Perenerational Adventures





Perenotinel

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About the Author

Alexander Augunas is best known as the writer of Know Direction's blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. Alex is a known kitsune aficionado and hopes to be writing well past his death.

Follow Alexander Augunas's exploits as well as upcoming products and previews from Everyman Gaming, LLC on Facebook.

SPECIAL THANKS

Julian Neale, for outstanding editing. This book wouldn't be what it is without you!

Author's Anecdote

Without a doubt, *PARANORMAL ADVENTURES* owes its current, spectacular incarnation to my joining of most of middle class America when I decided to start streaming TV and movies for my own entertainment. Specifically, I started watching a number of cult movies and TV shows, which is a type of media that while not always appreciated by current pop culture trends, has an extremely passionate and loyal fan base. I got sucked into a number of such TV shows and movies, and like any good designer I thought to myself, "Why can't I do cool stuff like this in the *PATHEINDER ROLEPLAYING GAME*?"

Well, now you can.

Of course, *PARANORMAL ADVENTURES* isn't trying to simply and blatantly rip off classic stories; rather, *PARANORMAL ADVENTURES* contains the same high quality that fans of Everyman Gaming, LLC have come to expect from us, and all of the content has been designed to expand upon ideas from *PATHFINDER ROLEPLAYING GAME OCCULT ADVENTURES*. So whether you're a fan of the occult or just a cult, you're sure to find something wild and crazy within this book. Because after all, what's an occult adventure without a little bit of weird, creepy, and crazy mixed in?

— Alexander Augunas

Table of Contents

The following topics are explored in PARANORMAL Adventures.

Character Options: The first section of *PARANORMAL Adventures* expands upon the list of available occult player options. The GM has the final say regarding which of these options, if any, are available for use.

Shapeshifter (Pgs 06-19): Far removed from a spellcaster, the shapeshifter has an innate gift that allows her to twist her body into the shape of another creature.

Vessel (Pgs 20-33): When the denizens of the Outer Planes wish to act upon the Material Plane, they often recruit mortals powerful enough to contain their grandeur as proxies. Known as vessels, these characters act on behalf of their outsider passenger, spreading its will throughout the mortal realms.

Archetypes and Options (Pgs 34-41): This section provides players with a number of occult archetypes and class options for several PATHEINDER ROLEPLAYING GAME classes. This section focuses most heavily on the new shapeshifter and vessel classes, but also includes new options for other classes when possible.

Favored Class Options (42-45): This section introduces a number of favored class options for the shapeshifter and vessel, and includes support for the alternate favored class system presented in *EVERYMAN UNCHAINED: SKILLS AND OPTIONS*.

Feats & *Traits* (*Pgs* 46-47): This section provides a number of feats and character traits for use with characters with a vested interest in the paranormal.

Rules Systems: The section of *PARANORMAL ADVENTURES* provides insight in how to utilize a number of different

esoteric rules and options from the *PATHFINDER ROLEPLAYING GAME*, as well as adds new rules elements where appropriate.

Creature Templates (Pgs 50-51): This sections includes a number of new templates that allow GMs to infuse the paranormal into virtually any setting or encounter, including two simple class templates as well as the shapechanger creature simple template.

Levialogi (Pgs 52-55): This section details a new type of aberration known as the levialogi. Little more than the festering remains of a proto-behemoth, the levialogi scour the cosmos in search of the scattered parts of the corpse of the Leviathan in hopes of reassembling this titanic monstrosity so they might sate their ravenous hunger as well as take revenge upon the gods for dismantling them eons ago.

Occult Rituals (Pgs 56-61): This section details a number of esoteric rituals inspired by fantasy and cult media. Many of the rituals include costly reagents and are intended as precursors to adventure rather than an option that PCs regularly make use of. Paranormal Investigations (Pgs 62-63): The final section in PARANORMAL ADVENTURES provides a brief synopsis of the "paranormal investigation story arc and includes a number of short essays to inspire GMs that are running this specific type of occult adventure.





Character Options

"Drake, behind us!" Camael spotted the shadowy form of a humanoid woman observing them, but his cries were too late. Before the angel's eyes, the once humanoid silohuette twisted and writhed until only an inky mass of tooth and tentacle remained. Leaping from its hiding spot, the creature lashed at Drake several times, striking wicked blows across the monster hunter's body until he finally crumpled into a heap with a sickening crunch.

"Drake!" The guttural cries of Camael's vessel were whispers before the singular, booming thought that resonated with every fiber of his being. Justice.

Camael begged Heaven for its aid in prayer and Heaven responded, blessing Camael with its grace. Camael lifted his blade, flexed the radiant wings that Heaven had allowed him to manifest, and charged.

Shepeshilter

As their name implies, shapeshifters are able to magically alter their form at will, altering their shape into that of another specific creature. Embodying the untamed ferocity and instinct of the creatures whose forms she assumes, a shapeshifter is able to quickly adapt her body and abilities for whatever challenges lay before her.

Role: A shapeshifter's role is as diverse as the creatures whose form she assumes. Capable of transforming into creatures with powerful defenses, cunning tricks, or brutal attacks, a shapeshifter is able to quickly adjust her ability set on the fly by transforming into the perfect creature for whatever situation she faces.

Alignment: Any. Hit Die: d10. Starting Age: As a sorcerer. Starting Wealth: As a sorcerer.

Class Skills

The shapeshifter's class skills are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the shapeshifter.

Weapon and Armor Proficiency: A shapeshifter is proficient with the following weapons: club, dagger, dart, quarterstaff, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form that they assume with change shape (see below). Shapeshifters are proficient with light armor.

Change Shape (Su): At 1st level, a shapeshifter gains the ability to assume a number of animal shapes drawn from the list of shapeshifter kingdoms (see page 13). She can assume any animal shape that she knows as a standard action, gaining a number of benefits based upon her shapeshifter level. This ability is a polymorph effect except it does not function as any type of polymorph spell; as a result, the shapeshifter only gains the benefits described by her animal shape. Unlike other polymorph effects, a shapeshifter does not gain a bonus on Disguise checks; her animal shapes are always of the same gender as the shapeshifter and draw a number of physical traits from her true shape so that she is clearly not a natural member of her animal shape's kind even by casual observance. Such traits include maintaining her true form's coloration (eyes, hair, skin, etc) in all of her animal shapes, possessing a number of unnatural markings or fur patterns, or simply being of an unnatural size or shape. In addition, a shapeshifter's gear does not meld into her body when she assumes an animal shape; any gear that she carries or wears when she assumes an animal shape falls to the ground at her feet. When assuming an animal shape that is one size category larger than her true shape, any gear that she wears gains the broken condition and she gains the entangled condition unless she succeeds on a Reflex save (DC 15 + twice the size bonus to CMB granted by her new size); if assuming an animal shape that is two or more size categories larger than her true shape, her gear is destroyed if she fails her Reflex save or broken if her Reflex save is successful. The shapeshifter can spend a move action to remove the entangled condition; likewise, she can remove the condition simply by returning to her true shape or assuming an animal shape of a size that is smaller than her true shape. Magical garments, clothing, and jewelry adjust themselves to fit her new form but otherwise do not meld into it. Other magic items worn or carried by the shapeshifter gain a +4 bonus on their Reflex save to avoid becoming broken or destroyed by her change in size.

