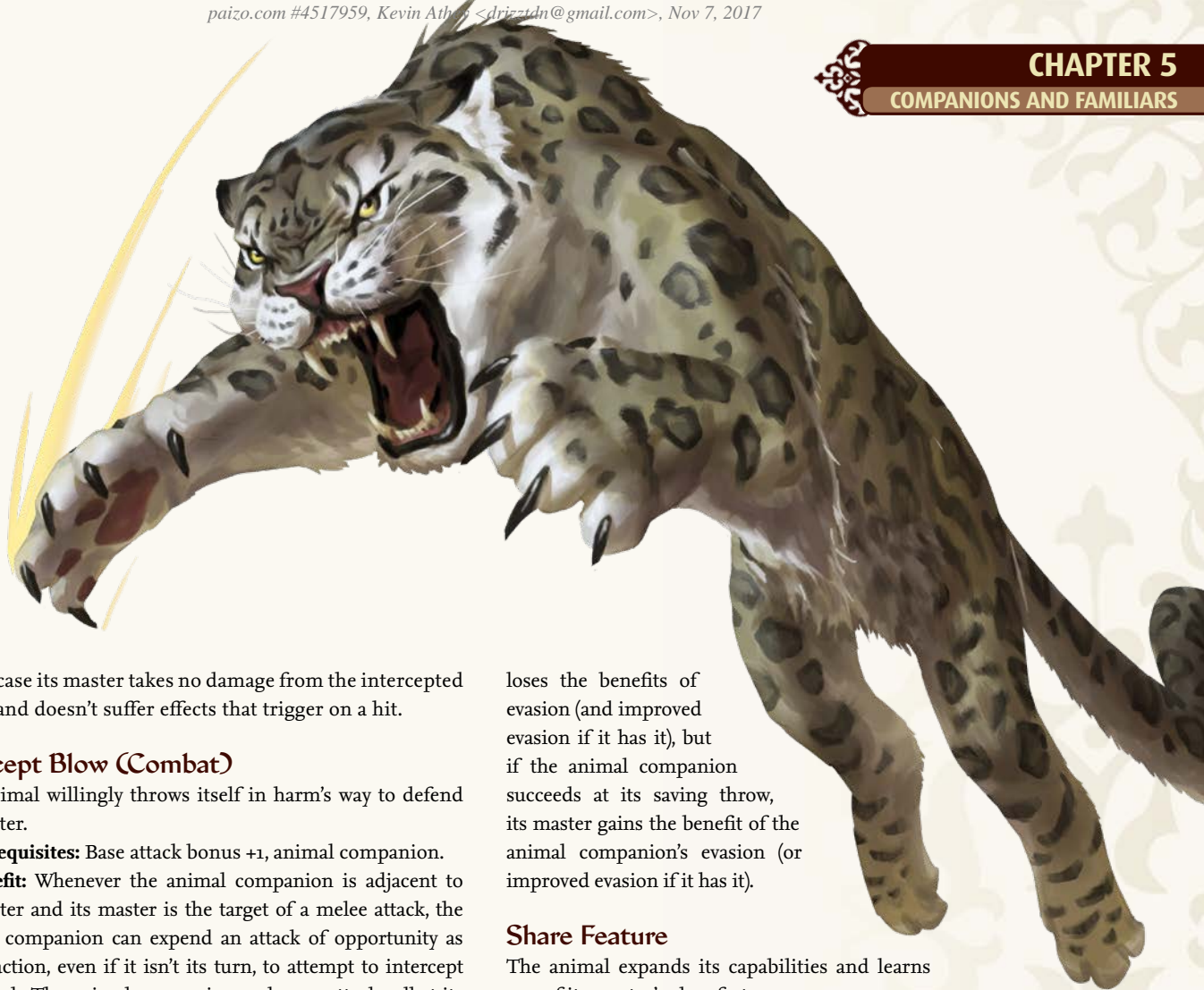
Normal: Using Perception to intentionally search for a stimulus is a move action.

Improved Intercept Blow (Combat)

The animal's intervention completely protects its master from harm.

Prerequisites: Intercept Blow, base attack bonus +6, animal companion.

Benefit: When the animal companion uses Intercept Blow to intercept an opponent's melee attack and succeeds, it can take all the damage from the intercepted attack, in



which case its master takes no damage from the intercepted attack and doesn't suffer effects that trigger on a hit.

Intercept Blow (Combat)

The animal willingly throws itself in harm's way to defend its master.

Prerequisites: Base attack bonus +1, animal companion.

Benefit: Whenever the animal companion is adjacent to its master and its master is the target of a melee attack, the animal companion can expend an attack of opportunity as a free action, even if it isn't its turn, to attempt to intercept the attack. The animal companion makes an attack roll at its highest attack bonus with one of its natural attacks, as if it were making an attack of opportunity, with a -2 penalty for each size category the attacking creature is larger than the animal companion. If the result of this attack roll is greater than the attacking creature's attack roll result, the animal companion's master takes only half damage from the attack, and the other half of the damage is dealt to the animal companion. Effects that trigger on every successful hit (such as bleed or the trip special ability) affect both the animal companion and the master, as if both were hit by the attack; however, if it matters (such as for a touch spell that expires after a single hit), treat the animal companion as if it had been hit first.

If the animal companion knows the defend trick, the animal companion can use Intercept Blow and any feat that lists it as a prerequisite to protect any ally that it is adjacent to and defending (as per the defend trick).

Reflexive Interception (Combat)

The animal can defend its master with lightning speed.

Prerequisites: Intercept Blow, base attack bonus +3, animal companion, evasion.

Benefit: Whenever the animal companion is adjacent to its master and its master attempts a Reflex save, the animal companion can expend an attack of opportunity as a free action, even if it isn't its turn, to attempt a Reflex save to intervene. When using this ability, the animal companion

loses the benefits of evasion (and improved evasion if it has it), but if the animal companion succeeds at its saving throw, its master gains the benefit of the animal companion's evasion (or improved evasion if it has it).

Share Feature

The animal expands its capabilities and learns one of its master's class features.

Prerequisites: Animal companion, master must have the chosen class feature.

Benefit: Choose one of the following class features: bravery, camouflage, favored terrain, hide in plain sight, resist nature's lure, track, trackless step, venom immunity, and woodland stride. The animal companion gains the benefits of the selected class feature, using its Hit Dice as its level in its master's class for the purpose of this ability; the animal companion gains the benefits of the base class feature, even if the master alters the class feature via an archetype or other means, though the animal companion doesn't count as having the class feature for the purpose of fulfilling prerequisites.

Tenacious Hunter

The animal is capable of quickly pinpointing hidden prey.

Prerequisites: Perception 3 ranks, Stealth 3 ranks, animal companion.

Benefit: The animal companion gains a +2 bonus on Perception checks to oppose Stealth checks. When using Perception to pinpoint an invisible creature's location, this bonus increases to +10. In addition, whenever the animal companion successfully uses Perception to notice a creature using Stealth or to pinpoint an invisible creature's location, that foe is denied its Dexterity bonus to AC against the next attack the animal companion makes on or before the animal companion's next turn.





6 SPELLS



The gnoll horde charged up the hill, spittle flying from slavering jaws.

Armor still steaming from the lightning bolt, Valeros crawled to Kyra's charred form, a potion shaking in his hand. "She needs time!" He looked to Feiya. "Hold them off!"

"How am I supposed to do that?" Feiya hissed. "I'm not a damned shield wall!"

"And I'm not a healer! Just do it!"

Feiya looked down the slope, shivering—and suddenly knew what to do. She raised a hand skyward. "Hold on to something."

"What—" Valeros began, and then his voice was drowned out by the cracking of the ice sheet and the howls and shrieks of gnolls sliding back down the hill onto the spears of their comrades...

Nature is a powerful force, and since the beginning of time, people have harnessed magic to either exploit that power or compete against it. Druids, hunters, rangers, and shamans, as well as clerics and oracles of nature, use their energies to cultivate and shape the wilderness or to completely meld into it, while arcane and psychic spellcasters can call upon magic to bend nature to their will. Witches in particular have strong thematic ties to the natural world, and certain sorcerer bloodlines delve deeply into such themes. The spells provided in this section grant powers to control, emulate, or harness the might of the wilderness in one way or another.

SPELL LISTS

The following lists summarize the new spells presented in this book, arranged by class and level. A superscript “F” or “M” appearing at the end of the spell’s name in the spell list denotes a focus or material component not normally included in a spell component pouch. Additionally, spells for specific races appear in Chapter 1.

Order of Presentation: These lists present the spells in alphabetical order by name, except where a spell’s name begins with “greater,” “lesser,” or “mass,” in which case it is alphabetized under the second word of the spell name.

Hit Dice: The term “Hit Dice” is used synonymously with “character levels” for effects that affect a specific number of Hit Dice of creatures.

Caster Level: A spell’s power often depends on caster level, which is defined as the caster’s class level for the purpose of casting a particular spell. The word “level” in the short spell descriptions that follow always refers to caster level.

Creatures and Characters: “Creature” and “character” are used synonymously in the short descriptions.



ALCHEMIST FORMULAE

2nd-Level Alchemist Formulae

Pouncing Fury: Make a full attack with your claws after a charge.

Vine Strike: Enhance one of your natural or unarmed attacks with thorny vine growth.

3rd-Level Alchemist Formulae

Fey Form I: Assume the form of a Small or Medium fey creature.

5th-Level Alchemist Formulae

Fey Form II: Assume the form of a Tiny or Large fey creature.

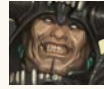
Ooze Form I: Assume the form of a Small or Medium ooze creature.

Shapechanger’s Gift: Temporarily change a target into an animal, humanoid, or monstrous humanoid.

6th-Level Alchemist Formulae

Fey Form III: Assume the form of a Diminutive or Huge fey creature.

Ooze Form II: Assume the form of a Large ooze creature.



ANTIPALADIN SPELLS

2nd-Level Antipaladin Spells

Aquatic Cavalry: Summon hippocampi to serve as aquatic mounts.

Bleed for Your Master: Compel a companion to take damage for you.

Vine Strike: Enhance one of your natural or unarmed attacks with thorny vine growth.

3rd-Level Antipaladin Spells

Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings.

4th-Level Antipaladin Spells

Companion Transposition: Swap places with your animal companion, familiar, or spirit animal via teleportation.



BARD SPELLS

1st-Level Bard Spells

Echo: Cause a sound to repeat itself.

Tamer’s Lash: Create a whip made of sound that damages foes and can frighten animals.

3rd-Level Bard Spells

Alpha Instinct: Gain bonuses when you’re interacting with animals.

Mirage: Create illusory terrain.

4th-Level Bard Spells

Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings.

6th-Level Bard Spells

Fey Gate: Create a portal that allows travel to the First World.



BLOODRAGER SPELLS

1st-Level Bloodrager Spells

Snowball: Throw a conjured ball of snow at a target.

Tamer’s Lash: Create a whip made of sound that damages foes and can frighten animals.

2nd-Level Bloodrager Spells

Pouncing Fury: Make a full attack with your claws after a charge.

Vine Strike: Enhance one of your natural or unarmed attacks with thorny vine growth.

With the Wind: Protect a target from being blown away by wind of less than windstorm force.

3rd-Level Bloodrager Spells

Earth Tremor: Unleash a tremor that creates difficult terrain and can knock foes down and damage them.

Fey Form I: Assume the form of a Small or Medium fey creature.

4th-Level Bloodrager Spells

Tail Current: Create a current in water to enhance or impede swimming.

Tailwind: Create a current of wind to enhance or impede flight.



CLERIC SPELLS

1st-Level Cleric Spells

Hidden Spring: Discover a temporary spring of fresh, flowing water.

3rd-Level Cleric Spells

Iron Stake: Hurl a spike of cold iron at a foe.

4th-Level Cleric Spells

Tail Current: Create a current in water to enhance or impede swimming.

Tailwind: Create a current of wind to enhance or impede flight.

8th-Level Cleric Spells

Fey Gate: Create a portal that allows travel to the First World.

Wandering Weather: Control weather in a large area that moves with you.



DRUID SPELLS

1st-Level Druid Spells

Echo: Cause a sound to repeat itself.

Hidden Spring: Discover a temporary spring of fresh, flowing water.

Snowball: Throw a conjured ball of snow at a target.

2nd-Level Druid Spells

Alpha Instinct: Gain bonuses when you're interacting with animals.

Aquatic Cavalry: Summon hippocampi to serve as aquatic mounts.

Greensight: Grant a target the ability to see through plant matter as if it were transparent.

Pouncing Fury: Make a full attack with your claws after a charge.

Scamper: Grant your animal companion astonishing agility.

Sea Steed: Your mount adapts to an aquatic environment.

Vine Strike: Enhance one of your natural or unarmed attacks with thorny vine growth.

Winter Grasp: Create a slippery sheet of ice on the ground.

With the Wind: Protect a target from being blown away by wind of less than windstorm force.

3rd-Level Druid Spells

Bleed for Your Master: Compel a companion to take damage for you.

Earth Tremor: Unleash a tremor that creates difficult terrain and can knock foes down and damage them.

Fey Form I: Assume the form of a Small or Medium fey creature.

Flashfire: Cause smoky fires to spring up to burn foes and set them alight.

Iron Stake: Hurl a spike of cold iron at a foe.

Mirage: Create illusory terrain.

Signs of the Land: Learn up to three details about the surrounding territory.

Soothing Mud: Create restorative mud that heals hit point and ability damage.

Tail Current: Create a current in water to enhance or impede swimming.

Tailwind: Create a current of wind to enhance or impede flight.

4th-Level Druid Spells

Explosion of Rot: Call forth a burst of decay that damages and can stagger targets.

Forest's Sense: Sense the location of a distant target that is near a plant or fungus.

Sea Stallion: You and your mount adapt to an aquatic environment.

5th-Level Druid Spells

Cave Fangs^M: Create a trap from stalactites and stalagmites.

Companion Transposition: Swap places with your animal companion, familiar, or spirit animal via teleportation.

Fey Form II: Assume the form of a Tiny or Large fey creature.

Replay Tracks: Reconstruct past events from a set of tracks.

Sturdy Tree Fort: Create a tree with a defensive fort within it.

Tidal Surge: Create a surge of water to bludgeon foes and extinguish fires.

6th-Level Druid Spells

Fey Form III: Assume the form of a Diminutive or Huge fey creature.

8th-Level Druid Spells

Fey Form IV: Assume the form of a powerful fey creature.

Fey Gate: Create a portal that allows travel to the First World.

Wandering Weather: Control weather in a large area that moves with you.

9th-Level Druid Spells

Sea of Dust: Permanently drive water out of a region to create a desert.





INQUISITOR SPELLS

2nd-Level Inquisitor Spells

Iron Stake: Hurl a spike of cold iron at a foe.

4th-Level Inquisitor Spells

Replay Tracks: Reconstruct past events from a set of tracks.



MAGUS SPELLS

1st-Level Magus Spells

Snowball: Throw a conjured ball of snow at a target.

Tamer's Lash: Create a whip made of sound that damages foes and can frighten animals.

2nd-Level Magus Spells

Pouncing Fury: Make a full attack with your claws after a charge.

With the Wind: Protect a target from being blown away by wind of less than windstorm force.

3rd-Level Magus Spells

Earth Tremor: Unleash a tremor that creates difficult terrain and can knock foes down and damage them.

4th-Level Magus Spells

Fey Form I: Assume the form of a Small or Medium fey creature.

Tail Current: Create a current in water to enhance or impede swimming.

Tailwind: Create a current of wind to enhance or impede flight.

5th-Level Magus Spells

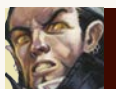
Ooze Form I: Assume the form of a Small or Medium ooze creature.

Shapechanger's Gift: Temporarily change a target into an animal, humanoid, or monstrous humanoid.