The shapeshifter's selection of animal shapes is limited. A shapeshifter begins play knowing two animal shapes of her choice, plus one additional animal shape if her race has the shapechanger subtype (see shapechanger below). At each new shapeshifter level, she learns one additional animal shape. When learning a new animal shape, the shapeshifter must choose the animal shape's kingdom, which specific creature it is tied to, and which size category the animal shape is tied to. Initially, the shapeshifter can only learn animal shapes with a shape size of Tiny, Small, or Medium size. Starting at 5th level and every four levels thereafter, the shapeshifter adds additional size categories to the list of shape sizes that she can learn. At 5th level, she can also learn Diminutive and Large animal shapes. At 9th level, she can also learn Fine and Huge animal shapes. At 13th level, she can also learn Gargantuan animal shapes. At 17th level, she can also learn Colossal animal shapes.

A shapeshifter can assume her animal shape at will, and she can remain in them indefinitely. If an ability granted by an animal shape calls for a saving throw, the DC is equal to 10 + 1/2 the shapeshifter's level + the shapeshifter's Constitution's modifier unless noted otherwise.

Shapechanger (Su): At 1st level, a shapeshifter gains the shapechanger subtype. If the shapeshifter already has the shapeshifter subtype and also has change shape as a racial trait, she instead gains one bonus animal shape that is identical to one form that she can assume using her racial change shape ability. She cannot learn an animal shape in this manner if the shapeshifter is unable to learn animal shapes of the form's size.

Unlike other animal shapes, the shapeshifter gains whatever bonus on Disguise checks she would normally gain when assuming the chosen form with her racial change shape ability as well as any other abilities granted to her by her form.

For example, a kitsune shapeshifter can select the human

Table	: Shapeshifter				
Level	Base Attack Bonus	Fort	Ref	Will	Special
01	+1	+2	+2	+0	adaptation, change shape, ferocity
02	+2	+3	+3	+0	instinct
03	+3	+3	+3	+1	adaptation, savage spirit +1
04	+4	+4	+4	+1	instinct
05	+5	+4	+4	+1	change shape (Diminutive, Large), eldritch shape (magic)
06	+6/+1	+5	+5	+2	instinct
07	+7/+2	+5	+5	+2	adaptation, savage spirit +2
08	+8/+3	+6	+6	+2	instinct
09	+9/+4	+6	+6	+3	change shape (Fine, Huge), eldritch shape (cold iron/silver)
10	+10/+5	+7	+7	+3	instinct
11	+11/+6/+1	+7	+7	+3	adaptation, savage spirit +3
12	+12/+7/+2	+8	+8	+4	instinct
13	+13/+8/+3	+8	+8	+4	change shape (Gargantuan), eldritch shape (alignment)
14	+14/+9/+4	+9	+9	+4	instinct
15	+15/+10/+5	+9	+9	+5	adaptation, savage spirit +4
16	+16/+11/+6/+1	+10	+10	+5	instinct
17	+17/+12/+7/+2	+10	+10	+5	change shape (Colossal), eldritch shape (adamantine)
18	+18/+13/+8/+3	+11	+11	+6	instinct
19	+19/+14/+9/+4	+11	+11	+6	adaptation, savage spirit +5
20	+20/+15/+10/+5	+12	+12	+6	instinct, primal shapechanger

form that she can assume with her racial change shape ability as a bonus humanoid shape. While assuming this humanoid shape, the shapeshifter gains all of the standard benefits she normally gains from a humanoid shape based on her level, plus the +20 bonus on Disguise checks normally granted by her racial change shape ability.

If a shapeshifter with the change shape ability as a racial trait can assume multiple forms using her change shape ability, she can choose to learn another animal shape that is identical to one form that she can assume with her racial change shape ability whenever she gains a new animal shape.

Ferocity (Ex): A shapeshifter learns to use her animal shape's natural talents and abilities to inflict massive amounts of damage to her enemies, no matter its size. While assuming an animal shape, a shapeshifter gains a bonus on damage rolls with her natural attacks based on how many size categories smaller her animal shape's size is compared to the largest shape size that she has available, as shown on Table: Ferocity Bonus by Animal Shape Size. For example, a 1st-level shapeshifter's largest shape size is Medium, so her Small animal shapes gain a +1 bonus on damage rolls for being one size category smaller than her largest size and her Tiny animal shapes gain a +2 bonus on damage rolls for being two size categories smaller. When the shapeshifter gains access to Diminutive and Large animal shapes at 5th level, her Medium shapes gain a +1 bonus from this ability, her Small shapes gain a +2 bonus, her Tiny shapes gain a + 3 bonus, and her Diminutive shapes gain a + 4 bonus.

Adaptation (Su): A skilled shapeshifter is able to modify her animal shapes, adapting them to suit her needs and talents. Starting at 1st level, 3rd level, and every 4 levels thereafter, a shapeshifter gains one adaptation. Unless noted otherwise, a shapeshifter cannot select an individual adaptation more than once. She can only apply one adaptation to an animal shape at a time; switching adaptations is a standard action, functioning as though she had used change shape to assume a different animal shape.

Additional Ability Score: The shapeshifter's alters her animal shape's physical capabilities, versifying its abilities. Whenever the shapeshifter assumes an animal shape, she can select one ability score that her animal shape isn't associated with and treat it as if it were assumed with that ability score for the purpose of determining the benefits that she gains from her savage spirit ability, as well as any instincts that she possesses. A shapeshifter must have the savage spirit ability before selecting this adaptation.

Ability Score Focus: The shapeshifter bolsters her animal shape's physical abilities, enhancing its physical prowess. Whenever the shapeshifter assumes an animal shape, she can select one ability score that the animal shape is associated with and increase her savage spirit bonus with that ability score by +1. A shapeshifter must have the savage spirit ability before selecting this adaptation.