6th-Level Magus Spells

Fey Form II: Assume the form of a Tiny or Large fey creature.

Ooze Form II: Assume the form of a Large ooze creature.



MEDIUM SPELLS

1st-Level Medium Spells

Echo: Cause a sound to repeat itself.

2nd-Level Medium Spells

Alpha Instinct: Gain bonuses when you're interacting with animals.

3rd-Level Medium Spells

Replay Tracks: Reconstruct past events from a set of tracks.

Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings.



MESMERIST SPELLS

1st-Level Mesmerist Spells

Echo: Cause a sound to repeat itself.

3rd-Level Mesmerist Spells

Alpha Instinct: Gain bonuses when you're interacting with animals.

Mirage: Create illusory terrain.

4th-Level Mesmerist Spells

Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings.



OCCULTIST SPELLS

1st-Level Occultist Spells

Echo: Cause a sound to repeat itself.

2nd-Level Occultist Spells

Ropeweave: Create useful tools from a coil of rope.

With the Wind: Protect a target from being blown away by wind of less than windstorm force.

3rd-Level Occultist Spells

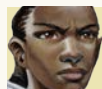
Mirage: Create illusory terrain.

Replay Tracks: Reconstruct past events from a set of tracks.

Tail Current: Create a current in water to enhance or impede swimming.

Tailwind: Create a current of wind to enhance or impede flight.

Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings.



PALADIN SPELLS

2nd-Level Paladin Spells

Aquatic Cavalry: Summon hippocampi to serve as aquatic mounts.

Sea Steed: Your mount adapts to an aquatic environment.

3rd-Level Paladin Spells

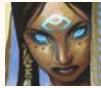
Sky Steed: Grant your mount angelic wings.

Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings.

4th-Level Paladin Spells

Companion Transposition: Swap places with your animal companion, familiar, or spirit animal via teleportation.

Sea Stallion: You and your mount adapt to an aquatic environment.



PSYCHIC SPELLS

1st-Level Psychic Spells

Echo: Cause a sound to repeat itself.

3rd-Level Psychic Spells

Mirage: Create illusory terrain.

4th-Level Psychic Spells

Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings.

5th-Level Psychic Spells

Replay Tracks: Reconstruct past events from a set of tracks.



RANGER SPELLS

1st-Level Ranger Spells

Echo: Cause a sound to repeat itself.

Hidden Spring: Discover a temporary spring of fresh, flowing water.

Tamer's Lash: Create a whip made of sound that damages foes and can frighten animals.

2nd-Level Ranger Spells

Alpha Instinct: Gain bonuses when you're interacting with animals.

Aquatic Cavalry: Summon hippocampi to serve as aquatic mounts.

Greensight: Grant a target the ability to see through plant matter as if it were transparent.

Iron Stake: Hurl a spike of cold iron at a foe.

Pouncing Fury: Make a full attack with your claws after a charge.

Replay Tracks: Reconstruct past events from a set of tracks.

Ropeweave: Create useful tools from a coil of rope.

Scamper: Grant your animal companion astonishing agility.

Sea Steed: Your mount adapts to an aquatic environment.

Vine Strike: Enhance one of your natural or unarmed attacks with thorny vine growth.

With the Wind: Protect a target from being blown away by wind of less than windstorm force.

3rd-Level Ranger Spells

Bleed for Your Master: Compel a companion to take damage for you.

Forest's Sense: Sense the location of a distant target that is near a plant or fungus.

Mirage: Create illusory terrain.

Signs of the Land: Learn up to three details about the surrounding territory.

Soothing Mud: Create restorative mud that heals hit point and ability damage.

Tail Current: Create a current in water to enhance or impede swimming.

Tailwind: Create a current of wind to enhance or impede flight.

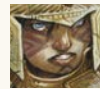
Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings.

4th-Level Ranger Spells

Companion Transposition: Swap places with your animal companion, familiar, or spirit animal via teleportation.

Sea Stallion: You and your mount adapt to an aquatic environment.

Sturdy Tree Fort: Create a tree that supports a defensive fort within its branches.



SHAMAN SPELLS

1st-Level Shaman Spells

Hidden Spring: Discover a temporary spring of fresh, flowing water.

2nd-Level Shaman Spells

Alpha Instinct: Gain bonuses when you're interacting with animals.

Aquatic Cavalry: Summon hippocampi to serve as aquatic mounts.

Callback: Teleport a familiar or spirit animal to your side when it is injured.

Greensight: Grant a target the ability to see through plant matter as if it were transparent.

Merge with Familiar: Merge the body of your familiar or spirit animal into your own.

Vine Strike: Enhance one of your natural or unarmed attacks with thorny vine growth.

Winter Grasp: Create a slippery sheet of ice on the ground.

3rd-Level Shaman Spells

Earth Tremor: Unleash a tremor that creates difficult terrain and can knock foes down and damage them.

Fey Form I: Assume the form of a Small or Medium fey creature.

Flashfire: Cause smoky fires to spring up to burn foes and set them alight.

Signs of the Land: Learn up to three details about the surrounding territory.

Soothing Mud: Create restorative mud that heals hit point and ability damage.

Tail Current: Create a current in water to enhance or impede swimming.

Tailwind: Create a current of wind to enhance or impede flight.

4th-Level Shaman Spells

Forest's Sense: Sense the location of a distant target that is near a plant or fungus.

Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings.

5th-Level Shaman Spells

Callback, Greater: Teleport a familiar or spirit animal from miles away to your side when it is injured.

Cave Fangs^M: Create a trap from stalactites and stalagmites.

Companion Transposition: Swap places with your animal companion, familiar, or spirit animal via teleportation.

Fey Form II: Assume the form of a Tiny or Large fey creature.

Tidal Surge: Create a surge of water to bludgeon foes and extinguish fires.

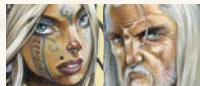
6th-Level Shaman Spells

Fey Form III: Assume the form of a Diminutive or Huge fey creature.

8th-Level Shaman Spells

Fey Form IV: Assume the form of a powerful fey creature.

Wandering Weather: Control weather in a large area that moves with you.



SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Snowball: Throw a conjured ball of snow at a target.

2nd-Level Sorcerer/Wizard Spells

Callback: Teleport a familiar or spirit animal to your side when it is injured.

Greensight: Grant a target the ability to see through plant matter as if it were transparent.

Merge with Familiar: Merge the body of your familiar or spirit animal into your own.

Pouncing Fury: Make a full attack with your claws after a charge.

Vine Strike: Enhance one of your natural or unarmed attacks with thorny vine growth.

With the Wind: Protect a target from being blown away by wind of less than windstorm force.

3rd-Level Sorcerer/Wizard Spells

Bleed for Your Master: Compel a companion to take damage for you.

Earth Tremor: Unleash a tremor that creates difficult terrain and can knock foes down and damage them.

Iron Stake: Hurl a spike of cold iron at a foe.

4th-Level Sorcerer/Wizard Spells

Fey Form I: Assume the form of a Small or Medium fey creature.

Tail Current: Create a current in water to enhance or impede swimming.

Tailwind: Create a current of wind to enhance or impede flight.

5th-Level Sorcerer/Wizard Spells

Callback, Greater: Teleport a familiar or spirit animal from miles away to your side when it is injured.

Companion Transposition: Swap places with your animal companion, familiar, or spirit animal via teleportation.

Ooze Form I: Assume the form of a Small or Medium ooze creature.

Shapechanger's Gift: Temporarily change a target into an animal, humanoid, or monstrous humanoid.

6th-Level Sorcerer/Wizard Spells

Fey Form II: Assume the form of a Tiny or Large fey creature.

Ooze Form II: Assume the form of a Large ooze creature.

7th-Level Sorcerer/Wizard Spells

Fey Form III: Assume the form of a Diminutive or Huge fey creature.

Magical Beast Shape: Assume the form of a magical beast.

Ooze Form III: Assume the form of a Huge ooze creature.

Shapechanger's Gift, Greater: Temporarily change a target into an animal, elemental, fey, humanoid, monstrous humanoid, or vermin.

8th-Level Sorcerer/Wizard Spells

Fey Gate: Create a portal that allows travel to the First World.

Wandering Weather: Control weather in a large area that moves with you.

9th-Level Sorcerer/Wizard Spells

Fey Form IV: Assume the form of a powerful fey creature.



SPIRITUALIST SPELLS

1st-Level Spiritualist Spells

Echo: Cause a sound to repeat itself.

2nd-Level Spiritualist Spells

With the Wind: Protect a target from being blown away by wind of less than windstorm force.

3rd-Level Spiritualist Spells

Tail Current: Create a current in water to enhance or impede swimming.

Tailwind: Create a current of wind to enhance or impede flight.

4th-Level Spiritualist Spells

Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings.



SUMMONER SPELLS

1st-Level Summoner Spells

Snowball: Throw a conjured ball of snow at a target.

2nd-Level Summoner Spells

Aquatic Cavalry: Summon hippocampi to serve as mounts.

6th-Level Summoner Spells

Fey Gate: Create a portal that allows travel to the First World.



WITCH SPELLS

1st-Level Witch Spells

Echo: Cause a sound to repeat itself.

Hidden Spring: Discover a temporary spring of fresh, flowing water.

Snowball: Throw a conjured ball of snow at a target.

2nd-Level Witch Spells

Callback: Teleport a familiar or spirit animal to your side when it is injured.

Merge with Familiar: Merge the body of your familiar or spirit animal into your own.

Pouncing Fury: Make a full attack with your claws after a charge.

Winter Grasp: Create a slippery sheet of ice on the ground.

3rd-Level Witch Spells

Bleed for Your Master: Compel a companion to take damage for you.

Earth Tremor: Unleash a tremor that creates difficult terrain and can knock foes down and damage them.

Iron Stake: Hurl a spike of cold iron at a foe.

4th-Level Witch Spells

Fey Form I: Assume the form of a Small or Medium fey creature.

Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings.

5th-Level Witch Spells

Callback, Greater: Teleport a familiar or spirit animal from miles away to your side when it is injured.

Cave FangsSM: Create a trap from stalactites and stalagmites.

Companion Transposition: Swap places with your animal companion, familiar, or spirit animal via teleportation.

6th-Level Sorcerer/Wizard Spells

Fey Form II: Assume the form of a Tiny or Large fey creature.

7th-Level Witch Spells

Fey Form III: Assume the form of a Diminutive or Huge fey creature.

8th-Level Witch Spells

Fey Gate: Create a portal that allows travel to the First World.

Wandering Weather: Control weather in a large area that moves with you.

9th-Level Witch Spells

Fey Form IV: Assume the form of a powerful fey creature.

SPELLS

ALPHA INSTINCT

School enchantment (charm) [mind-affecting]; **Level** bard 3, druid 2, medium 2, mesmerist 3, ranger 2, shaman 2

Casting Time 10 minutes

Components V, S, M (a bit of musk from an alpha wolf or another socially dominant animal)

Range personal

Target you

Duration 1 hour/level (D)

Animals perceive you as a social superior. The starting attitude of animals you interact with improves by one step, and you gain a +2 morale bonus on Handle Animal checks. Helpful animals provide simple assistance (such as using the aid another action on skill checks they understand) as long as the spell lasts, but they flee from attacks and do not support you in combat. At one point during the spell's duration, you can issue a nonverbal command to helpful animals within 60 feet to forage for you; the animal or animals immediately head out into the wilderness to do just that. After 1 hour, the animals return to the location where you issued the command to make you an offering of edible food sufficient for one meal for you and a number of others equal to your caster level.

AQUATIC CAVALRY

School conjuration (summoning); **Level** antipaladin 2, druid 2, paladin 2, ranger 2, shaman 2, summoner 2

Casting Time 1 round

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Effect 1 hippocampus plus 1 hippocampus/3 caster levels

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You summon a school of hippocampi (one plus one per 3 caster levels, to a maximum of six at 15th level; *Pathfinder RPG Bestiary* 2 155) to serve as combat-trained mounts. The hippocampi avoid combat if possible but defend themselves if attacked. If any hippocampus attacks, the remaining duration of the spell changes from 1 hour per level to 1 round per level (so if a full 4 hours remained, the hippocampi last for only 4 more rounds).

BLEED FOR YOUR MASTER

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 2, druid 3, ranger 3, sorcerer/wizard 3, witch 3

Casting Time 1 immediate action

Components V, S

Range touch

Target your animal companion, familiar, or fiendish servant

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When you would be hit by an attack that requires an attack roll, or when you are within an area of effect that allows you to attempt a Reflex saving throw, with a single touch you compel the target to throw itself in front of the blow or shield you from the effect.



If an attack roll triggered this spell's casting, the target takes the damage instead of you, even if the attack roll would not normally hit the target's Armor Class.

If an area of effect that allows you to attempt a Reflex save triggered this spell's casting, the target instead grants you cover against the effect (+2 bonus on Reflex saves) if it is your size or smaller, or improved cover (+4 bonus on Reflex saves and improved evasion against the effect) if it is larger than you. The target automatically fails its Reflex save against the effect but can still benefit from improved evasion and similar mitigating effects.

After taking damage, the target is shaken for 1 minute. If the target was already shaken, it becomes frightened instead.

CALLBACK

School conjuration (teleportation); **Level** shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a crushed grasshopper)

Range long (400 ft. + 40 ft./level)

Target your familiar or spirit animal

Duration 10 minutes/level or until expended (see text)

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

If the target takes hit point damage while within range of this spell, it immediately teleports to your space (or adjacent to your space) after the damage is applied. If the target is killed, its corpse teleports instead. Optionally, you can specify a number of points of damage for your familiar to take before the spell takes effect, but you must do so when the spell is cast. Once the familiar has teleported back to you, the spell ends.

CALLBACK, GREATER

School conjuration (teleportation); **Level** shaman 5, sorcerer/wizard 5, witch 5

Range 1 mile/level

Duration 1 hour/level or until expended

This spell functions as *callback*, except as noted above.

CAVE FANGS

School conjuration (creation) [earth]; **Level** druid 5, shaman 5, witch 5

Casting Time 1 standard action

Components V, S, M (a sharp gemstone fragment worth 150 gp)

Range close (25 ft. + 5 ft./2 levels)

Area one 5-ft. square/level (S); the area must be a stone surface

Duration 1 day/level or until triggered (D)

Saving Throw Reflex half (see below); **Spell Resistance** no

You create a magical trap in the area that causes deadly stalactites or stalagmites to lurch out of the floor or ceiling of a stone surface to "bite" an intruder. The magical trap is triggered whenever a Small or larger creature (other than you or your animal companion, familiar, or spirit animal) moves through the affected area. The effect of *cave fangs* depends on whether you create stalactites or stalagmites (see below). You can place these trapped squares anywhere within the spell's range; they need not be adjacent to each other, and you can create any mix of stalactites and

stalagmites you wish. *Cave fangs* can be detected and disarmed as per a magical trap with successful DC 30 Perception and Disable Device checks. All trapped squares created by a single casting are linked, and they are all disabled if one of them is. If you place the traps in an area that is occupied by a creature, the spell effect is triggered at the completion of the casting.

Stalactites: Shards of rock drop from the ceiling, dealing 3d8 points of bludgeoning and piercing damage (Reflex half) and creating an area of dense rubble that costs 2 squares of movement to enter. Dense rubble adds 5 to the DC of Acrobatics checks and adds 2 to the DCs of Stealth checks. A creature that fails its Reflex save is pinned to the ground under stalactites and rubble, gaining the entangled condition until it can free itself with a successful DC 15 Strength check or DC 20 Escape Artist check. One Small or larger creature can automatically clear the rubble by working for 1 minute.

Stalagmites: Piercing spires of rock erupt up from the ground, dealing 3d8 points of piercing damage and knocking the creature prone (a creature that succeeds at a Reflex saving throw takes half damage and avoids being knocked prone). Once the stalagmites appear, they function thereafter as *spike stones* for 1 minute per caster level and then crumble to dust.