Enhance Skills: The shapeshifter refines her animal shape in a manner that grants her additional proficiency with a specific skill. Whenever the shapeshifter assumes an animal shape, she selects one skill that her animal shape has the skilled base ability with. She gains a +4 racial bonus on skill checks made with the selected skill.

Expanded Skills: The shapeshifter adapts her animal shape to improve her ability to use a specific skill. Whenever the shapeshifter assumes an animal shape, she can select one Strength-, Dexterity-, or Wisdom-based skill or the Intimidate

Table: Ferocity Bonus by Animal Shape Size										
Level	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal	
1-4		_	+2	+1	+0	—	—	_		
5-8		+4	+3	+2	+1	+0		—		
9–12	+6	+5	+4	+3	+2	+1	+0	—		
13–16	+7	+6	+5	+4	+3	+2	+1	+0		
17+	+8	+7	+6	+5	+4	+3	+2	+1	+0	

skill and gain the skilled base ability with that skill. She cannot select a skill with this adaptation that her animal shape already possesses the skilled base ability with.

Fast Healing: The shapeshifter uses her shapechanging abilities to close wounds and mend flesh, allowing her to continue fighting. The shapeshifter gains fast healing 1 while assuming an animal shape. This fast healing is suppressed for 1 minute whenever she takes any amount of damage from a silver weapon. At 7th level and every 3 levels thereafter, this fast healing increases by 1, to a maximum of fast healing 6 at 19th level. A shapeshifter can use this adaptation for a number of rounds per day equal to her level. These rounds don't need to be consecutive. A shapeshifter must be at least 3rd level before selecting this adaptation.

Fast Movement: The shapeshifter augments her animal shape for speed, allowing her to move more quickly. While assuming an animal shape, the shapeshifter increases her speed with all of her animal shape's movement types by 10 feet. If her animal shape possesses a fly speed, her speed's maneuverability also improves by one step.

Gear Merge: The shapeshifter masters a limited ability to allow her equipment to merge into her body whenever she assumes an animal form. All of the shapeshifter's gear merges into her form whenever she assumes an animal shape, functioning like the typical rules for polymorph effects.

Hybrid Shape: The shapeshifter is able to control her transformation with uncanny precision, allowing her meld her animal shapes and her true form together. The shapeshifter can use her change shape to assume a hybrid shape, an animal shape that is associated with Intelligence and one ability score associated with one other animal shape she knows of her choice. While in a hybrid shape, she gains one base ability from her chosen animal shape, but otherwise retains all abilities she possesses that depend upon her form. She cannot choose the limbs ability in this manner, and if her true form possesses either the aquatic or terrestrial ability and her chosen animal shape possesses the opposing ability, she can select the amphibious ability as if her chosen animal shape possessed it.

Instead of gaining a base ability, the shapeshifter can choose to drastically alter her body shape in one of the following ways if her chosen animal shape's body shape is different then that of her true shape. First, she can replace her true shape's legs with her chosen animal shape's legs, allowing her to retain her true shape's appearance from the waist up while transforming her body from the waist down to resemble her chosen animal shape's body from the neck down, similar to a centaur. In such a shape, the shapeshifter's size category increases by one, but all of her natural attacks deal damage as if she were one size category smaller and she gains the undersized weapons universal monster

ability. Second, the shapeshifter can replace all of her true shape's limbs and hands with the limbs and hands of her chosen animal shape, assuming the appearance of her chosen animal shape except for her face. Finally, she can alter her true shape's size category by one, becoming one size category closer to her animal shape's size.

At 5th level and every 4 levels thereafter, the shapeshifter gains an additional base ability from her animal shape while assuming a hybrid shape.

Improved Impossible Shapechanger: This adaptation functions as impossible shapechanger, except she can alter her animal shape's size category to any among those that she can learn, not just those listed by her animal shape's shapeshifter kingdom. A shapeshifter must have the impossible shapechanger adaptation and be at least 6th level before selecting this adaptation.

Impossible Shapechanger: The shapeshifter stretches or shrinks her animal shapes into impossible sizes. When she assumes an animal shape, the shapeshifter can alter size category to any among listed by the animal shape's kingdom and she is no longer restricted to the size category listed by the racial traits or stat block of the creature she selected for her animal shape to represent. For example, a shapeshifter with a canine animal shape that represents a fox can assume the form of a Diminutive, Tiny, Small, Medium, or Large fox, even though foxes are normally Tiny creatures. A shapeshifter cannot use this adaptation to assume a shape size that isn't available to a shapeshifter of her level.

Improved Mimicry: This adaptation functions as mimicry, except any creatures that are familiar with the single specific creature whose appearance the shapeshifter assumes reduce the bonus on Perception checks that they gain when opposing the shapeshifter's Disguise by 4 (minimum 0). A shapeshifter must have the mimicry adaptation and be at least 6th level before selecting this adaptation.

Mimicry: The shapeshifter can adjust her animal shape to create a near flawless likeness of a creature that she has seen before. When she assumes her animal shape, the shapeshifter can assume the appearance of a single specific creature of the same kind that her animal shape is tied to. She gains a +20bonus on Disguise checks made to appear as this creature. If this creature is of a different age or gender than her, she takes no penalties on her Disguise check for disguising herself as a creature of a different age or gender. If the creature is smaller or larger than usual due to its age, the shapeshifter's shape size when assuming the shape of that specific creature adjusts as appropriate, even if such a size category isn't listed as a shape size by the animal shape's shapeshifter kingdom. A shapeshifter cannot use this adaptation to assume a shape size that isn't available to a shapeshifter of her level. This bonus does not stack with the Disguise bonus from the shapechanger ability.

Mutable Locomotion: The shapeshifter can alter her animal shapes to grant them improved locomotion. When she assumes an animal shape, the shapeshifter can grant her animal shape one of the following movement types: burrow, climb, fly (clumsy), land, or swim. Her speed with this movement type is equal to half her animal shape's fastest speed. If she gains a climb or swim speed using this adaptation, she also gains a +4 racial bonus on Climb or Swim checks, respectively, instead of the usual +8 racial bonus on such checks that having a climb or swim speed usually grants.

MutableWeapons: The shapeshifter can grant her animal shapes new natural weapons or alter her existing ones. When she assumes an animal shape, she can grant her animal shape one of the following natural attacks: 1 bite, 1 gore, 1 slam, 2 claws, 2 hooves, or 2 talons. She can have up to one set of claw or talon natural attacks per pair of arms her animal shape possesses, but only one set per pair of legs she possesses (including any claw or talon natural attacks her animal shape normally possesses). Additionally, the shapeshifter can have up to one bite or one gore attack per head she possesses (including any bite or gore attacks her animal shape normally possesses) and up to one set of hoof attacks per pair of legs she possesses. The shapeshifter cannot have a set of claw, hoof, or talon natural attacks associated with the same pair of limbs.

Alternatively, the shapeshifter can alter one existing natural weapon that she possesses into a different weapon located on the same limb. She can replace her animal shape's bite attack with a gore attack, for instance, but she cannot replace a pair of claw attacks with a gore attack.

Planar Shape: The shapeshifter can transform her body with raw planar energy, taking on aspects of that plane's denizens. When she selects this adaptation, the shapeshifter must choose the celestial template^{B1}, entropic template^{B2}, fiendish template^{B1}, or resolute template^{B2}. A shapeshifter can only select a template that is associated with a component of her alignment; she must be good to select the celestial template, evil to select the fiendish template, and so on. When she assumes an animal shape, she can grant herself the selected template. She can use this template for a number of minutes per day equal to her shapeshifter level. These minutes do not need to be consecutive, but they must be spend in 1-minute increments. If an ability gained from this template has a daily use limitation, any uses of that ability while using this adaptation count toward that ability's daily limit.

Swarm Shape: The shapeshifter can split her body into hundreds of smaller creatures that act in unison. When she assumes an animal shape that is Tiny or smaller, she can transform into a swarm comprised of animals of her animal shape's kind, granting her the swarm subtype, a swarm attack, and the distraction ability (DC equals 10 + 1/2 the shapeshifter's level + the shapeshifter's Constitution modifier). Her swarm attack deals 1d6 points of damage, increasing by 1d6 at 6th level and every 5 levels thereafter, and any base abilities or kingdom abilities that the shapeshifter possesses that activate on a successful hit (such as poison, disease, or bleed damage) activate whenever she deals damage to a creature with her swarm attack. The shapeshifter is treated as a Large creature while in swarm shape for the purpose of abilities such as grab or trip that she might possess. A shapeshifter gains DR/- equal to twice her savage spirit bonus while in a swarm shape, but otherwise gains no other protection from weapon damage from her swarm traits; this DR stacks with any DR that she gains from shapeshifter class abilities (including instincts) and kingdom abilities.

Instinct: As a shapeshifter gains experience, she unlocks a number of bestial tricks and techniques that aid her while she is in an animal shape. Starting at 2nd level and every 2 levels thereafter, a shapeshifter gains one instinct. Unless noted

otherwise, a shapeshifter cannot select an individual instinct more than once.

Ambush (Ex): While assuming an Intelligence-based animal form, a shapeshifter with this talent doubles her savage spirit bonus on attack rolls during a surprise round. This ability does not allow the shapeshifter to double her savage spirit's bonus for any other purpose. A shapeshifter must have the savage spirit ability before selecting this instinct.

Blood Scent (Ex): While assuming an animal shape, a shapeshifter with this instinct can detect any creature that has taken any amount of lethal damage as if she had scent. If the shapeshifter's current animal shape already has the scent ability, she doubles the distance that she can detect opponents using her scent ability (generally within 60 feet, or 120 feet if the creature is upwind or 30 feet if it is downwind).

Burrowing Charge (Ex): While assuming an animal shape with a burrow speed and the trample ability, when a shapeshifter with this instinct begins her turn underground, she can attempt to charge one creature that she is aware of on the surface that will be within her reach when she surfaces. When she reaches her target, the ground around her erupts with lose debris, causing all creatures that are adjacent to her (including those up to 5 feet above her) to immediately become subjected to the shapeshifter's trample attack. Creatures damaged by the trample attack must succeed at a Reflex save or become entangled for 1 round. A shapeshifter must be at least 8th level and know an animal shape with a burrow speed and the trample ability before selecting this instinct.

Distracting Harassment (Ex): While assuming a Small, Tiny, Diminutive, or Fine animal shape, you can make continue to make 5-foot steps regardless of your size and you can move into the space of any creature that is at least one size category larger than you without provoking attacks of opportunity. While in a larger creature's space, you gain a +4 dodge bonus to AC and a +4 bonus on melee attack rolls with natural attacks against that creature. An unhindered opponent can move away from you as normal, but doing so provokes an attack of opportunity from you, even if its choice of movement normally wouldn't. These bonuses do not stack with those from the Monkey Shine feat (PATHEINDER ROLEPLAYING GAME ULTIMATE COMBAT). A shapeshifter must be at least 10th level before selecting this instinct.

Environment Mastery (Ex): While assuming an animal shape, the shapeshifter gains a bonus equal to her savage spirit bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks. She gains this bonus whenever she is in a region and climate that creatures of the animal shape's kind are encountered in, as noted in the environment entry in the creature's stat block. While in an animal shape that belongs to the humanoid kingdom, the shapeshifter gains this benefit whenever she is within an urban region, regardless of climate. A shapeshifter must have the savage spirit ability before selecting this instinct.

Evasion (Ex): While assuming a Dexterity-based animal shape, a shapeshifter 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 only be used if the shapeshifter is wearing light armor or no armor. A helpless shapeshifter does not gain the benefit of evasion. A shapeshifter must be at least 6th level before selecting this instinct.

Expansive Empathy (Ex): A shapeshifter with this instinct can use her shapeshifter empathy ability to attempt to improve the attitude of any creature that belongs to the same shapeshifter kingdom as any animal shape that she can assume, not just the animal shape that she is currently assuming. She also gains the ability to influence creatures using shapeshifter empathy while assuming her true form. A shapeshifter must be at least 4th level and have the shapeshifter empathy instinct before selecting this instinct.

Finesse Shape (Ex): Choose one Dexterity-based animal shape. While assuming the chosen animal shape, when a shapeshifter with this instinct makes a successful melee attack with a natural attack, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the shapeshifter from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. If she has a Strength penalty, the shapeshifter must apply both her Strength penalty and her Dexterity modifier to the damage roll. A shapeshifter can gain this instinct a second time at 8th level, plus one additional time for every 4 levels thereafter. Each time she gains it, she selects one additional Dexterity-based animal shape to apply its benefits to. A shapeshifter must be at least 4th level before selecting this instinct.

Flurry of Fangs (Ex): As a full-attack action, a shapeshifter with this instinct can attack with a single natural weapon multiple times, as if she were wielding a light manufactured weapon. While using this instinct, the shapeshifter cannot attack with any other natural weapons that she possesses.