If *cave fangs* is cast inside of a cave or cavern, each effect of the spell deals 4d8 points of damage instead of 3d8, and creatures that trigger the *cave fangs* take a -2 penalty on their saving throws against the spell's effect.

COMPANION TRANSPOSITION

School conjuration (teleportation); **Level** antipaladin 4, druid 5, paladin 4, ranger 4, shaman 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, F (a feather, tuft of fur, or similar memento from your target)

Range long (400 ft. + 40 ft./level)

Target yourself and one animal companion, familiar, or spirit animal within range

Duration instantaneous

Saving Throw none (harmless); **Spell Resistance** no

You trade places with the other target, teleporting as if you were both affected by *dimension door*. Both you and the other target arrive in a square you choose in the other's former space. If the targets are different sizes, they must appear in locations that cover previously occupied squares. As with *dimension door*, after casting this spell, you can't take any other actions until your next turn, and the other target is staggered until the end of its next turn due to the transposition.

EARTH TREMOR

School transmutation [earth]; **Level** bloodrager 3, druid 3, magus 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range up to 30 ft. (see text)

Area 30-ft. line, 20-ft. cone-shaped spread, or 10-ft.-radius spread (see text)

Duration instantaneous



Saving Throw Reflex half (see text); **Spell Resistance** no
You strike the ground and unleash a tremor of seismic force, hurling up earth, rock, and sand. You choose whether the *earth tremor* affects a 30-foot line, a 20-foot cone-shaped spread, or a 10-foot-radius spread centered on you. The space you occupy is not affected by *earth tremor*. The area you choose becomes dense rubble that costs 2 squares of movement to enter. Dense rubble adds 5 to the DC of Acrobatics checks and adds 2 to the DC of Stealth checks. Creatures on the ground in the area take 1d4 points of bludgeoning damage per caster level you have (maximum 10d4) or half damage on a successful save. Medium or smaller creatures that fail their saves are knocked prone.

This spell can be cast only on a surface of earth, sand, or stone. It has no effect if you are in a wooden or metal structure or if you are not touching the ground.

ECHO

School illusion (figment); **Level** bard 1, druid 1, medium 1, mesmerist 1, occultist 1, psychic 1, ranger 1, spiritualist 1, witch 1

Casting Time 1 standard action

Components S, F (a conch shell)

Range close (25 ft. + 5 ft./2 levels) or long (400 ft. + 40 ft./level); see text

Area one 10-ft. cube/level (S)

Duration 1 round/level (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes
You cause a sound heard in the target area up to 1 round ago and lasting up to 1 round in duration to repeat at a regular interval. The original sound need not have come from the area, but it echoes from the target area at its original full volume. Any special effects of the sound are not duplicated by this spell. If the area is naturally prone to echoes, such as a space surrounded on at least two sides by cliffs or high river banks, the spell's range is long. Otherwise, the spell's range is close.

You can concentrate as a standard action to alter the echo. You can change it to be any sound audible in the area within the last 1 round, move the apparent source of the sound within the area, or attempt a Bluff check to create a distraction to hide with a bonus equal to your caster level.

EXPLOSION OF ROT

School necromancy; **Level** druid 4

Casting Time 1 standard action

Components V, S, M (a rotting flower)

Range close (25 ft. + 5 ft./2 levels)

Area 10-ft.-radius burst

Duration instantaneous

Saving Throw Reflex half (see text); **Spell Resistance** yes
You call forth a burst of decay that ravages all creatures in the area. Even nonliving creatures such as constructs and undead crumble or wither in this malignant eruption of rotting energy. Creatures in the area of effect take 1d6 points of damage per caster level (maximum 15d6) and are staggered for 1d4 rounds. A target that succeeds at a Reflex saving throw takes half damage and negates the staggered effect. Plant creatures are particularly susceptible to this rotting

effect; a plant creature caught in the burst takes a –2 penalty on the saving throw and takes 1 extra point of damage per die.

FEY FORM I

School transmutation (polymorph); **Level** alchemist 3, bloodrager 3, druid 3, magus 4, shaman 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

You assume the form of a Small or Medium creature of the fey type. Your base speed changes to match the new form's base speed, with a maximum speed of 60 feet (even if the chosen fey form has a base speed in excess of that speed). If the form you assume has any of the following abilities, you gain those abilities: climb speed 30 feet, fly speed 30 feet (average maneuverability), swim speed 30 feet, darkvision 60 feet, low-light vision, scent, and boot stomp. If the form you assume has the aquatic subtype, you can breathe air and water. If the creature has any weaknesses, you gain those weaknesses. If a listed ability depends on an item (as is the case with boot stomp), this spell transforms the nearest counterpart among your worn gear into that item.

You can more easily cast spells that the creature has as spell-like abilities, although you must still cast them as normal for your class. When you cast a spell that the creature has as a spell-like ability, it requires no verbal or somatic components and can't be countered.

Small Fey: If you assume this form, you gain a +2 size bonus to your Dexterity and Constitution scores.

Medium Fey: If you assume this form, you gain a +2 size bonus to your Strength and Constitution scores.

FEY FORM II

School transmutation (polymorph); **Level** alchemist 5, druid 5, magus 6, shaman 5, sorcerer/wizard 6, witch 6

This spell functions as *fey form I*, except it also allows you to assume the form of a Tiny or Large creature of the fey type. Your base speed can't increase above 90 feet this way. If the form you assume has any of the following abilities, you gain those abilities: burrow speed 30 feet, climb speed 90 feet, fly speed 60 feet (good maneuverability), swim speed 60 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, see in darkness, abduct, animated hair, bleed, blood rage, boot stomp, burn, compression, constrict, crushing leap, DR 2/cold iron, grab, heavy weapons, icewalking, kneecapper, nasal spray, no shadow, oversized weapons, poison, putrid vomit, rock throwing (50 feet, 1d6 damage), sound mimicry, trackless step, trample, tree meld, undersized weapons, and woodland stride. If the creature has immunity to mind-affecting effects or poison, you gain a +4 resistance bonus on saves against those effects. If the creature has any weaknesses, you gain them.

Tiny Fey: If you assume this form, you gain a +6 size bonus to your Dexterity score and take a –2 penalty to your Strength score.

Large Fey: If you assume this form, you gain a +4 size bonus to your Strength and Constitution scores and take a –2 penalty to your Dexterity score.



FEY FORM III

School transmutation (polymorph); **Level** alchemist 6, druid 6, shaman 6, sorcerer/wizard 7, witch 7

This spell functions as *fey form II* except it allows you to assume the form of a Diminutive or Huge creature of the fey type. If the form you assume has any of the following abilities, you gain those abilities: burrow speed 60 feet, climb speed 90 feet, fly speed 90 feet (good maneuverability), swim speed 90 feet, all-around vision, blindsense 60 feet, blindsight 30 feet, darkvision 90 feet, low-light vision, scent, see in darkness, tremorsense 60 feet, abduct, animated hair, bleed, blood rage, boot stomp, burn, compression, constrict, crushing leap, DR 5/cold iron, fear aura, frightful presence, grab, heavy weapons, icewalking, kneecapper, luminous, nasal spray, no shadow, oversized weapons, poison, putrid vomit, rend, rock throwing (100 feet, 2d6 damage), sound

mimicry, supernatural speed, tear shadow, trackless step, trample, tree meld, undersized weapons, and woodland stride. If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has immunity to mind-affecting effects or poison, you gain a +8 resistance bonus on saves against those effects. If the creature has any weaknesses, you gain those weaknesses.

Diminutive Fey: If you assume this form, you gain a +8 size bonus to your Dexterity score and take a -4 penalty to your Strength score.

Huge Fey: If you assume this form, you gain a +6 size bonus to your Strength and Constitution scores and take a -4 penalty to your Dexterity score.

FEY FORM IV

School transmutation (polymorph); **Level** druid 8, shaman 8, sorcerer/wizard 9, witch 9

This spell functions as *fey form III* except it doesn't limit your base speed and also allows you to use more abilities. If the form you assume has any of the following abilities, you gain those abilities: burrow speed 60 feet, climb speed 90 feet, fly speed 120 feet (good maneuverability), swim speed 120 feet, all-around vision, blindsense 60 feet, blindsight 30 feet, darkvision 90 feet, low-light vision, scent, see in darkness, tremorsense 60 feet, abduct, animated hair, beguiling aura, bleed, blood rage, boot stomp, burn, compression, constrict, crushing leap, DR 5/cold iron, fast healing 5, fear aura, frightful presence, grab, heavy weapons, hide in plain sight, icewalking, kneecapper, luminous, nasal spray, no shadow, oversized weapons, poison, putrid vomit, rend, rock throwing (120 feet, 2d10 damage), sound mimicry, supernatural speed, tear shadow, trackless step, trample, transparency, tree meld, undersized weapons, vault, and woodland stride. If the creature has immunity or resistance to any energy types, you gain resistance 30 to those energy types. If the creature has immunity to mind-affecting effects or poison, you gain a +8 resistance bonus on saves against those effects. If the creature has spell resistance, you gain spell resistance 6 + your caster level. If the creature has any weaknesses, you gain those weaknesses.

FEY GATE

School conjuration (creation); **Level** bard 6, cleric 8, druid 8, sorcerer/wizard 8, summoner 6, witch 8

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Duration 1 round/level; see text

Saving Throw none; **Spell Resistance** no

This spell functions as the planar travel function of *gate*, except it can be used to travel only between points on the Material Plane and the First World, and it comes with additional dangers.

This spell forms a circular portal between 5 and 20 feet in diameter (your choice) oriented in the direction you desire when it comes into being (typically vertical and facing you). The portal is full of gray fog that blocks line of sight.





Anyone or anything that moves through the portal to enter the First World is shunted instantly to a random point on that plane (the same point for everything traveling via a particular casting). At the end of the spell's duration, the caster can attempt a DC 30 Spellcraft check. On a success, the portal remains open for 1d4+1 days. Creatures exiting the First World through a *fey gate* always arrive at the location the spell was cast.

While the spell always deposits travelers on solid ground in the First World, it conveys no protections against whatever creatures or environmental hazards may be present there.

FLASHFIRE

School evocation [fire]; **Level** druid 3, shaman 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area one 5-ft. square/2 levels

Duration 1 round/level

Saving Throw Reflex negates (object) and Fortitude negates;

Spell Resistance yes (object)

You cause flames to spring up in the area of effect. These flames deal 1d6 points of fire damage for every 3 caster levels you have (maximum 5d6) to each creature that enters a burning area or begins its turn in the area; these creatures also catch on fire. A creature that succeeds at a Reflex save negates the damage and avoids catching on fire. The area and all adjacent 5-foot squares are smoky, providing concealment within. You can concentrate as a standard action to ignite one 5-foot square adjacent to a currently burning square. Heavy precipitation (including *sleet storm*) ends the spell. Strong and severe winds spread each square of *flashfire* downwind by one square each round, but windstorm-force or stronger winds extinguish the fires.

FOREST'S SENSE

School divination (scrying); **Level** druid 4, ranger 3, shaman 4

Casting Time 1 standard action

Components V, S

Range 1 mile/level

Target one creature

Duration 1 minute/level (D); see text

Saving Throw Will negates; **Spell Resistance** yes

You can sense the location of a target creature within range if it is also within 10 feet of a living plant or fungus. You must be able to target the creature by tangible qualities such as its build, clothing texture, size, or tracks, but you need not have line of effect to your target. The fungus or plants near the target serve as a scrying sensor for this spell. Your senses of hearing, smell, and touch extend to all fungus and plants within 10 feet of the target, allowing you to gauge the size and shape of nearby objects and potentially to overhear conversations in which the target is currently participating. Your scent ability and tremorsense extend through this scrying sensor if you have them, but any other special senses you might have do not. For 1 day after casting this spell, you gain a +5 insight bonus on Survival checks to track creatures you sensed via the spell. You can dismiss this bonus on Survival checks.

GREENSIGHT

School transmutation; **Level** druid 2, ranger 2, shaman 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a leaf)

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** no

The target of this spell gains the ability to see up to 60 feet through thick plant matter as though it were transparent. Greenery, leaves, and vines—even lichen, moss, and slime—offer no concealment to the recipient's sight, though her vision still can be blocked by solid wood, such as trees or wooden structures. Undergrowth does not grant concealment to a creature against a target of the effects of *greensight*.

HIDDEN SPRING

School transmutation [water]; **Level** cleric 1, druid 1, ranger 1, shaman 1, witch 1

Casting Time 1 hour

Components V, S, F (a Y-shaped wooden rod)

Range touch

Effect a spring of fresh water

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You spend 1 hour in quiet meditation, holding the focus component in both hands and walking around a natural area. You are simultaneously drawn to areas of natural moisture while drawing that moisture closer. As the spell's casting time concludes, you thrust the focus component into the ground. From that point, a fresh, clean water trickles forth at a rate of 1 gallon every 10 minutes. You cannot cast this spell inside a building or in an area of worked stone, but you can cast it underground. You cannot cast this spell within 1 mile of an existing *hidden spring*.

IRON STAKE

School conjuration (creation); **Level** cleric 3, druid 3, inquisitor 2, ranger 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a pinch of iron filings)

Range close (25 ft. + 5 ft./2 levels)

Duration instantaneous or 1 round/level; see text

Saving Throw Fortitude partial; **Spell Resistance** no

This spell creates a 1-foot-long spike of cold iron that you fling at your target as a ranged touch attack. The stake is treated as a magic and cold iron weapon for the purpose of overcoming damage reduction, and deals 1d6 points of piercing damage for every 2 caster levels you have (maximum 10d6 at 20th level).

Additionally, if a creature with DR/cold iron takes damage from this spell, it is sickened for 1 round and must attempt a Fortitude save. If it fails, for a number of rounds equal to your caster level, it must succeed at a concentration check (in addition to any normally required concentration checks) to use any spells or spell-like abilities it has—the DC of this check is equal to 15 + twice the spell's level. If the creature fails this concentration check, its spell is wasted.



MAGICAL BEAST SHAPE

School transmutation (polymorph); **Level** sorcerer/wizard 7

This spell functions as *beast shape IV* except you can assume the form of only a magical beast of a size between Diminutive and Huge. If the form you assume has any of the following abilities, you gain those abilities: burrow speed 60 feet, climb speed 90 feet, fly speed 120 feet (good maneuverability), swim speed 120 feet, blindsense 60 feet, blindsight 30 feet, darkvision 90 feet, low-light vision, scent, see in darkness, tremorsense 60 feet, blood drain, blood frenzy, breath weapon (if damage, up to 12d6 points), constrict, fast healing 5, ferocity, grab, hold breath, jet, no breath, poison, pounce, powerful charge, pull, rake, rend, roar, spikes, trample, trip, and web. If the creature has immunity to poison, you gain a +8 resistance bonus on saves against poison.

If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability.

Diminutive Magical Beast: If you assume this form, you gain a +10 size bonus to your Dexterity score and take a -4 penalty to your Strength score.

Huge Magical Beast: If you assume this form, you gain a +8 size bonus to your Strength score, take a -4 penalty on your Dexterity score, a +2 size bonus to your Constitution score, and gain a +7 natural armor bonus.

MERGE WITH FAMILIAR

School transmutation; **Level** shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target your familiar or spirit animal; see text

Duration 1 hour/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

As long as the target is at least one size category smaller than you are, it can merge harmlessly into your body while under the effect of this spell. For the duration of this spell, you and the target can separate or merge at will as a move action. While merged, your familiar or spirit animal can't be targeted or affected by most attacks and effects, though it still suffers from ongoing effects and their durations continue. It can be the recipient of effects that originate from you.

MIRAGE

School illusion (figment); **Level** bard 3, druid 3, mesmerist 3, occultist 3, psychic 3, ranger 3

Casting Time 10 minutes

Components V, S, M (a pinch of sand and a drop of water)

Range long (400 ft. + 40 ft./level)

Area one 40-ft. cube/level (S)

Duration 2 hours/level (D)

Saving Throw Will disbelief (see below); **Spell Resistance** yes

You create an image of a pool of water, a group of standing stones, a cove, an island, or another simple land formation over a stretch of flat land or water. The image is purely visual, and structures, equipment, and creatures within the area are not hidden or changed in appearance.

Anyone interacting with the illusion can attempt to disbelieve it, and a creature trained in Survival can make a special attempt to disbelieve the illusion. The creature must be within 120 feet of the illusion's area and can attempt a Survival check instead of a Will saving throw. If the result is equal to or greater than the spell's save DC, the creature realizes the mirage is an illusion as if it disbelieved the spell.

OOZE FORM I

School transmutation (polymorph); **Level** alchemist 5, magus 5, sorcerer/wizard 5

Casting Time 1 standard action





Components V, S, M (a bit of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

You assume the form of a Small or Medium ooze. Regardless of the type of ooze you transform into, you gain base speed 10 feet, climb speed 10 feet, swim speed 20 feet, and blindsense 30 feet. You gain a +4 resistance bonus on saving throws against mind-affecting effects and poison. A wood or metal weapon that strikes you takes acid damage as if from your slam unless the wielder succeeds at a Reflex saving throw.

Small Ooze: If you assume this form, you gain a +4 size bonus to your Constitution score, a slam attack (1d3 plus 1d3 acid), and constrict (1d3), and take a -4 penalty to your Dexterity score.

Medium Ooze: If you assume this form, you gain a +6 size bonus to your Constitution score, a -6 penalty to your Dexterity score, a slam attack (1d4 plus 1d4 acid), and constrict (1d4).

OOZE FORM II

School transmutation (polymorph); **Level** alchemist 6, magus 6, sorcerer/wizard 6

This spell functions as *ooze form I* except you can also assume the form of a Large ooze. You gain blindsight 30 feet and immunity to critical hits and precision damage as well.

Large Ooze: If you assume this form, you gain a +2 size bonus to your Strength score, a +8 size bonus to your Constitution score, a slam attack (2d4 plus 1d6 acid and grab), and constrict (2d4), and you take a -8 penalty to your Dexterity score.

OOZE FORM III

School transmutation (polymorph); **Level** sorcerer/wizard 7

This spell functions as *ooze form II* except you can also assume the form of a Huge ooze. You gain blindsight 60 feet and a +8 resistance bonus on saving throws against mind-affecting effects and poison as well.

Huge Ooze: If you assume this form, you gain a +4 size bonus to your Strength, a +10 size bonus to your Constitution score, a -10 penalty to your Dexterity score, base speed 20 feet, climb speed 20 feet, swim speed 30 feet, a slam attack (2d6 plus 2d6 acid and grab), and constrict (2d6).

POUNCING FURY

School transmutation; **Level** alchemist 2, bloodrager 2, druid 2, magus 2, ranger 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

When you charge, you can make a full attack at the end of that charge, but only with claw attacks you have, and you can make only one attack per claw. If you have abilities that grant bonuses on damage rolls or that apply other special effects to charge attacks, only the first claw attack benefits from these bonuses. When you make a claw attack as an attack of opportunity, you can expend one

additional use of your attacks of opportunity to make an additional claw attack against the target that provoked the attack.

REPLAY TRACKS

School divination; **Level** druid 5, inquisitor 4, medium 3, occultist 3, psychic 5, ranger 2

Casting Time 3 rounds

Components V, S, F (a track or other sign of a creature's passing found with Perception or Survival)

Range personal

Target you

Duration concentration, up to 1 hour/level

This spell allows you to reconstruct past events that occurred in your current location based on the tracks and other signs left behind. *Replay tracks* reveals events that occurred while the tracks that serve as the focus for the spell were being left, revealing events in the order they happened in real time or in reverse, depending on whether you are following the tracks forward or backward, although the image isn't clear enough to make out details (such as a creature's exact identity). You can attempt Survival checks to follow tracks as part of concentrating on the spell, but only events connected to the tracks used as the focus of the spell are revealed by the spell. Elements that left no trace detectable by you, such as creatures benefitting from *pass without trace*, are absent from the events you visualize.

ROPEWEAVE

School transmutation; **Level** occultist 2, ranger 2

Casting Time 1 minute

Components V, S, F (a rope)

Range touch

Target one rope

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You cause the target rope to grow in length and weave itself into one of several forms, each of which can support up to 1,000 pounds, plus 200 pounds per caster level (maximum 3,000 pounds at 10th level). Only one type of construction can be created with each casting of the spell, and the creation remains stationary unless destroyed.

Each 5-foot section of the object created by this spell has a break DC of 23, AC 11, and 1 hit point per caster level (maximum 10 hp), but all sections of the creation are magically supported and need not be anchored to a solid surface or any other portion of the effect. Destroying one part of it does not cause the remainder of the structure to collapse, though each 5-foot section destroyed reduces the maximum weight the creation can support by 200 pounds. During any round in which the rope is overloaded, every remaining section takes 1d4 points of damage.

You can use *ropeweave* to create any of the following structures.

Rope Bridge: The rope forms a 5-foot-wide bridge that spans up to 10 feet horizontally per caster level you have (maximum 100 feet). Creatures can cross the bridge at half speed with a successful DC 5 Acrobatics check or at full speed with a successful DC 10 Acrobatics check. The DC assumes a creature is using both hands to assist in navigating the rope bridge; the DC increases by 5



if a creature uses only one hand to steady itself and by 10 if the creature does not use its hands. A failed Acrobatics check results in failure to progress across the rope bridge; creatures that fail by 5 or more fall.

Rope Hammock: The rope knits itself into a stationary hammock suspended in midair. The hammock can be suspended at a height of 5 feet plus 5 feet per 2 caster levels you have (maximum 30 feet), with a rope ladder (see below) leading up to a platform of 1 5-foot square per caster level, and at least one such square must be adjacent to the square containing the vertical rope ladder. As a move action, the caster can command the rope ladder to withdraw into the hammock. When the ladder is withdrawn, the rope hammock blends in with its surroundings and muffles sounds and smells from creatures resting on it that are taking no violent actions; noticing the rope hammock requires a successful DC 20 Perception check or Survival check, even for creatures with scent. This does not apply if the creatures in the hammock attack or move more than half speed. The hammock provides a +2 cover bonus to AC against attacks from beneath it.

Rope Ladder: The rope knots itself and hangs suspended in midair, perpendicular to the ground, stretching up to 10 feet vertically per caster level you have (maximum 100 feet). Climbing the rope ladder requires a successful DC 5 Climb check, or DC 0 if there is a wall adjacent to it you can brace it against.

Trip Line: The rope stretches into a tangled mass that fills one 5-foot square per caster level you have (maximum 10 squares), all of which must be contiguous (including diagonally). Any creature entering a square with this trip line must succeed at an Acrobatics check (DC = 10 if moving at half speed, DC = 15 if moving at full speed, and DC = 20 if running or charging). On a failed check, the creature's movement stops when it enters the square; a creature that fails by 5 or more falls prone. A creature larger than Medium gains a +2 bonus on its Acrobatics check for every size category larger than Medium it is.

SCAMPER

School transmutation; **Level** druid 2, ranger 2

Casting Time 1 swift action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target your animal companion

Duration 1 round; see text

Saving Throw none; **Spell Resistance** no

Your animal companion moves with astonishing agility and speed until the end of its turn. It can move at full speed while using Acrobatics, and it gains a competence bonus equal to twice your caster level (maximum +20 at 10th level) on Acrobatics checks to avoid attacks of opportunity or move through a square occupied by an enemy.

SEA OF DUST

School transmutation [water]; **Level** druid 9

Casting Time 1 hour

Components V, S, DF

Range 0 ft.

Area 2-mile-radius emanation

Duration permanent

Saving Throw none; **Spell Resistance** no

You cause all areas of water to which you have line of effect to recede as if you had cast *control water*. Exposed water that enters the area ebbs away, evaporating or leaching into the ground at a rate of 1 foot of depth per hour. Living creatures in the area when the spell is cast are parched with thirst and take a -4 penalty on Constitution checks to resist the effects of a hot climate, and their daily water requirement to avoid thirst doubles (*Pathfinder RPG Core Rulebook* 444). Plant creatures and inanimate plants take 1d6 points of nonlethal damage per hour after the first 24 hours, which bypasses hardness and damage reduction. Living creatures with the aquatic or water subtype, unless completely immersed in water, must attempt a DC 20 Constitution check each hour no matter how much water they drink. A creature that fails takes 1d6 points of nonlethal damage and becomes fatigued until it recovers from the nonlethal damage.

After 1 week, the soil in the area of *sea of dust* begins to break down and blow away. Moderate winds have a 50% chance each hour to cause sandstorms (*Core Rulebook* 431). This chance increases to 75% in strong winds and 100% in severe or stronger winds. Short-duration wind effects such as *gust of wind* create sandstorms with the same area and duration as the spell, plus an identical duration after the spell ends.

After 1 month, the soil in an area affected by *sea of dust* has virtually disintegrated. The area is treated as a shallow bog for the purposes of movement (*Core Rulebook* 427), with a 25% chance each hour to encounter an area equivalent to a deep bog 2d6×10 feet across, and a 5% chance to encounter a collapsing dust drift equivalent to quicksand (*Core Rulebook* 427) 1d6×5 feet across.

The affected region remains desertlike in condition until the magic is dispelled, at which point the region recovers and returns to its original terrain over the course of time (this may take only days or weeks, or it could take months or even years, subject to GM discretion). This spell has no effect if cast on an entirely aquatic region. If the spell is cast on an island, the effects of the spell extend to the shore but not beyond.

SEA STALLION

School transmutation (polymorph); **Level** druid 4, paladin 4, ranger 4

This spell functions as *sea steed*, but as long as you stay mounted on the target, you also gain the amphibious quality and your melee attacks function as if you were under the effect of *freedom of movement*. The benefits you gain from this spell are not polymorph effects. If you dismount from the target, you retain the amphibious quality for up to 1 minute, but not the other benefits. You regain all of the benefits once you mount the target creature again.

SEA STEED

School transmutation (polymorph); **Level** druid 2, paladin 2, ranger 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target a creature you are mounted upon

Duration 10 minutes/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target adapts to life in the water, gaining piscine scales that cover its body and growing fins in place of feet. It gains the aquatic subtype, the amphibious quality, and a swim speed equal to its base speed before it came under the effect of this spell. While under the effects of this spell, the target's base speed is reduced by 10 feet (minimum 10 feet).

SHAPECHANGER'S GIFT

School transmutation (polymorph); **Level** alchemist 5, magus 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to grant)

Range touch

Target willing living creature touched

Duration 10 minutes/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You change the target into an animal (as per *beast shape I*), humanoid (as per *alter self*), or monstrous humanoid (as per *monstrous physique I^{MM}*). The chosen form can't have a fly speed. The subject's statistics change as per the appropriate spell except the creature's ability scores and natural armor do not change. The creature can change between its natural form and the chosen form at will as a standard action.

SHAPECHANGER'S GIFT, GREATER

School transmutation (polymorph); **Level** sorcerer/wizard 7

Duration 1 hour/level

This spell functions as *shapechanger's gift* except the chosen form can be an animal (as per *beast shape I*), elemental (as per *elemental body I*), fey (as per *fey form I[®]*), humanoid (as per *alter self*), monstrous humanoid (as per *monstrous physique I^{MM}*), or vermin (as per *vermin shape I^{MM}*) and the chosen form can have a fly speed.

SIGNS OF THE LAND

School divination; **Level** druid 3, ranger 3, shaman 3

This spell functions as *commune with nature* except it reveals up to three details about the territory you currently occupy from the following list: bodies of water, features, minerals, or plants. For each feature you learn about, you automatically know the skills you can use to discover that feature and you gain 1d6 Discovery Points toward finding it (see page 124).

SKY STEED

School transmutation (polymorph); **Level** paladin 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target a creature you are mounted upon

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target sprouts angelic wings and gains a fly speed equal to its base speed with average maneuverability. It also gains a bonus on Fly checks equal to your caster level.

SNOWBALL

School evocation [cold, water]; **Level** bloodrager 1, druid 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Component V, S

Range close (25 ft. + 5 ft./2 levels)



Effect one ball of ice and snow

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).

SOOTHING MUD

School conjuration (healing) [earth, water]; **Level** druid 3, ranger 3, shaman 3

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area dust, earth, sand, or water in one 5-ft. square/level

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You create an area of healing mud. Water, earth, sand, and dust thicken into a wet mud. The mud functions as difficult terrain and does not sink if created in water unless weighed down by more than 100 pounds per caster level you have. Each round a creature begins its turn in or on the mud, the mud restores 1 hit point to it; this healing is unaffected by effects that increase a creature's healing. A creature that rests partially or completely submerged in this mud for 1 full minute is also healed of 1d4 points of ability damage to an ability score of its choice. A creature can be healed of ability damage this way only once per day.

STURDY TREE FORT

School transmutation; **Level** druid 5, ranger 4

Casting Time 1 minute

Components V, S, F (a nail, a rope, and a short wooden plank)

Range touch

Effect one large tree and a sturdy wooden house

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You cause a large tree to grow in the 5-foot square you touch. The tree has 1 foot of thickness for every 4 caster levels you have, and it can grow to any height you designate, up to 5 feet high per caster level you have. If there is a ceiling or other barrier overhead, the maximum height of the tree cannot exceed the space available. At any point along the tree's height, you can create a sturdy wooden building that fills one 10-foot cube for every 4 caster levels you have. All portions of the structure must be adjacent to the trunk of the tree (or can have the tree trunk extend up through their spaces), but otherwise these cubes need not be contiguous. If you place the cubes so that they are contiguous, the buildings merge together, complete with ladders connecting different vertical levels. The fort is magically supported, but if the tree it is attached to is destroyed, the structure is destroyed as well (the tree has hardness 5 and 20 hp per caster level you have).

Each building you create has shuttered arrow slits on its walls and in the floor, granting those within the structure improved cover against attacks from outside while the arrow slits are open and total cover when they are closed. Each cube within the fort is equivalent to a *secure shelter*, other than the size and its wooded construction material (hardness 5). When you cast *sturdy tree fort*,

you can designate a number of creatures equal to your caster level. Designated creatures gain a +10 bonus on Climb checks and are not denied their Dexterity bonuses while climbing on the fort's structure, as they find handholds and stable footholds easily on the tree and its buildings.

You cannot cast this spell in an area of worked stone, though you can cast it in natural surroundings that would not normally support the growth of a large tree, such as a cavern, desert, or glacier. If you cast this spell in a forest, jungle, or similar heavily treed terrain, the fort is camouflaged as long as its doors and windows remain closed (or even if they are open, as long as those within remain quiet and take no violent actions), requiring a successful DC 25 Perception check or Survival check to notice its presence.

TAIL CURRENT

School transmutation [water]; **Level** bloodrager 4, cleric 4, druid 3, magus 4, occultist 3, ranger 3, shaman 3, sorcerer/wizard 4, spiritualist 3

This spell functions as *tailwind* except it creates a helpful current in water instead of in the air. It grants free movement while swimming rather than while flying and functions only underwater.

TAILWIND

School transmutation [air]; **Level** bloodrager 4, cleric 4, druid 3, magus 4, occultist 3, ranger 3, shaman 3, sorcerer/wizard 4, spiritualist 3

Casting Time 1 standard action

Components V, S

Range 120 ft.

Targets one or more creatures, no two of which can be more than 120 feet apart

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You compel the wind to push the targets in a direction of your choice. The subjects can hustle during local and overland movement without risk of fatigue. If the subjects are flying, the first 20 feet of movement each round in the chosen direction does not count against their movement for the round. Each creature remains affected only while within 120 feet of every other subject. You can change the tailwind's direction once per hour by concentrating as a standard action. This spell has no effect underwater.