Great Endurance (Ex): While assuming a Constitution-based animal shape, a shapeshifter with this instinct adds her savage spirit bonus on all Constitution checks. This bonus is doubled on Constitution checks made to continue running.

Greater Empathy (Ex): While assuming a Charisma-based animal shape, a shapeshifter with this instinct can use shapeshifter empathy to adjust a creature's attitude by up to three steps instead of just two. A shapeshifter must have the shapeshifter empathy instinct before selecting this instinct.

Hide in Plain Sight (Ex): While assuming an animal shape that grants her the Skill Focus feat with the Stealth skill, a shapeshifter with this instinct can use the Stealth skill even while being observed. The shapeshifter must be at least 12th level and possess the environment mastery instinct before selecting this instinct.

Impaling Momentum (Ex): While assuming an animal shape with a bite, gore, or sting natural attack, a shapeshifter with this instinct deals double damage on the first attack that she makes with such a weapon at the end of the charge.

Improved Evasion (Ex): This instinct works like the evasion

instinct, except while the shapeshifter still takes no damage on a successful Reflex saving throw against an attack, she also takes only half damage on a failed save. A helpless shapeshifter does not gain the benefit of improved evasion. The shapeshifter must be at least 10th level and possess the evasion instinct before selecting this instinct.

Improved Uncanny Dodge (Ex): While assuming an animal shape, a shapeshifter with this instinct can no longer be flanked. This defense denies a rogue the ability to sneak attack the shapeshifter, unless the attacker has at least four more rogue levels than the shapeshifter has shapeshifter levels. If the shapeshifter already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the shapeshifter. A shapeshifter must be at least 10th level and have the uncanny dodge ability before selecting this instinct.

Improvised Fury (Ex): While assuming an animal shape with the hands base ability, you treat any improvised weapon that you wield as a natural attack for the purpose of determining if they receive a benefit from your shapeshifter class abilities.

Insightful Senses (Ex): While assuming a Wisdom-based animal shape, a shapeshifter adds her savage spirit bonus on initiative checks. In addition, she can gain the effects of *true seeing* (as the spell) for 1 round a number of times per day equal to her savage spirit bonus. Using this ability is a swift action. A shapeshifter must be at least 6th level and have the savage spirit ability before selecting this instinct.

Intimidating Roar (Ex): While assuming an animal shape, a shapeshifter gains the benefits of the Dazzling Display feat with her animal shape's natural weapons. If she has the Weapon Focus feat with any weapon that she uses with Dazzling Display, she can use this ability as a standard action instead of a full-round action. In addition, she gains a +2 morale bonus on attack rolls against opponents with the shaken, frightened, cowering, or panicked condition. This ability counts as having the Dazzling Display feat for purposes of meeting feat prerequisites.

Lord of the Kingdom (Su): While assuming an animal shape, creatures that belong to the same shapeshifter kingdom as this animal shape cannot willingly attack a shapeshifter with this instinct. Any such creature wishing to attack the shapeshifter while she is assuming an animal shape that belongs to the attacker's kingdom must succeed on a Will save. If the save is successful, the creature can attack normally and is unaffected by this instinct for 1 day. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the shapeshifter for the remainder of the turn. This ability does not prevent the shapeshifter from being attacked or affected by area of effect attacks or spells. If the shapeshifter attacks a creature, that creature is not affected by this instinct for 1 day, as if it had succeeding on its Will saving throw. A shapeshifter must be at least 10th level before selecting this instinct.

Opportunistic Attack (Ex): While assuming an Intelligencebased animal shape, a shapeshifter adds her level to the damage dealt by her natural weapons and unarmed strikes against an opponent that is denied its Dexterity bonus to AC or that the shapeshifter is flanking. Any creature that is immune to sneak attacks is immune to the additional damage granted by opportunistic attack, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of an opportunistic attack. This additional damage is precision damage, and isn't multiplied on a critical hit.

Overwhelming Strength (Ex): While assuming a Strength-based animal shape, a shapeshifter adds 1-1/2 times her Strength modifier on damage rolls that she makes with her natural attacks and unarmed strikes, including off-hand attacks and secondary attacks. A shapeshifter must be at least 8th level before selecting this instinct.

Powerful Attacks (Ex): While assuming a Strength-based animal shape, a shapeshifter treats any object that she attacks as having a hardness of 5 less than the object's actual hardness rating. In addition, your natural attacks ignore up to 5 points of damage reduction. This reduction does not apply to damage reduction without a type (such as DR 10/–). A shapeshifter can select this instinct twice. Its effects stack. A shapeshifter must be at least 12th level before selecting this instinct.

Savage Maneuvers (Ex): Select one combat maneuver. While assuming an animal shape, a shapeshifter with this instinct does not provoke an attack of opportunity when performing the selected combat maneuver. In addition, the shapeshifter receives a +2 bonus on checks made to attempt the selected combat maneuver. She also receives a +2 bonus to her Combat Maneuver Defense when an opponent tries to use the selected combat maneuver on her. This instinct acts as the improved combat maneuver feat associated with the selected combat maneuver for the purpose of satisfying feat prerequisites that require this feat, and the shapeshifter can also ignore Combat Expertise and a Strength or Intelligence score of 13 as prerequisites for such feats.

Savage Stride (Ex): While assuming an animal shape, the shapeshifter may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impair motion, however, still affect her. She gains this bonus whenever she is in a region and climate that creatures of the animal shape's kind are encountered in, as noted in the environment entry in the creature's stat block. In addition, the shapeshifter leaves no trail and cannot be tracked while in such a region and climate, though she may choose to leave a trail if so desired. A shapeshifter must be at least 4th level before selecting this instinct.

Shapeshifter Empathy (Ex): While a shapeshifter with this instinct is assuming an animal shape, she can attempt to improve the attitude of a creature that belongs to the same shapeshifter kingdom as her current animal shape. This ability functions just like a Diplomacy check made to improve the attitude of

a person. The shapeshifter rolls 1d20 and adds her shapeshifter level and her Charisma modifier to determine the shapeshifter empathy check result.

If the creature has an Intelligence of 2 or lower or does not have a language, the shapeshifter and the creature must be able to study each other, which means they must be within 30 feet of one another under normal conditions. If the creature has an Intelligence of 3 or higher and has a language, the shapeshifter and the creature need only to speak the same language under normal conditions. Generally, influencing a creature in this way takes 1 minute but as with the Diplomacy skill, it might take more or less time.

Speak with Beasts (Su): While assuming an animal shape, the shapeshifter can ask questions and receive answers from any animals that belong to her current animal shape's kingdom, as if using *speak with animals*. A shapeshifter must be at least 8th level before selecting this instinct.