TAMER'S LASH

School evocation [sonic]; **Level** bard 1, bloodrager 1, magus 1, ranger 1

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect a whip of magical sound

Duration 1 round/level (D)

Saving Throw Will partial (see text); **Spell Resistance** yes

A 15-foot-long whip of sonic energy springs from your hand, delivering a loud crack when you strike with it. The *tamer's lash* acts as a whip that deals 1d4 points of sonic damage on a hit, but it has no physical substance and you cannot use it to perform



combat maneuvers, nor can it be sundered or disarmed. If you strike an animal with the *tamer's lash*, the animal must succeed at a Will saving throw or be unable to attack you for 1d3 rounds. Furthermore, if the whipped animal starts its turn unable to attack you as a result of this spell and it is within 30 feet of you, it must spend its first action moving away from you, if it is able. Combat-trained animals, animal companions, and animals with Hit Dice in excess of your caster level + 4 gain a +4 circumstance bonus on their saves to avoid being intimidated in this way. This intimidation effect is a mind-affecting fear effect.

TIDAL SURGE

School conjuration (creation) [water]; **Level** druid 5, shaman 5

Casting Time 1 standard action

Components V, S

Range 30 ft. or 60 ft.; see text

Area cone-shaped burst or line; see text

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** no

If you cast *tidal surge* on land, you create an onrushing surge of water 10 feet high in a 30-foot cone that deals 1d6 points of bludgeoning damage for every 2 caster levels you have (maximum 10d6 at 20th level) and extinguishes all nonmagical fires in the area. Magical fire effects in the area of a *tidal surge* are affected as if you had cast *dispel magic*. In addition to taking damage, creatures that fail their Reflex saves are pushed 1d4×5 feet away from you, and Medium or smaller creatures are also knocked prone.

If you cast this spell in or on a body of water at least 30 feet across, you can shape the spell either as the cone described above or as a 60-foot line. In either shape, the water deals 1d10 points of bludgeoning damage for every 2 caster levels you have in addition to pushing away creatures that fail their Reflex saves.

VIGILANT REST

School abjuration; **Level** antipaladin 3, bard 4, medium 3, mesmerist 4, occultist 3, paladin 3, psychic 4, ranger 3, shaman 4, spiritualist 4, witch 4

Casting Time 1 standard action

Components V, S, M (a handful of crushed glass)

Range touch

Target 1 living creature touched

Duration 8 hours (D)

Saving Throw Will (harmless); **Spell Resistance** yes (harmless)

While the target of this spell is asleep, she retains some of her normal powers of perception. While she tunes out harmless sounds such as the crackling of the campfire, crickets, or light breezes, she does not take the normal +10 modifier to the DC of Perception checks she attempts while asleep.

If the target detects a threat or unexplained noise while sleeping, she can wake immediately and stand up from her sleeping position as a free action.

If the target is roused but returns to sleep during the spell's duration, she falls asleep immediately and does not count as having her sleep interrupted, even if she engaged in combat while she was awake.

VINE STRIKE

School conjuration (creation); **Level** alchemist 2, antipaladin 2, bloodrager 2, druid 2, ranger 2, shaman 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw Reflex negates (see text); **Spell Resistance** yes
Bristles burst from your body, lodging in your opponent and blossoming into entangling vines as you pummel your target. While this spell is in effect, one of your natural attacks or unarmed strikes deals an additional 1d6 points of damage, and each creature hit with that natural weapon or unarmed strike must succeed at a Reflex save or be entangled for the duration of the spell; on a successful Reflex save, the creature is immune to the entangled effect for 1 round. A creature entangled by this spell can spend a standard action to remove the vines, but can be entangled again by further unarmed strikes.

WANDERING WEATHER

School transmutation; **Level** cleric 8, druid 8, shaman 8, sorcerer/wizard 8, witch 8

This spell functions as *control weather* except you can opt for the weather to remain centered on you as you move.

WINTER GRASP

School conjuration (creation) [cold, water]; **Level** druid 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S, M/DF (ground glass)

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Ice encrusts the ground, radiating supernatural cold and making it hard for creatures to maintain their balance. This icy ground is treated as normal ice, forcing creatures to spend 2 squares of movement to enter an icy square and increasing the DC of Acrobatics checks in the area by 5. A creature that begins its turn in the affected area takes 1d6 points of cold damage and takes a –2 penalty on saving throws against spells with the cold descriptor for 1 round.

WITH THE WIND

School abjuration [air]; **Level** bloodrager 2, druid 2, magus 2, occultist 2, ranger 2, sorcerer/wizard 2, spiritualist 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You create eddies in the air around the subject that protect it from being checked or blown away. The target can't be moved by winds of less than windstorm force unless it wishes to be.



NATURE RITUALS

First introduced in *Pathfinder RPG Occult Adventures*, occult rituals allow any character to attempt magic at great risk. Just like in *Occult Adventures*, characters can learn the following occult rituals only by discovering them in play. Full rules for rituals appear on pages 208–209 of *Occult Adventures*.

FORM BLIGHT

School necromancy [curse]; **Level** 9

Casting Time 9 hours

Components V, S, M (the hearts of one or more creatures native to the environment associated with the intended blight whose total CR equals that of the intended blight), F (a bone altar filled with various natural alchemical liquids worth 20,000 gp), SC (up to 20)

Skill Checks Knowledge (geography) DC 24 + CR (see text), 3 successes; Knowledge (nature) DC 24 + CR (see text), 4 successes; Survival DC 24 + CR (see text), 2 successes

Range close (25 ft. + 5 ft./character level of the primary caster)

Area 5-square-mile area of appropriate terrain; see text

Duration instantaneous

Backlash All casters take 6d6 points of damage and are exhausted.

Failure The primary caster takes 15d6 points of damage (no save). If slain by this damage, the primary caster is reduced to a pile of rotten sludge, and can be restored only by *true resurrection* or greater magic.

EFFECT

The primary caster leads a grueling session of incantations and feats of physical prowess throughout a specific type of terrain. Example terrain types include (but are not limited to) cave, desert, forest, mountain, sewer, swamp, or tundra. This ritual corrupts the affected area, summoning forth a blight (*Pathfinder RPG Bestiary 6 38*) associated with the terrain as well as turning the affected area into the blight's cursed domain. The DC for skill checks associated with this ritual is 24 plus the CR of the associated blight (for example, DC 37 for a desert blight, DC 40 for a tundra blight, and so on).

During the ritual's enactment, the primary caster guides any secondary casters through the terrain, defiling the area with blasphemous words from a long-extinct, primordial language. A bone altar, often assembled from sacrificed animals or humanoids, must stand at the center of the area to be affected, and is the starting and ending point of the ritual. Once the surrounding area is suitably prepared, the primary caster deposits the preserved hearts into the altar. If the ritual is successful, the associated blight bubbles forth from within the altar, formed from the alchemical soup that the altar contains.

This ritual provides no protection against the formed blight, and it's likely that the blight's first action is to attack the primary and secondary casters. Luckily for the primary caster, blights created in this manner have a penchant for consuming the secondary casters first, giving ample time for the primary caster to escape.

LABYRINTHINE WILDS

School illusion (glamer); **Level** 5

Casting Time 50 minutes

Components V, S, M (the bones of local wildlife carved into divining runes and daubed in specially treated wildlife blood worth 2,000 gp), F (a compass using a highly sensitive magnetic needle worth 10,000 gp), SC (at least 4 and up to 10)

Skill Checks Knowledge (geography) DC 30, 2 successes; Survival DC 30, 3 successes

Range close (25 ft. + 5 ft./character level of the primary caster)

Area a 2-square-mile region/character level of the primary caster

Duration permanent (D)

Saving Throw Will disbelief (if interacted with); **SR** no

Backlash The primary caster gains 1 temporary negative level.

Failure All casters gain 2 temporary negative levels and are permanently blinded (the blindness is a curse effect, and it can be removed with *remove curse* and similar effects).

EFFECT

The primary caster must prepare for this ritual by walking a path along the outer edge of the desired area—an act that likely takes longer than the ritual casting time. As the primary caster walks this path, she must periodically mark the area with tiny runes. Once the primary caster returns to her starting point, and assuming the area she outlined is less than 2 square miles per character level she has, the actual casting of the ritual can begin. At this point, all casters cross the threshold to enter the region and then begin following a series of erratic paths, each using the material component divining runes as they wander aimlessly. Completing this ritual creates a powerful obfuscating effect, affecting creatures entering the area surrounded by the primary caster's initial walk.

The area within the border becomes an illusory replica of the local terrain that is difficult to navigate. In order to successfully travel to a desired location within the labyrinthine wilds, a creature must succeed at a DC 20 Intelligence check or a DC 30 Survival check. Success at this check allows a creature to reach its destination as normal. Failure at this check indicates the creature (and any allies it guides) spends 2d6 hours traveling along the path, only to return the starting point with no memory of its wanderings and fatigued from the journey.

REINFORCE CAMPSITE

School abjuration; **Level** 4

Casting Time 40 minutes

Components V, S, M (flint and steel, tent), F (a set of magically attuned stones to encircle the campfire, worth at least 500 gp), SC (up to 5)

Skill Checks Knowledge (nature) DC 24, 2 successes; Survival DC 24, 2 successes

Range close (25 ft. + 5 ft./character level of the primary caster)

Effect a 30-foot-radius area

Duration 1 hour/character level of the primary caster

Backlash The primary caster is exhausted.

Failure The campfire extends 200 feet into the air for 1 round, followed by a near-deafening booming noise. In addition to alerting any nearby creatures, this results in an 80% chance



of attracting a random encounter if the ritual was performed in an outdoor environment.

EFFECT

This ritual is cast as part of constructing a campsite. The primary caster and any secondary casters work to secure a 30-foot perimeter around a central campfire. The fire is ringed with ritualistic warding stones, which are required as foci to complete the ritual. These warding stones can be used only once every 7 days, though the primary caster can purchase additional sets of stones if she wishes to create multiple campsites during that time. If the ritual is successful, several effects occur for the duration of the ritual or until the primary caster decides to dispel the ritual (a full-round action).

Alarm: If a living creature that was not within the area at the time of the ritual's completion crosses into the affected area, an audible alarm sounds. The alarm lasts for 2 rounds and is sufficient to wake any creature resting in the campsite.

Defensive Ring: The outermost 5 feet of the area take on a roughened texture, counting as caltrops for any creature not within the area of the ritual when the ritual was cast.

Shelter: Creatures within the area of the ritual gain the benefits of *endure elements* (CL = character level of the primary caster). They also gain a +4 circumstance bonus on saving throws against weather effects.

RETURN TO DORMANCY

School enchantment (compulsion) [mind-affecting]; **Level** 8

Casting Time 80 minutes

Components V, S, M (a bone, piece of skin, or scale belonging to the target), SC (at least 4 and up to 20)

Skill Checks Diplomacy or Intimidate DC 36, 2 successes; Knowledge (nature) DC 36, 2 successes; Perform (any) DC 36 (see text), 4 successes

Range medium (100 ft. + 10 ft./character level of the primary caster)

Target one Colossal creature (minimum 20 HD)

Duration instantaneous, see text

Saving Throw Will negates; **SR** no

Backlash All casters are exhausted.

Failure The primary caster becomes the sole focus of the target, which attacks the primary caster to the best of its ability for the next hour.

EFFECT

Numerous variants of this ritual exist, though the intent is always the same: to lull the rage within a gigantic, rampaging threat. The target is usually a unique creature with a specific Perform check is required to affect it. For example, returning King Mogaru (*Pathfinder RPG Bestiary 4* 170) to dormancy requires a successful Perform (sing) check as part of this ritual. Other creatures' requirements are left to the GM's discretion.

The successful completion of this extensive ritual forces the target, which must be a Colossal creature with at least 20 HD, to attempt a Will save. On a failed save, the affected creature stops its current actions and retreats away from civilization for a period of no less than 1 year. Should the target succeed at this save, the ritual fails and its failure effect occurs immediately.

Creatures with the kaiju subtype cannot use their recovery ability to attempt a new saving throw against this ritual's effect. If a creature affected by this ritual is attacked and damaged, the effects of return to dormancy immediately end and the ritual's failure effect takes place.

SEVER SPIRIT

School abjuration [curse^{UM}, evil]; **Level** 6

Casting Time 60 minutes

Components V, S, M (salt mixed with the cremated remains of a family member or former friend), F (a set of 43 holy symbols belonging to at least 10 different deities), SC (up to 8)

Skill Checks Intimidate DC 34, 2 successes; Knowledge (local) DC 34, 3 successes; Sense Motive DC 34, 1 success

Range close (25 ft. + 5 ft./character level of the primary caster)

Target one animal companion, eidolon, kami ward, or phantom (see text)

Duration permanent

Saving Throw Will negates, see text; **SR** no

Backlash All casters take 3d6 points of damage and are sickened for 1 hour.

Failure The primary caster requires twice as much food and water as a normal creature of its species for 1 year (this is a curse effect, and it can be removed with *remove curse* and similar effects).

EFFECT

By reciting false litanies associated with the various deities represented among the holy symbol foci, the primary caster shakes the unseen spiritual pillars of the mortal world. This ritual has no visible effect to mortal eyes, but it creates a powerful rending cut in the world of spirits. By successfully completing this ritual, the caster can achieve one of two goals: severing a kami from its ward, or untethering a bound companion.

Sever Kami Ward: Successfully completing the ritual forces the ward's kami (*Pathfinder RPG Bestiary 3* 159) to attempt a Will save (use the kami's Will save in the case of targeting its ward). On a failed save, the kami loses its connection with its ward. This functions as if the kami's ward were destroyed: the kami cannot merge with its ward, it loses its fast healing, and it is permanently sickened. Many kami suffering from this cruel fate transform into malicious oni.

Untether Companion: Successfully completing the ritual forces the creature whose animal or spiritual companion, such as an eidolon or phantom, was targeted to attempt a Will save. Failing this save causes the creature to lose its bond with the targeted animal companion or spirit. An animal companion severed in this manner retains its abilities and statistics, but it gains an intense loathing for its former master. In the case of eidolons or phantoms, the severed companion gains the unfettered eidolon (*Pathfinder RPG Bestiary 3* 110) template or becomes an unfettered phantom (*Pathfinder RPG Bestiary 5* 190) with the appropriate Hit Dice. For creatures with animal companions, this functions as if the creature's companion had been slain, allowing the target to gain a new companion. For creatures with bonded spirits (such as spiritualists), the means of gaining a new companion are left to the GM's discretion.





7 GEAR AND MAGIC ITEMS



The fireapple struck the goblin chieftain in the chest, sending flames and goblin warriors scattering across the jungle clearing.

Lini hefted another of the peculiar fruits. “A little spicy for you, huh?” She tossed the fireapple into the air and caught it again, feeling the strange fluids sloshing around inside it. “Thinking maybe you bit off more than you can chew?”

With a roar, Droogami launched herself at the nearest goblin, fangs tearing into its chest. She lifted her head, white fur red with goblin blood, and swallowed a chunk of green-skinned meat.

“Droo, please!” Lini shook her head, casually tossing the remaining fireapple after the fleeing goblins. “You didn’t even let me cook him for you first.”

This chapter details new gear and magic items for the Pathfinder RPG. While many of these items complement the features and abilities of the shifter class and archetypes presented in this book, most can be used in any game.

ADVENTURING GEAR

The items on Table 7-1: Adventuring Gear are described below, along with any benefits they provide the user (“you”).

TABLE 7-1: ADVENTURING GEAR

Item	Price	Weight
Animal-repellant sack	1 gp	1/2 lb.
Backpack, carrier	25 gp	5 lbs.
Backpack, hydration	40 gp	4 lbs.
Backpack, weaponrack	25 gp	5 lbs.
Camouflaged canvas	1 gp	1 lb.
Companion cold-weather outfit	15 gp	6 lbs.
Cooler chest	25 gp	60 lbs.
Cushion inserts	5 sp	—
Duo saw	100 gp	20 lbs.
Efficient tent	150 gp	15 lbs.
Field survival guide	20 gp	1 lb.
Filter scarf	5 gp	—
Flame-retardant outfit	50 gp	10 lbs.
Goblin fishing lure	5 gp	—
Hunter’s stand	25 gp	15 lbs.
Inside pocket	4 gp	—
Insulated flask	2 sp	1 lb.
Nature climbing harness	60 gp	4 lbs.
Noble’s excursion kit	371 gp	242 lbs.
Privacy shelter	5 gp	10 lbs.
Shifter’s kit	9 gp	37 lbs.
Silent piton	5 sp	1/2 lb.
Snakebite kit	20 gp	1/2 lb.
Speed sheath	10 gp	1 lb.
Stretch cords	5 sp	1/2 lb.
Tanner’s kit	10 gp	5 lbs.
Tent cover	15 gp	15 lbs.
Trekking pole	15 gp	2 lbs.
Wading boots	50 gp	2 lbs.
Waist pouch	5 sp	1/2 lb.
Windup music box	25 gp	1/2 lb.

ANIMAL-REPELLANT SACK

PRICE 1 GP

WEIGHT 1/2 lb.

This heavy canvas sack can carry adventuring gear and other supplies. It holds 4 cubic feet of goods and has a leather thong that allows it to be tied shut. The sack is laced with scents that animals find odious, and it is dyed in similarly repellent colors. Creatures with the animal creature type and an Intelligence ability score of 2 or lower avoid contact with an animal-repellant sack and won’t tamper with its contents unless they’re magically compelled, ordered by a handler, or starving.

BACKPACK, CARRIER

PRICE 25 GP

WEIGHT 5 lbs.

Reinforced metal bars allow for this leather backpack to withstand a greater degree of stress than a traditional pack. Along with the standard backpack compartment, this pack has an additional pouch and harness at its top. Used together, the harness and pouch can safely contain a Tiny or smaller creature. While harnessed, the creature can’t leave the backpack or see outside of it; it takes a full-round action to remove the harness from a carried creature.

BACKPACK, HYDRATION

PRICE 40 GP

WEIGHT 4 lbs.

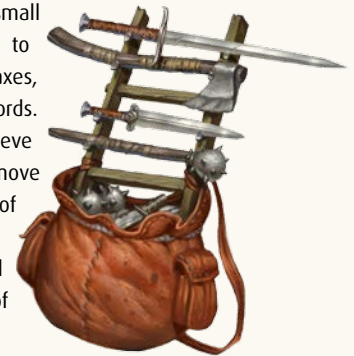
This mostly leather backpack has a series of awkward metallic tubes, which run from the pack over your shoulders, and a small bladder at its base. A hydration backpack has a large pocket identical to that of a regular backpack that holds 2 cubic feet of material, while the bladder holds 1 gallon of liquid. The ends of the metal tubes can be positioned to allow you to easily dispense and drink liquid stored in the attached bladder. Consuming water in this way grants a +2 circumstance bonus on Constitution checks to avoid nonlethal damage during a forced march.

BACKPACK, WEAPONRACK

PRICE 25 GP

WEIGHT 5 lbs.

This leather backpack includes a small weapons rack. The rack holds up to four weapons, such as battleaxes, longswords, maces, or short swords. Allies adjacent to you can retrieve a weapon from the rack as a move action without provoking attacks of opportunity, as if they were simply drawing a weapon. Like a normal backpack, it can hold 2 cubic feet of material in its main compartment.



CAMOUFLAGED CANVAS

PRICE 1 GP per square yard

WEIGHT 1 lb. per square yard

This heavy cloth is dyed to match a single terrain type (chosen from the ranger’s list of favored terrains). This canvas can be stretched over an area to obfuscate it from creatures wandering by. Creatures unaware of the setup must succeed at a DC 14 Perception check to realize the covered area is actually a canvas sheet. A camouflaged canvas is not waterproof, but it can be treated with oil, resin, or wax to make it water resistant.

COMPANION COLD-WEATHER OUTFIT

PRICE 15 GP

WEIGHT 6 lbs.

This vestment works just like a cold-weather outfit, granting a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather, except it is custom made for an animal companion. The added cost represents custom tailoring to ensure that the furs used don’t cause unwanted reactions from the animal wearing the outfit.

**COOLER CHEST****PRICE 25 GP****WEIGHT 60 lbs.**

This chest can contain up to 4 cubic feet of goods, and it has a lining of insulating material between two sheets of wood. As long as the chest is partially filled with a cold substance—such as cold water or ice—items stored within decompose at half their regular rate. Ice melts on a consistent basis (typically four to six times in a 24-hour period) and must be regularly replenished to maintain the effectiveness of this chest.

CUSHIONED INSERTS**PRICE 5 SP****WEIGHT —**

These rubber boot or shoe inserts cushion your feet and improve your gait, granting you a +1 circumstance bonus on Constitution checks to continue running and to avoid nonlethal damage from a forced march.

DUO SAW**PRICE 100 GP****WEIGHT 20 lbs.**

Sometimes referred to as a “misery whip,” this long blade (between 4 and 12 feet) is lined with numerous metal teeth. Thick handholds at each end of the blade allow a Medium or larger creature to grip one end with both hands. When a creature pulls on a handle (a move action) with another creature on the opposite side ready to pull after, those wielders can use the duo saw to cut through an object at exceptional speeds. This maneuver deals 10 points of damage per round of sawing to an object, ignoring up to 5 points of hardness on any nonmetallic substance. These saws are typically employed in the felling of large trees.

EFFICIENT TENT**PRICE 150 GP****WEIGHT 15 lbs.**

Made of specially treated animal hides and lightweight metal supports, this costly tent is far lighter than its common cousins. An efficient tent holds two Medium creatures and takes 20 minutes to assemble.

FIELD SURVIVAL GUIDE**PRICE 20 GP****WEIGHT 1 lb.**

Notations on surviving in the wilderness (and accompanying illustrations) fill this manual. If you have no skill ranks in Survival, you can consult this manual as part of attempting a Survival check to perform one of the following tasks: avoid natural hazards, follow tracks, gain a save bonus against severe weather, predict the weather, or provide food and water. Doing so grants you a +4 circumstance bonus on the check, but it takes twice as long to perform the action (for example, providing food and water takes 48 hours instead of 24 hours). If you fail the check, you cannot consult the manual for another check until you move to a new area.

FILTER SCARF**PRICE 5 GP****WEIGHT —**

Made of heavy material, this scarf filters out dust, sand, smoke, and other airborne contaminants. When worn over your nose

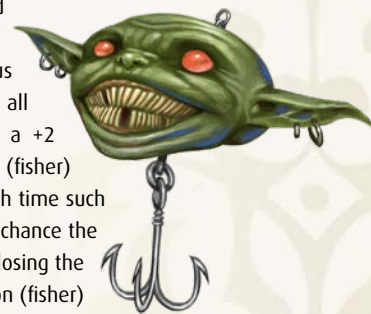
and mouth, this scarf grants you a +1 resistance bonus on saving throws against inhaled poisons and other airborne effects that require breathing.

FLAME-RETARDANT OUTFIT**PRICE 50 GP****WEIGHT 10 lbs.**

Constructed to resist the effects of hot environments (such as forest fires and areas of volcanic activity), this set of overlapping, heavy leather clothing includes a pair of fire-resistant boots. The outfit grants fire resistance 1, but exposure to fire damage ruins the outfit after 20 rounds.

GOBLIN FISHING LURE**PRICE 5 GP****WEIGHT —**

The end of this fishing lure is colored in bright greens and shaped like a comical goblin face. The lure’s ridiculous coloration and unique shape attract all sorts of fish. Using this lure grants a +2 circumstance bonus on Profession (fisher) checks, as per a masterwork tool. Each time such a check is attempted, there is a 25% chance the lure is lost. You reduce the chance of losing the lure by 2% for every rank of Profession (fisher) you have.

**HUNTER’S STAND****PRICE 25 GP****WEIGHT 15 lbs.**

This platform can be secured to a tree in order to elevate you and give you a better vantage point. It takes 1 minute to secure a hunter’s stand. Once in the stand, you gain the benefit of higher ground bonus and partial cover from anyone below the stand’s height. A hunter’s stand can be upgraded with a camouflage blind (5 gp), which allows full concealment, or an all-weather cover (10 gp), which provides a +1 circumstance bonus on saves against dust storms, rain, snow, or other adverse weather conditions.

INSIDE POCKET**PRICE 4 GP****WEIGHT —**

This is an extra pocket sewn on the inside of a piece of clothing. You gain a +2 circumstance bonus on Sleight of Hand checks to conceal an item in an inside pocket. Detecting the compartment requires a successful DC 15 Perception check at minimum (DC 20 if empty), even if you aren’t trained in Sleight of Hand.

The inside pocket is 1 inch deep. Different styles open from the top or from the side, and some have button flaps to secure the contents.

INSULATED FLASK**PRICE 2 SP****WEIGHT 1 lb.**

An insulated metal cup with a resealable top, this container can hold any sort of potable liquid. Liquids stored within the flask maintain their temperature for three times as long as those in a cup or any other unsealed container.



ULTIMATE WILDERNESS

NATURE CLIMBING HARNESS

PRICE 60 GP

WEIGHT 4 lbs.

A nature climbing harness is a series of buckles, straps, and trusses that can be worn over clothing or light armor. As a standard action, you can secure yourself in place on a vertical surface so that both your hands are free. You can remain in this position without needing to attempt additional Climb checks, and you don't lose your Dexterity bonus to your AC as long as you remain anchored. As long as you are anchored in this way, you cannot move, but you gain a +5 circumstance bonus on Climb checks to avoid falling whenever you take damage. You can release yourself to start moving again as a move action.

NOBLE'S EXCURSION KIT

PRICE 371 GP

WEIGHT 242 lbs.

This extravagant, ridiculous, and mostly ineffective kit is touted by nobles seeking to venture into the wilderness. It consists of a complex banner^{UE} (depicting a family crest or symbol of the presiding noble), four bedrolls (for servants), four blankets (for servants), two cots (for nobles), two winter blankets (for nobles), 10 cups of coffee^{UE}, a royal outfit, two large tents, and a pavilion tent.

Anyone with a modicum of wilderness experience should recognize that the kit's contents are of little use on a prolonged journey. Oftentimes, the actual necessities of wilderness survival are left to the servants to handle.

PRIVACY SHELTER

PRICE 5 GP

WEIGHT 10 lbs.

Through a 15-minute assembly period, the components of this kit fit together into a tentlike structure. Able to fit a single Medium-sized creature, this tent doesn't allow space for sleeping. Instead, a privacy shelter offers standing or sitting room only. The shelter is mostly used as either a meditation space or a latrine shelter.

SHIFTER'S KIT

PRICE 9 GP

WEIGHT 37 lbs.

This kit includes a backpack, a blanket, a flint and steel, an iron pot, a mess kit^{UE}, rope, torches (10), trail rations (5 days), and a waterskin.

SILENT PITON

PRICE 5 SP

WEIGHT 1/2 lb.

A silent piton is identical to a regular piton, except it has been alchemically treated to reduce the noise it generates when driven into a surface. A silent piton staked into a piece of terrain generates sound out to a radius of only 10 feet from the point of impact.

SNAKEBITE KIT

PRICE 20 GP

WEIGHT 1/2 lb.

This kit contains three pliable suction cups, a constrictor strap, a tiny razor, and several vials of snake antivenom. When suffering a poison that was delivered by the bite attack of a snake (or other ophidian creature, such as a serpentfolk), as a full-round

action, you can use this kit to gain a +4 circumstance bonus on the ongoing Fortitude saving throws against that poison. A snakebite kit is exhausted after 10 uses.

SPEED SHEATH

PRICE 10 GP

WEIGHT 1 lb.

This sheath is designed to be strapped around your forearm, but it is too bulky to be hidden under a long sleeve. It can hold one forearm-length item, such as a dagger, dart, potion, scroll containing a single spell, or wand. As a swift action, you can bend your wrist to cause the sheathed item to drop into your hand (provoking attacks of opportunity as normal for retrieving an item). Placing an item in the sheath is a full-round action that provokes attacks of opportunity. You can wear only one wrist sheath per arm that you have.

STRETCH CORDS

PRICE 5 SP

WEIGHT 1/2 lb.

Sold in pairs, these cords have an elastic quality. Both cords measure 2 feet long but can be extended to 4 feet. Each end of a cord has a small metal hook. Employed together, these cords can be used to tie down all sorts of equipment and prevent damage from wind or other inhospitable weather.

TANNER'S KIT

PRICE 10 GP

WEIGHT 5 lbs.

This kit contains a fleshing knife, a bottle of tanning solution, a small tanning board, and a leather apron. If you use this kit to harvest and tan an animal's hide, you receive a +5 circumstance bonus on Craft checks to create leather items such as belts, boots, cloaks, clothing, gloves, or hide or leather armor. A kit contains enough tanning solution to create a total of 150 pounds of leather items.

TENT COVER

PRICE 15 GP

WEIGHT 15 lbs.

When fastened over a normal tent, this sheet of resilient waterproof animal gut provides an additional layer of protection against harsh weather and pestering insects. Attaching the cover requires 1 minute of work. The occupants of a tent that is fitted with the cover gain a +5 circumstance bonus on saves to resist the adverse effects of dust storms, rain, snow, and other harmful weather conditions. The occupants also gain DR 5/— against swarm damage caused by swarms composed of Diminutive or smaller creatures outside the tent. If an occupant takes no damage from a swarm as a result of this DR, she is not affected by the swarm's distraction ability. The swarm can attempt a DC 20 Reflex save as a full-round action to enter the tent and deal full damage in subsequent rounds.

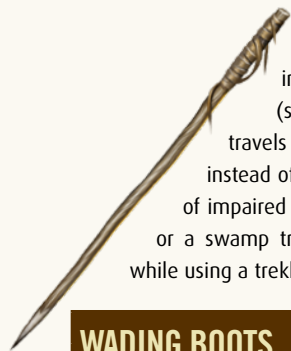
TREKKING POLE

PRICE 15 GP

WEIGHT 2 lbs.

This 5-foot-long pole is fitted with a metal spike at its base. A trekking pole is meant to assist with overland movement, particularly long hikes and travel through difficult terrain. If you use a trekking pole as part of overland movement, you





increase your distance traveled by 10% (so a creature with a 30-foot base speed travels 3-1/3 miles in 1 hour of walking, instead of just 3 miles). While traveling in areas of impaired movement—such as a trackless desert or a swamp trail—the increase to distance traveled while using a trekking pole increases to 25%.

WADING BOOTS

PRICE 50 GP

WEIGHT 2 lbs.

These waterproof boots are felt lined and have a thin layer of metal around the soles. The top of each boot ends just before the knee, with a cord for tying the top shut over clothing or exposed skin. These boots assist in prolonged hikes through deep mud or shallow pools, granting the wearer a +1 circumstance bonus on Profession (fisher) checks while fishing in shallow water.

WAIST POUCH

PRICE 5 SP

WEIGHT 1/2 lb.

This leather pack is supported by two straps that can be loosened or tightened to fit most body types. It can be adjusted to any facing along its wearer's waist. The pack can store up to 1/2 cubic foot of material.

WINDUP MUSIC BOX

PRICE 25 GP

WEIGHT 1/2 lb.

A tiny crank protrudes from this small wooden box. After its crank is turned for 1 round, the box produces a pleasing melody for 4 rounds, as the pins on a revolving cylinder inside the box pluck the tuned teeth of a steel comb.