Sudden Strike (Ex): While assuming an animal shape, a shapeshifter with this talent may always act during a surprise round. She may take a move action, a standard action, and a swift action during any surprise round in which she is able to act.

Stalwart (Ex): While assuming a Constitution-based or Wisdom-based animal shape, a shapeshifter with this instinct can use physical resilience to avoid certain attacks. If she makes a Fortitude or Will save against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the shapeshifter is wearing light armor or no armor. A helpless shapeshifter does not gain the benefit of the stalwart ability. A shapeshifter must be at least 6th level before selecting this instinct.

Superior Climbing (Ex): While assuming an animal shape with a climb speed and a base form other than bipedal, a shapeshifter with this instinct does not need to make Climb checks to traverse a vertical or horizontal surface (even upside down). She retains its Dexterity bonus to Armor Class while climbing, and opponents get no special bonus to their attacks against her. The shapeshifter cannot, however, use the run action while climbing.

Throat-Rip (Ex): While assuming an animal shape, a shapeshifter increases her critical multiplier by x1 whenever she performs a coup de grace against a helpless opponent with a natural weapon or unarmed strike. This ability stacks with other effects that increase a natural weapon or unarmed strike's critical multiplier.

Tongue of the Shapechanger (Su): While assuming an animal shape from the humanoid kingdom, a shapeshifter with this instinct can speak any language, as if using *tongues*. A shapeshifter must be at least 12th level before selecting this instinct.

Toss (*Ex*): While assuming an animal shape with a base form that isn't a biped, a shapeshifter with this instinct can attempt to launch opponents into the air with a successful charge. When the shapeshifter charges an opponent that is at least one size category smaller than her and deals damage, she can attempt a

combat maneuver check. If her check succeeds, that creature is thrown 10 feet through the air in a direction of her choice and falls prone. A shapeshifter can only toss opponents in a straight line using this ability. If an obstacle prevents the opponent's movement, both the tossed creature and the object struck take 1d6 points of damage and the tossed creature falls prone in the space adjacent to the obstacle. If the shapeshifter tosses an opponent straight up into the air, it lands prone in the square it started in and takes 1d6 points of damage.

Uncanny Dodge (Ex): While assuming an animal shape, a shapeshifter can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A shapeshifter with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a shapeshifter has uncanny dodge from a different class, she automatically gains the improved uncanny dodge instinct instead, even if she doesn't meet its prerequisites.

Unlock Instinct (Ex): Choose one skill. While assuming an animal shape that grants the shapeshifter the Skill Focus feat with the chosen skill, a shapeshifter with this talent gains the skill unlock powers (Pathfinder Roleplaying Game Pathfinder Unchained) for that skill as appropriate for her number of ranks in that skill. A shapeshifter must be at least 6th level before selecting this instinct.

Versatile Locomotion (Ex): The shapeshifter is able to quickly orient herself to whatever shape she assumes, maneuvering sea, sky, and soil with ease. When she assumes an animal shape, the shapeshifter can use her base attack bonus in place of her skill ranks in the Acrobatics, Climb, Fly, and Swim skills. When substituting in this way, the shapeshifter substitutes her total base attack bonus (including from levels in other classes) for her ranks in these skills, but adds the skill's usual ability score modifier and other bonuses or penalties that would modify those skills. If the shapeshifter has both this ability and the wildheart instinct, she can retrain all of her ranks in Acrobatics, Climb, Fly, and Swim for free.

Wild Psychology (Ex): While assuming a Charisma-based animal shape, a shapeshifter with this instinct can attempt to demoralize or feint in combat by making a shapeshifter empathy check instead of an Intimidate or Bluff check, respectively. If you are using the psychological maneuvers rules from ULTIMATE CHARISMA by Everyman Gaming, LLC, you can also attempt to antagonize in combat by making a shapeshifter empathy check instead of a Charisma-based skill check, and you add your savage spirit bonus to your Psychology DC. A shapeshifter must have shapeshifter empathy instinct before selecting this instinct.

Wildheart (Su): While in her true form, a shapeshifter with this instinct gains the kingdom abilities of the shapeshifter kingdom that creatures of her race belong to. In addition, she gains the benefits of her shapeshifter class abilities that require her to be assuming an animal shape while in her true form, so

long as they could be applied to an animal shape of her race's kind. She can also modify her true form with an adaptation as a standard action, as if she were using the change shape ability.

Savage Spirit (Ex): Beginning at 3rd level, a shapeshifter gains a +1 bonus on attack rolls and damage rolls made with natural weapons and a +1 bonus to Armor Class while assuming an animal shape. If she is assuming a Dexterity-based animal shape, this bonus to Armor Class is a dodge bonus; otherwise, it is a natural armor bonus. Natural armor bonuses from this ability stack with any natural armor bonus that the shapeshifter gains from her animal shape, but not with natural armor bonuses gained from other sources. At 7th level and every 4 levels thereafter, these bonuses increase by +1, to a maximum of +5 at 19th level.

In addition, a shapeshifter that is assuming an animal shape can apply her savage spirit bonus in the following ways, depending upon which ability scores her current animal shape is associated with.

Strength: The shapeshifter adds her savage spirit bonus on combat maneuver checks and to her CMD.

Dexterity: The shapeshifter adds her savage spirit bonus on Reflex saves and on initiative checks.

Constitution: The shapeshifter adds her savage spirit bonus on Fortitude saves. In addition, she gains a number of temporary hit points when she assumes a Constitution-based animal shape equal to her savage spirit bonus. These temporary hit points are lost first when she takes damage, disappear when the animal shape ends, and are not replenished if the shapeshifter enters a Constitution-based animal shape again within 1 minute of her previous transformation.

Intelligence: The shapeshifter adds her savage spirit bonus on skill checks made with any skill that her animal shape grants her the Skill Focus feat with. In addition, whenever she flanks an opponent, she increases the bonus on attack rolls that she gains from flanking by an amount equal to her savage spirit bonus.

Wisdom: The shapeshifter adds her savage spirit bonus on Will saves and Perception skill checks. In addition, she increases the range of her blindsense, blindsight, darkvision, scent, or tremorsense abilities by 5 feet per savage spirit bonus (up to ± 25 feet) and her low-light vision by x1 per savage spirit bonus (up to x7).

Charisma: The shapeshifter adds her savage spirit bonus on Charisma-based skill checks and on checks using the shapeshifter empathy ability. In addition, the shapeshifter can add her savage spirit bonus to any d20 roll or check that she makes as a free action, even if it isn't her turn. The shapeshifter can use this ability to add her savage spirit bonus to a d20 roll that she already adds her savage spirit bonus to, effectively doubling her savage spirit bonus, but she cannot use multiple uses of this ability on a single roll or check. The shapeshifter can use this ability a number of times per day equal to her savage spirit bonus (once per day at 3rd level, twice per day at 7th level, and so on).

Eldritch Shape (Su): At 5th level, while assuming an

animal shape, a shapeshifter's natural weapons and unarmed strikes resonate with supernatural power, allowing her attacks to overcome her opponents' defenses. Starting at 5th level, her natural attacks and unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction. At 9th level, her natural attacks and unarmed strikes are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 13th level, her unarmed strikes are also treated as one alignment type (chaotic, evil, good, or lawful) for the purpose of overcoming damage reduction. The type selected must match one of the shapeshifter's alignments. If the shapeshifter is neutral, she chooses one alignment type for her natural attacks and unarmed strikes to be treated as for this purpose. At 17th level, the shapeshifter's natural attacks and unarmed strikes also count as adamantine for the purpose of overcoming damage reduction (but not for reducing hardness).

Primal Shapechanger (Ex): At 20th level, a shapeshifter is able to give herself fully to her savage instincts for a short time, surging with the strength of the wild. Once per day as a swift action, a shapeshifter can treat every animal shape that she knows as if it were associated with every ability score, gaining the bonuses associated with all six ability scores simultaneously as well as the benefits of any instincts that she knows that require her to assume an animal shape that is associated with a specific ability score. In addition, she can assume any animal shape that she knows as a free action, even if it isn't her turn. Whenever she makes a full-attack, she can assume a different animal shape between each attack, allowing her to attack a total number of times during her full-attack up to the number of times she could attack with an unarmed strike, modified by haste and similar effects but not by actions, class abilities, or feats, such as fighting with two weapons. If an attack has a special ability tied to it, such as grab or trip, each ability must be resolved before she can assume her next animal form.

Shapeshifter Kingdoms

When a shapeshifter uses her change shape ability, she assumes the form of a specific creature using an animal shape that she has created. When creating an animal shape, the shapeshifter first chooses one specific kind of creature for her animal shape to transform into. The kind of creature that she ties to her animal shape determines which shapeshifter kingdom's abilities she gains when assuming her animal shape as well as her animal shape's size. When creating a new animal shape, refer to the creature's description and size category as listed in its bestiary entry, or have your GM decide which kingdom and shape size is most appropriate for the chosen animal, if any. In addition to the shapeshifter kingdoms listed below, subkingdoms (see the archetypes and options section) allow a shapeshifter to create even more accurate animal shapes by modifying the base abilities and kingdom abilities of another shapeshifter kingdom.

For example, a shapeshifter who wishes to create a dire tiger animal shape would gain the base abilities and kingdom abilities of the feline kingdom and have a shape size of Large, as per

Table: Natural Attack Damage

	Base Damage by Shape Size										Atk.
Natural Attack	Fine	Dim.	Tiny	Small	Medium	Large	Huge	Garg.	Col.	Туре	Туре
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B/S/P	Primary
Claw	-	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	Р	Primary
Hoof, Tentacle, Wing	-	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	В	Secondary
Pincers, Tail Slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	В	Secondary
Slam	-	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	В	Primary
Sting	-	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	Р	Primary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary
Other	_	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S/P	Secondary

the *PATHFINDER ROLEPLAYING GAME BESTIARY*. She could not learn a dire tiger animal shape with a shape size of Huge, however, because dire tigers are not normally Huge creatures; this can be modified using adaptations such as the impossible shape and mimicry adaptations. Alternatively, she could create a cheetah animal shape by modifying the base abilities and kingdom abilities of the feline kingdom with the cheetah subkingdom. A shapeshifter cannot learn an animal shape if she is unable to learn animal shapes of the associated creature's size (see the change shape ability).

The description of each shapeshifter kingdom is presented in a standard format. Each category of information is explained and defined below.

Name: The shapeshifter kingdom's name. The ability scores that each kingdom is associated with is noted in parenthesis next to its name. A kingdom's ability scores determine the bonuses that the shapeshifter gains from the savage spirit ability while assuming an animal shape from that kingdom, as well as whether or not she can benefit from certain instincts while assuming the animal shape.

Base Shape: The body structure of the animal shape. Base shapes include a list of baseline abilities that the shapeshifter gains when assuming an animal shape with the listed body structure. Some animal kingdoms possess multiple base shapes; when creating an animal shape from such a shapeshifter kingdom, the shapeshifter gains the base abilities from the body shape that is the most similar to the specific kind of animal that her animal shape represents. A creature's base shape is determined by the number of legs it has, as follows: undulatory (none), biped (two), quadruped (four), hexaped (six), octaped (eight), centiped (hundreds), or milliped (1,000s). The abilities that can be granted by a base form are described below.

Amphibious: The animal shape is designed for life both on land and in the water, granting the shapeshifter the ability to breathe both air and water.

Aquatic: The animal shape is designed for life in the water, granting the shapeshifter the ability to breathe water, but making her unable to breath air.

Arms: The animal shape possesses one or more pairs of arms, as indicated by the ability. A pair of arms does not include hands or a natural attack unless the animal shape possesses the

appropriate base abilities.

Fast: The animal shape's speed is multiplied by the value indicated by the ability. This ability also notes which movement types it applies to, such as fast burrow, fast climb, fast fly, fast run, or fast swim.

Hands: The animal shape possesses one or more pairs of hands, as indicated by the ability. Having hands allows the shapeshifter to manipulate objects, use items, and wield weapons as effectively as a human with her mental abilities can. Animal shapes without this ability are unable to wield weapons and may take longer to manipulate objects or use items or be completely unable to do so, at the GM's decision.

Legs: The animal shape possesses one or more pairs of legs, as indicated by the ability. Each pair of legs beyond the first that the animal shape possesses grants the shapeshifter a +2 bonus to CMD against trip attempts, replacing any such bonuses that the shapeshifter gains from her true form. While in an animal shape with no legs or 20 or more legs, a shapeshifter cannot be tripped.

Low-Light Vision: The animal shape possesses keen eyesight, granting the shapeshifter the ability to see twice as far in conditions of dim light.

Natural Attacks: The animal shape possesses a number of natural weapons, granting the shapeshifter all natural attacks indicated by the ability. These attacks follow all of the usual rules for natural attacks, as detailed in the appendix of *PATHEINDER ROLEPLAYING GAME BESTIARY*. Regardless of which animal her animal shape is based upon, all natural attacks granted by all of the shapeshifter's animal shapes use the base damage indicated for a creature of the animal shape's size as noted on Table: Natural Attack Damage.