ALCHEMICAL TOOLS

Alchemical tools can prove extremely useful in a variety of adventuring situations, including in battles, in wilderness exploration, or when crafting other alchemical items. All of these alchemical tools can be made with the Craft (alchemy) skill; the DC to craft each item is listed on Table 7-2: Alchemical Tools.

TABLE 7-2: ALCHEMICAL TOOLS

Item	Price	Weight	Craft DC
Adhesive strip	5 gp	1/2 lb.	15
Alchemical pheromones (aggression)	150 gp	—	20
Alchemical pheromones (arousal)	300 gp	—	20
Alchemical pheromones (simple)	1 gp	—	15
Alchemical pheromones (susceptibility)	300 gp	—	20
Alchemical resin	100 gp	—	12
Liniment	15 gp	—	15
Red flame torch	20 gp	1 lb.	20

ADHESIVE STRIP

PRICE 5 GP

WEIGHT 1/2 lb.

This 3-foot-long strip of extremely thin hide can be cut into different lengths. When moistened and applied across surfaces or between objects, it creates a bond requiring a DC 15 Strength check to pull apart. Once applied, an adhesive strip takes 1 minute to set. If applied to an item with the broken condition, it suppresses the effects of that broken condition for as long as the item remains repaired by the strip—though the item does not regain hit points and is still broken. The uses for an adhesive strip are many; it can be used to bind prisoners, mend clothing, patch holes, and so on.

ALCHEMICAL PHEROMONES

PRICE varies

WEIGHT —

Aggression	150 GP
Arousal	300 GP
Simple	1 GP
Susceptibility	300 GP



Alchemical pheromones are variously colored liquids typically stored in glass vials. These pheromones combine the natural scent of an animal (such as a wolf), humanoid (such as a human), magical beast (such as a unicorn), or vermin (such as a centipede) with alchemical reagents that enhance and refine that scent, making the concoction potent enough to modify the behavior of a creature. A dose of alchemical pheromones must be created for the animal, magical beast, or vermin type or for a single subtype of humanoid; it typically affects only creatures of that type or subtype. The effects of the alchemical pheromone depend on the type, as described on page 246.

When it is smeared onto a surface or it is thrown as a splash weapon, the alchemical pheromone fills a 5-foot-radius area with its scent. The scent then remains active for 1 minute. A creature of the targeted type or subtype that enters that area must succeed at a DC 14 Will save or be subject to the effects of the pheromone for 1 round. If the creature remains in the affected area, it must attempt a new saving throw each round as long as the pheromone remains active. All alchemical pheromones are mind-affecting effects, but swarms (as well as any other collection of creatures that acts as a single creature) are not immune to them. Creatures that don't need to breathe are immune to alchemical pheromones, while creatures with the scent ability take a -4 penalty on saving throws against them.

Aggression: Affected creatures are driven into a mindless frenzy, as if affected by simultaneous *confusion* and *rage* spells.

Arousal: Affected creatures are aroused and distracted, causing them to lose their Dexterity bonus to AC.

Simple: An affected creature is staggered for 1 round. Whether the target succeeds at or fails the saving throw, it becomes immune to simple alchemical pheromones for 24 hours.

Susceptibility: Affected creatures are forced to obey one specific, simple command, as if affected by a *command* spell. The command is chosen when the pheromone is created, and must be a something simple, such as approach, drop, fall, flee, or halt (as defined by the *command* spell).

ALCHEMICAL RESIN

PRICE 100 GP

WEIGHT —

When applied to your hands, this clear, sticky substance made from alchemically prepared pine sap provides a +2 alchemical bonus to your CMD against disarm attempts, on combat maneuver checks to grapple, and on Climb checks; it also functions underwater. Applying the resin is a standard action, and it wears off 1 hour after being applied.

LINIMENT

PRICE 15 GP

WEIGHT —

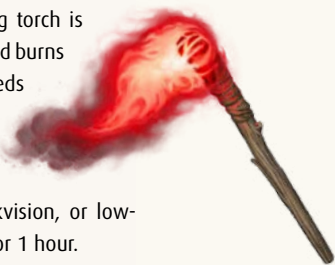
This lotion is made from soothing herbs and oils. When rubbed on your skin, liniment relieves pain, allowing you to ignore the effects of 2 points of ability damage caused by a single disease you have. The benefits of the liniment last for 30 minutes, and it does not cure, prevent, or otherwise protect you from the effects of diseases. You cannot benefit from the effects of liniment more than once in a 24-hour period.

RED FLAME TORCH

PRICE 20 GP

WEIGHT 1 lb.

This otherwise normal-looking torch is encrusted with lithium salts and burns with a dark red flame. It sheds only dim light in a 10-foot radius, and the light it casts is undetectable outside this radius by normal vision, darkvision, or low-light vision. This torch burns for 1 hour.



MAGIC ITEMS

The magic items provided here are divided into the categories outlined in *Pathfinder RPG Ultimate Equipment*, so you can use them with the treasure generator detailed in that book. If you are running an adventure featuring a nonplayer character with shifter levels or if you have a player character who has levels in that class or is using one of the subsystems from *Ultimate Wilderness*, consider either using items from this book before rolling randomly on the treasure generator or adding these items to the treasure generator.

SHIELD SPECIAL ABILITY

The following is a new shield special ability. See page 461 of the *Pathfinder RPG Core Rulebook* for the rules regarding magic shields. Shields with a special ability must also have at least a +1 enhancement bonus.

+2 Shield Special Ability

Price

Jawbreaker

+2 bonus

JAWBREAKER

PRICE
+2 bonus

SLOT none

CL 9th

WEIGHT —

AURA moderate necromancy

The rugged surface of a *jawbreaker* shield is always scratched and gouged, as if gnawed by enormous jaws. Attacking the wielder with a bite attack provokes an attack of opportunity from the wielder, which is resolved before the bite attack. This attack of opportunity must be a shield bash attack with the *jawbreaker* shield; making this attack does not cause the wielder to forfeit the shield's bonus to AC. If the wielder confirms a critical hit with this shield bash attack, the attacker's jaws are injured, causing it to take a -2 penalty on attack and damage rolls with its bite attack for 24 hours. The save DC of exceptional or supernatural abilities that use the target's mouth, including breath weapons, is likewise reduced by 2 for the same amount of time. A *regenerate* spell ends this penalty, and a creature with regeneration recovers from these effects after 1 minute.



The wielder adds the *jawbreaker* shield's total shield bonus to AC (including its enhancement bonus) to his CMD against combat maneuver checks to grapple him with a bite attack, including attempts to swallow him whole.

This special ability can be placed only on shields, but it cannot be placed on bucklers or tower shields.

CONSTRUCTION REQUIREMENTS

COST +2 bonus

Craft Magic Arms and Armor, *inflict critical wounds*

WEAPON SPECIAL ABILITIES

The following are new weapon special abilities. See page 467 of the *Pathfinder RPG Core Rulebook* for the rules regarding magic weapons. A weapon with a special ability must also have at least a +1 enhancement bonus.

+1 Weapon Special Abilities

Price

Ambushing

+1 bonus

Plummeting

+1 bonus

AMBUSHING

PRICE
+1 bonus

SLOT none

CL 7th

WEIGHT —

AURA moderate transmutation

This special ability can be placed only on ranged weapons. If the wielder spends at least 1 minute preparing a hiding place or when she uses the sniping rules (*Core Rulebook* 106), she adds



the weapon's enhancement bonus as a competence bonus on Stealth checks. An *ambushing* weapon deals an additional 1d6 points of damage on a successful hit during a surprise round or against a creature that is unaware of the wielder's presence. This extra damage is precision damage; it is not multiplied on a critical hit but does stack with other forms of precision damage.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>cat's grace</i> , <i>invisibility</i>	

PLUMMETING		PRICE +1 bonus
SLOT none	CL 7th	WEIGHT —
AURA moderate transmutation		

This special ability can be placed only on ranged weapons. A flying creature hit with a *plummeting* weapon must immediately attempt a DC 20 Fly check with a penalty equal to twice the weapon's enhancement bonus; if it fails, it loses 10 feet of altitude. On a confirmed critical hit, the creature loses 10 feet of altitude if it succeeds at its Fly check, and it falls 1d4×10 feet on a failed check. If a flying creature's loss of altitude results in it striking the ground or another solid surface, it takes falling damage as appropriate and is no longer flying.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>bestow curse</i> , <i>fly</i>	

MAGIC PLANTS

Magic plants are a new type of magic item that are cultivated rather than constructed. Cultivating one requires the Cultivate Magic Plants item creation feat found on page 109.

To cultivate a magic plant, you need a place to plant it. This usually requires a 30-foot-radius area of nutrient-rich soil and a constant supply of water and light for larger magic plants, and it requires a 10-foot-radius area and similar soil, water, and light requirements for smaller plants. Most magic plants bear fruit, seeds, or sprouts that, once mature, replicate the effects of a spell when eaten, thrown, or used in some other way. A magic plant's price depends on the spell effect it replicates. The cultivation cost of a magic plant is half the plant's price.

$$\text{Price} = \text{spell level} \times \text{caster level} \times 2,000 \times \text{yield per day} \times \text{growing season multiplier.}$$

The yield per day is the number of fruit, seeds, or effects the plant generates per day during its growing season. For instance, a *goodberry bush* yields six berries per day. The growing season multiplier is equal to the number of growing seasons the plant has in a single year. Growing seasons are continuous 13-week-long periods confined to one of the four seasons (spring, summer, fall, and winter). If a season is longer than 13 weeks, the growing season needs not be continuous. Magic plants cannot be in a growing season for longer than 52 weeks, and a plant that has four consecutive growing seasons produces fruit, seeds, or effects year round. A magic plant generates its effects only during a growing season. Outside of a growing season, some plants will still grow but remain barren (such as a fruit tree), while others may wither and regrow in the following year (such as vines).

The initial planting and care of a magic plant requires 1 week per 1,000 gp of the plant's cultivation cost. At the end of this period, the plant reaches maturity and its benefits are fully realized, assuming that the maturity culminates within the growing season. Once picked, the product of a magical plant stays potent for 24 hours. If not picked within 1 week, fruit or any other product of the plant rots into a useless (and often smelly) sludge—though rare fruits may have longer periods of potency. Harvested fruit can't be kept magically potent for longer than 1 day, even by effects that preserve foodstuffs.

Typically, a creature must consume fruit produced by a magic plant to gain its effect. In these cases, the fruit's eater is both the caster and the target of its spell effect. Other fruits must be thrown to generate their effects, or they might have some other activity involved in their use.

In addition to paying the costs to cultivate a magic plant, the cultivator must have sufficient ranks in Knowledge (nature). For most magic plants, the number of ranks required is tied directly to the strength of the plant's aura—1 rank for a plant with a faint aura, 3 ranks for a plant with a moderate aura, and 6 ranks for a plant with a strong aura.

Magic plants can be destroyed like other magic items. A tree has a hardness of 5 and 120 hit points, while bushes and vines have hardness 3 and 50 hit points. When a magical plant is destroyed, any fruit (or similar consumables) it has produced remain active for 1 week before rotting. A character that succeeds at a DC 20 Knowledge (nature) check can harvest one-tenth of the plant's value in useful materials from a destroyed magic plant.

A magic plant can be uprooted and moved, but it dies within a day unless it is magically treated with an effect such as *gentle repose* or *temporal stasis*. Uprooting a magic plant requires Strength sufficient to move it, 4 hours of work, and a successful DC 20 Knowledge (nature) check. An average magic tree weighs 500 pounds, while smaller plants, such as bushes or vines, average 50 pounds.

TABLE 7-3: MAGIC PLANTS

Magic Plant	Price
<i>Acidic lemon tree</i>	12,000 gp
<i>Altitude fern</i>	12,000 gp
<i>Fireapple tree</i>	5,000 gp
<i>Fishweed</i>	30,000 gp
<i>Goodberry bush</i>	8,000 gp
<i>Grabbing vines</i>	2,000 gp
<i>Helping hands vines</i>	12,000 gp
<i>Palm of decadent feasts</i>	9,600 gp
<i>Poison siphon tree</i>	56,000 gp
<i>Portal oak</i>	45,000 gp
<i>Restful birch</i>	4,000 gp
<i>Salvation cactus</i>	8,000 gp
<i>Sheltershrub</i>	12,000 gp
<i>Tree of knowledge</i>	3,000 gp
<i>Tree of woe</i>	20,000 gp
<i>Waterwalk reeds</i>	30,000 gp

ACIDIC LEMON TREE		PRICE 12,000 GP
SLOT none	CL 3rd	WEIGHT 500 lbs.
AURA faint conjuration		

This tree grows oblong, yellow fruit that feel overripe to the touch. Each fruit is about the size of cantaloupe and can be thrown with a range increment of 20 feet. A target hit with a touch attack takes 2d6 points of acid damage, plus an additional 2d6 points of acid damage on the following round.

An *acidic lemon tree* produces one fruit each day of its growing season, which is 13 weeks each spring. The tree has no more than seven fruit available at a time.

CULTIVATION REQUIREMENTS	COST 6,000 GP
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Cultivate Magic Plant, *acid arrow*, cultivator must have 1 rank in Knowledge (nature)

ALTITUDE FERN		PRICE 12,000 GP
SLOT none	CL 6th	WEIGHT 50 lbs.
AURA moderate abjuration		

This evergreen has soft green leaves and sprouts fronds laden with unusual sky-blue berries. When ingested, these waxy berries grant the imbiber immunity to all effects caused by high altitude. They do not grant immunity to damage from extreme temperatures, nor do they grant the ability to survive without air. The effects of a berry last for 1 day.



An *altitude fern* produces up to six berries a day, and it bears no more than 50 berries at a time. The bush has one 13-week growing season per year, producing berries in the fall.

CULTIVATION REQUIREMENTS	COST 6,000 GP
--------------------------	---------------

Cultivate Magic Plant, *endure elements*, cultivator must have 3 ranks in Knowledge (nature)

FIREAPPLE TREE		PRICE 5,000 GP
SLOT none	CL 5th	WEIGHT 500 lbs.
AURA faint evocation		

This large deciduous tree has reddish-brown bark and bright yellow leaves. It grows misshapen red apples that are warm to the touch. Once harvested, an apple can be thrown like a bomb, bursting in a spray of scalding liquid. Treat this as a splash weapon that deals 5d6 points of fire damage to a target directly hit and half that amount to creatures within 10 feet (Reflex DC 14 negates).

A *fireapple tree* produces one apple each week of its growing season, which is 13 weeks each summer. A tree has no more than three viable fruit at a time.

CULTIVATION REQUIREMENTS	COST 2,500 GP
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Cultivate Magic Plant, *fireball*, cultivator must have 1 rank in Knowledge (nature)

FISHWEED		PRICE 30,000 GP
SLOT none	CL 5th	WEIGHT 50 lbs.
AURA faint transmutation		

This green, leafy plant grows in areas of shallow water, such as small lakes or coastal waters. The leaves can be chewed to grant cold resistance 5 and allow the user to survive without air. One leaf provides these benefits for up to 1 hour.

Fishweed yields up to four leaves per day. A patch of *fishweed* has no more than 28 leaves at a time. Its growing season lasts 13 weeks during the summer.

CULTIVATION REQUIREMENTS	COST 15,000 GP
--------------------------	----------------

Cultivate Magic Plant, *water breathing*, cultivator must have 1 rank in Knowledge (nature)

GOODBERRY BUSH		PRICE 8,000 GP
SLOT none	CL 1st	WEIGHT 50 lbs.
AURA faint transmutation		

This vibrant red bush grows luscious, deep-red berries. These berries provide nourishment and healing as if the creature had consumed a berry affected by *goodberry* (*Core Rulebook* 291) A creature can gain the effects of *goodberry* up to eight berries consumed per day.



A creature that eats more than this number must succeed at a DC 11 Fortitude save or become sickened for 10 minutes.

A *goodberry bush* produces up to six berries per day, and it grows year round. A bush has no more than 50 berries at a time. It is resilient enough to grow in most environments, even occasionally found clinging to otherwise lifeless cliff faces.

CULTIVATION REQUIREMENTS	COST 4,000 GP
--------------------------	---------------

Cultivate Magic Plant, *goodberry*, cultivator must have 1 rank in Knowledge (nature)

GRABBING VINES		PRICE 2,000 GP
SLOT none	CL 5th	WEIGHT 50 lbs.
AURA faint transmutation		

These thick green vines grow leaves sparingly. When fully mature, they fill an area 20 feet square to a height of 5 feet. Any creature moving through the area must attempt a DC 15 Strength check in the first square they try to leave within the area. Failure means that the creature cannot move any farther that round. Success allows a creature to move as if in difficult terrain, while success by 5 or more allows a creature to move normally.

Grabbing vines have a 13-week growing season, though the season depends on when the vines were first cultivated; the *grabbing vines* return for 13 weeks during the same season each year.

CULTIVATION REQUIREMENTS	COST 1,000 GP
--------------------------	---------------

Cultivate Magic Plant, *entangle*, cultivator must have 1 rank in Knowledge (nature)



HELPING HANDS VINE		PRICE 12,000 GP
SLOT none	CL 5th	WEIGHT 50 lbs.
AURA faint transmutation		

These fleshy, yellow vines bear leaves that resemble hands. The vines always grow on vertical surfaces when available, creeping up as they mature. A fully mature *helping hands vine* covers an area 10 feet wide and up to 60 feet tall. Any creature attempting to scale a surface covered by the vines gains a +5 circumstance bonus on Climb checks. In addition, if the character would fall, the vines grant a +2 circumstance bonus on Reflex saves as the handlike leaves endeavor to catch the character.

A *helping hands vine* has two 13-week growing seasons in the summer and fall, withering away to nothing once winter hits only to regrow in the summer of the following year.

CULTIVATION REQUIREMENTS	COST 6,000 GP
Cultivate Magic Plant, <i>feather fall</i> , <i>spider climb</i> , cultivator must have 1 rank in Knowledge (nature)	

PALM OF DECADENT FEASTS		PRICE 9,600 GP
SLOT none	CL 11th	WEIGHT 500 lbs.
AURA strong conjuration		

This tall tree has no branches but sprouts expansive leaves at the top. Its large, spiny fruit can be split to provide a meal for four that emulates *heroes' feast*. If a single creature consumes the entire fruit, it gains the benefits of *heroes' feast* for a full 24 hours and heals twice as many hit points of damage.

A *palm of decadent feasts* provides only a single fruit per year, which ripens on the summer solstice.

CULTIVATION REQUIREMENTS	COST 4,800 GP
Cultivate Magic Plant, <i>heroes' feast</i> , cultivator must have 6 ranks in Knowledge (nature)	

POISON SIPHON TREE		PRICE 56,000 GP
SLOT none	CL 7th	WEIGHT 500 lbs.
AURA moderate conjuration		

This large tree has flat, spongy leaves, each about the size of a human's hand. When a leaf is placed on the chest of a creature suffering from a poison effect, it slowly draws the poison out over the course of the next minute. While the leaf is pressed to a victim, the creature does not need to attempt ongoing saves against the poison currently affecting it. After 1 minute, the creature is affected by a *neutralize poison* effect (CL 7th).

A *poison siphon tree* yields one leaf per day of its two growing seasons, which run for 13 weeks each in the spring and fall. It has no more than six leaves at a time.

CULTIVATION REQUIREMENTS	COST 28,000 GP
Cultivate Magic Plant, <i>neutralize poison</i> , cultivator must have 3 ranks in Knowledge (nature)	

PORTAL OAK		PRICE 45,000 GP
SLOT none	CL 9th	WEIGHT 500 lbs.
AURA moderate conjuration		

These large oak trees are always grown in a pair. With a command word, a creature can enter one *portal oak* and exit from the other. A character can determine the command word with a successful DC 20 Knowledge (nature) check. The two trees must be grown within 1 mile of each other.

Portal oaks produce no fruit or other products tied to their effect and are constantly active.

CULTIVATION REQUIREMENTS	COST 22,500 GP
Cultivate Magic Plant, <i>tree stride</i> , cultivator must have 3 ranks in Knowledge (nature)	

RESTFUL BIRCH		PRICE 4,000 GP
SLOT none	CL 5th	WEIGHT 500 lbs.
AURA faint conjuration		

This tree's papery bark flakes off in strips. When a creature consumes a piece of the bark, it reduces the amount of sleep it needs that night by 2 hours (to a minimum of 6 hours). If the creature consumes additional pieces of bark, it is sickened for 8 hours and gains no additional benefit.

The bark's potency is increased if it's brewed into a tea. A piece of bark brewed into a tea reduces the amount of sleep the imbibor needs by 4 hours (to a minimum of 4 hours). The tea of the *restful birch* is considerably safer than consuming the bark raw—multiple doses grant no additional benefit but also cause no penalties.

A *restful birch* can have enough bark safely removed each day for up to four creatures to eat or drink. For each additional piece of bark removed after the fourth, there is a cumulative 5% chance that the tree dies, falling and rotting away within the next 24 hours. *Restful birches* grow year round.

CULTIVATION REQUIREMENTS	COST 2,000 GP
Cultivate Magic Plant, <i>sleep</i> , cultivator must have 1 rank in Knowledge (nature)	

SALVATION CACTUS		PRICE 8,000 GP
SLOT none	CL 3rd	WEIGHT 50 lbs.
AURA faint conjuration		



This green cactus grows in even the most arid environments, and it has a number of medicinal qualities. Its flowers can be mashed into a paste and spread over a creature's skin to grant fire resistance 3 for 1 hour. This paste can also be spread on the skin of a creature that has taken lethal fire damage within the last minute to restore 1d8+1 hit points.

The fluids of the cactus can be consumed to remove negative effects caused by extreme heat, including exhaustion, fatigue, and nonlethal damage. This does not heal any lethal damage a creature has taken from extreme heat.

A *salvation cactus* generates one flower per week of its growing period and replenishes 1 dose of its fluid per day. It holds 4 doses of fluid and up to four flowers at a time. If all

4 doses of fluid are consumed without allowing the cactus to replenish any, the cactus dies. A *salvation cactus* has a growing season of 13 weeks in the summer.

CULTIVATION REQUIREMENTS	COST 4,000 GP
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Cultivate Magic Plant, *cure light wounds*, *lesser restoration*, cultivator must have 1 rank in Knowledge (nature)

SHELTERSHRUB		PRICE
		12,000 GP
SLOT none	CL 1st	WEIGHT 50 lbs.
AURA faint abjuration		

This leafy red or blue shrub grows to a height of 6 feet. It grows small, blue, overly sweet berries. The berries provide an effect identical to *endure elements* when consumed. If a berry is consumed before the effect of a previously consumed berry has worn off, it has no effect.

A *sheltershrub* produces six berries per day during its two growing seasons, which are 13 weeks each in the summer and winter. A shrub has no more than 50 berries at a time.

CULTIVATION REQUIREMENTS	COST 6,000 GP
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Cultivate Magic Plant, *endure elements*, cultivator must have 1 rank in Knowledge (nature)

TREE OF KNOWLEDGE		PRICE
		3,000 GP
SLOT none	CL 3rd	WEIGHT 500 lbs.
AURA faint divination		

This large tree bears both vibrant red and dull yellow apples. The imbiber of a red apple gains a +5 insight bonus on her next Knowledge check. Consuming a yellow apple grants a single use of *augury*. The effects of an apple wear off after 24 hours, whether or not its abilities have been used.

A *tree of knowledge* produces one red apple per day and one yellow apple per week during its growing season, which lasts for 13 weeks in the spring. The tree has no more than seven red apples and one yellow apple at any given time.

CULTIVATION REQUIREMENTS	COST 1,500 GP
---------------------------------	----------------------

Cultivate Magic Plant, *augury*, cultivator must have 1 rank in Knowledge (nature)

TREE OF WOE		PRICE
		20,000 GP
SLOT none	CL 11th	WEIGHT 500 lbs.
AURA strong enchantment		

This massive tree bears no leaves, and its branches are twisted and vile. A creature tied to the tree becomes more susceptible to influence, taking a -4 penalty on Will saves, Sense Motive checks, and opposed Charisma checks. In addition, once per day, a character can attempt a DC 20 Knowledge (nature) check to force a creature tied to the tree to tell the truth, as if the target had failed a save within a *zone of truth*.

A *tree of woe* is potent year round, but it can have a new creature lashed to it only once per month.

CULTIVATION REQUIREMENTS	COST 10,000 GP
---------------------------------	-----------------------

Cultivate Magic Plant, *charm monster*, *zone of truth*, cultivator must have 6 ranks in Knowledge (nature)

WATERWALK REEDS		PRICE
		30,000 GP
SLOT none	CL 5th	WEIGHT 50 lbs.
AURA faint transmutation		

These thin reeds are topped with fluffy, edible seedpods that grant a creature a puffy appearance and the ability to walk on water. This effect lasts for 1 hour. The reeds occupy a 20-square-foot area, maturing seemingly at random.

Waterwalk reeds produce one pod every day during its two 13-week growing seasons in the summer and fall; there are usually 12 pods available at a time. The pods remain potent for 2 weeks.

CULTIVATION REQUIREMENTS	COST 15,000 GP
---------------------------------	-----------------------

Cultivate Magic Plant, *water walk*, cultivator must have 1 rank in Knowledge (nature)

WONDROUS ITEMS

Wondrous items are diverse. Some must be worn in a specific magic item slot in order to work, while others must merely be wielded or utilized. The term “wondrous items” is a catchall category for anything that doesn’t fall into any other groups such as weapons, staves, and so on. Anyone can use a wondrous item, unless the item specifies otherwise in its description.

There are two main categories of wondrous items: slotted and slotless. Slotted items take up a magic item slot, and those who want to benefit from such items must wear that item in the correct slot. Slotless items are often use-activated or triggered by a command word.

TABLE 7-4: WONDROUS ITEMS

Lesser Medium Wondrous Items	Price
<i>Belt of spirit vines</i>	15,000 gp
<i>Bestial rags</i>	8,000 gp
<i>Coat of mist</i>	8,400 gp
<i>Greensurge bomb</i>	750 gp
<i>Guiding scarab</i>	13,000 gp
<i>Rootsense boots</i>	9,000 gp

BELT OF SPIRIT VINES		PRICE
		15,000 GP
SLOT belt	CL 5th	WEIGHT 2 lbs.
AURA faint transmutation		

This belt is constructed from woven vines. Its wearer can touch a willing creature and cause a ghostly vine to grow from the belt, connecting the wearer to the target creature. While connected to another creature, when the wearer casts a druid, ranger, shaman, or witch spell with a range of touch on herself, both the wearer and the connected creature gain the benefits of the spell for half the spell’s duration (rounded down); this has no effect on instantaneous or permanent spells. The spell’s effects on the connected creature end if the vine’s range is exceeded.

The vine can grow up to a length of 30 feet, and it vanishes if the wearer or connected creature moves beyond its maximum range. The vine can remain connected indefinitely, but the connection is broken if the wearer dismisses it or connects the vine to another creature.



CONSTRUCTION REQUIREMENTS	COST 7,500 GP
----------------------------------	----------------------

Craft Wondrous Item, *plant growth*

BESTIAL RAGS		PRICE 8,000 GP
SLOT body	CL 10th	WEIGHT 2 lbs.
AURA moderate transmutation		



These tattered and ragged garments extend the duration of a shifter's bestial transformations, allowing her to shift into her aspects' minor forms for 5 additional minutes per day.

Each set of *bestial rags* is also tied to a specific aspect, typically being made of the hide of that creature and embossed with crude pictograms of it, allowing a shifter to assume that aspect's minor and major form, as appropriate for her level. If the shifter already has the ability to shift into that form, that aspect's major form

functions as if she were 2 levels higher.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
----------------------------------	----------------------

Craft Wondrous Item, *beast shape II*

COAT OF MIST		PRICE 8,400 GP
SLOT chest	CL 5th	WEIGHT 3 lbs.
AURA faint transmutation		

This gossamer jacket of gray-and-white silk allows the wearer to blend into mist and become almost invisible. She gains a +5 bonus on Stealth checks in areas of fog, mist, smoke, or even heavy spray (such as from a waterfall or crashing surf). As a standard action, the wearer can gain total concealment in such conditions, regardless of the distance between her and observers. Attacking does not end this total concealment, though the wearer must remain within or adjacent to the misty area to retain total concealment. The wearer can use the total concealment ability for a total of 5 rounds per day; these rounds need not be continuous.



Once per day, the wearer of a *coat of mist* can turn into mist, as per *gaseous form*, for up to 5 rounds.

CONSTRUCTION REQUIREMENTS	COST 4,200 GP
----------------------------------	----------------------

Craft Wondrous Item, *gaseous form, obscuring mist*

GREENSURGE BOMB		PRICE 750 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint transmutation		

A *greensurge bomb* is a small, magically and alchemically treated plant bulb with a root growth that forms a handle. The bomb can be thrown like a splash weapon with a range

increment of 10 feet. When the bomb strikes the ground, it bursts open, scattering weeds in a 10-foot radius. At the beginning of the thrower's next turn, the weeds rapidly grow into thick undergrowth, creating an area of difficult terrain. The weeds flourish regardless of the surrounding natural terrain (even in urban settings or on hard rock floors) but don't grow on damaging surfaces, such as pools of lava or acid. The new vegetation lasts for 5 minutes before it turns brown and crumbles to dust.

CONSTRUCTION REQUIREMENTS	COST 375 GP
----------------------------------	--------------------

Craft Wondrous Item, *plant growth*

GUIDING SCARAB		PRICE 13,000 GP
SLOT neck	CL 12th	WEIGHT —
AURA strong divination		

This golden scarab beetle is a boon to wilderness travelers and those seeking long-lost places. The wearer gains a +5 competence bonus on Knowledge (geography) checks and on Survival checks to avoid getting lost, and she can always correctly read the labels and legend of any map she examines, as well as signposts and similar way markers, as if using *comprehend languages*. Once per week, the wearer can concentrate for 10 minutes to gain insight about her overland travels to come within the next week, as if casting *divination*.

As a full-round action, the wearer can visualize or name a specific location and release the *guiding scarab* to fly ahead of her like a glowing golden beacon, showing its owner the direction to the destination as if she had cast *find the path*. While following the *guiding scarab*, its owner (and any mount she rides) and up to four other allies she designates when releasing the scarab gain the benefits of *tireless pursuit*^{APG}. When the *find the path* effect ends, the *guiding scarab* crumbles to dust.

CONSTRUCTION REQUIREMENTS	COST 6,500 GP
----------------------------------	----------------------

Craft Wondrous Item, creator must have 5 ranks in Knowledge (geography), *find the path*, *know direction*, *tireless pursuers*^{APG}

ROOTSENSE BOOTS		PRICE 9,000 GP
SLOT feet	CL 5th	WEIGHT 1 lb.
AURA faint transmutation		

Twigs sprout from these tall brown boots. On command, while the wearer is on the ground, ghostly roots grow from the boots' soles into the ground, granting their wearer tremorsense 30 feet for as long the wearer remains on the ground in the same space.

While the roots are active, the boots provide two additional benefits. When the wearer is the target of a bull rush or trip attempt, living roots momentarily sprout from the boots into the earth, granting the wearer a +4 bonus to CMD to resist the attempt. The wearer also benefits from the flexibility of a living willow branch, gaining a +4 circumstance bonus on combat maneuver or Escape Artist checks to escape a grapple or slip bonds.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
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Craft Wondrous Item, *entangle*



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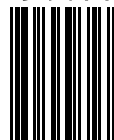
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