If the shapeshifter's animal shape is associated with Dexterity, she can choose to modify her natural attacks with her Dexterity modifier instead of her Strength, as if using the Weapon Finesse feat. While assuming a Dexterity-based animal shape, a shapeshifter counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites.

Scent: The animal shape has a keen sense of smell, granting the shapeshifter the scent universal monster ability.

Skilled: The animal shape is particularly suited to using several skills, granting the shapeshifter the benefits of Skill Focus with

all skills indicated by the ability.

Terrestrial: The animal shape is designed for life on land, granting the shapeshifter the ability to breathe air, but making her unable to breathe water.

Varied Abilities: The animal shape gains special abilities based upon the specific creature that it is tied to. As with all polymorph effects, if the creature that your animal shape is tied to grants the listed benefits, or a greater ability of the same type, you gain the listed benefit. If the creature grants a lesser ability of the same type, you gain the lesser ability instead. Movement types and speed count as an ability for the purpose of this limitation.

Shape Size: The size categories available to the animal shape. When learning a new animal shape, the shapeshifter must choose one of the size categories available to animal shapes of the chosen shapeshifter kingdom. Each time she assumes the animal shape, her size category changes to the chosen size. An animal shape's size category also determines what creatures the shapeshifter can transform into using the animal shape, as she cannot learn an animal shape that isn't based on a specific kind of animal. For instance, even though foxes are part of the canine kingdom, a shapeshifter cannot learn to assume a Large fox shape without the impossible shape instinct, as Large foxes do not exist.

Speed: The movement types and speeds available to the animal shape. If a shapeshifter already has the listed movement type, her existing movement type changes to match the animal shape's movement, even if it is worse. If your animal shape grants a burrow speed, you maintain the ability to breathe while burrowing. Otherwise, gaining a new movement type doesn't grant a shapeshifter the ability to breathe. Certain shapeshifter kingdoms grant different speeds and movement types to different animal shapes, based upon the animal shape's size.

Kingdom Abilities: At the indicated levels, a shapeshifter gains additional abilities while assuming an animal shape. Unless noted otherwise, these abilities are extraordinary abilities that do not provoke attacks of opportunity. If a kingdom ability allows the shapeshifter to choose from one or more different options, she chooses which option to gain upon reaching the indicated level. Once chosen, it cannot be changed.

Kingdom Descriptions

A shapeshifter can create animal shapes from the following animal kingdoms. She can choose from any kingdom from the list below when creating an animal shape. Each animal kingdom includes a number of sample associated creatures that are suitable for that specific kingdom; at the GM's decision, other similar animals may also belong to each animal kingdom.

Ape (Strength, Intelligence)

Apes are hair-covered mammals with vaguely humanoid bodies, thick, powerful arms for climbing trees, and wide-ranging shoulders for swinging from branch to branch. Apes possess exceptional problem-solving skills and while physically similar to monkeys, apes are tailless primates. This kingdom includes baboons, chimpanzees, gibbons, gorillas, and orangutans.

Base Shape: bipedal (hands, limbs [arms, 1; legs, 1], lowlight vision, natural attack [bite, slam], scent, terrestrial) or bipedal (hands, limbs [arms, 2; legs, 2], low-light vision, natural attack [bite, 2 claws], scent, terrestrial)

Shape Size: Small, Medium, Large, Huge, or Gargantuan.

Speed: All ape shapes have a base speed of 30 feet and a climb speed of 30 feet, as well as the +8 racial bonus on Climb checks that having a climb speed provides.

Ape Abilities: Starting at 2nd level, you gain the benefits of the intimidating roar instinct. If you already possess this instinct, you are treated as having the Weapon Focus feat with all of your natural weapons for the purpose of determining the effects of intimidating roar.

At 8th level, you gain the skilled base ability with the Perception skill. In addition, you do not suffer any penalties on attack rolls for using an improvised weapon and do not provoke attacks of opportunity when attempting a grapple combat maneuver.

At 15th level, you gain a +2 bonus on combat maneuver checks. In addition, you increase the amount of damage dealt by any improvised weapon that you wield by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 or 2d6 if the improvised weapon is two-handed.

Avian (Wisdom, Charisma)

Avians are feathered creatures that have lightweight, feathered bodies and toothless beaks. All avians are digitigrade, although very few rely on terrestrial locomotion, with the majority of species possessing favoring flight to walking or running. This kingdom includes cranes, cuckoos, flamingos, eagles, hawks, hummingbirds, kiwis, owls, parrots, pigeons, and vultures.

Base Shape: biped (limbs [legs, 1; wings, 1, low-light vision, natural attack [bite], skilled [Fly], terrestrial).

Shape Size: Fine, Diminutive, Small, Medium, Large, Huge, or Gargantuan.

Speed: All avian shapes have a base speed of 10 feet and a fly speed of 60 feet (average).

Avian Abilities: Starting at 2nd level, you gained the skilled base ability with the Perception and Survival skills. In addition, you gain 2 talon natural attacks.

At 8th level, your fly speed increases to 70 feet (good). In addition, you gain the benefits of the Fly-By Attack and Hover feats.

At 15th level, your fly speed increases to 80 feet (perfect). In addition, you gain the grab special attack with your talons.

Bear (Strength, Constitution)

Bears are fur-covered mammals that have large bodies with stocky legs, long snouts, and shaggy hair. All bears are plantigrade, possess claws that cannot be retracted, and short tails. This kingdom includes black bears, brown bears, pandas, polar bears, sloth bears, and sun bears.

Base Shape: quadruped (limbs [legs, 2], low-light vision, natural attack [bite, 2 claws], scent, terrestrial).

Shape Size: Medium or Large.

Speed: All bear shapes have a base speed of 40 feet.

Bear Abilities: Starting at 2nd level, you gain the grab special attack, tied to your claw attacks. In addition, you gain the ferocity defensive ability, allowing you to continue fighting even if your hit point total is below 0. You are still staggered and lose 1 hit point each round. You still die when your hit point total reaches a negative amount equal to your Constitution score, and you cannot use the change shape to assume a different animal form while you have any number of negative hit points.

At 8th level, you can perform bull rush, grapple, overrun, and trip combat maneuvers without provoking attacks of opportunity.

At 15th level, you are not staggered while using ferocity, and you take no damage when taking a move and a standard action or a full-round action while at 0 or fewer hit points.

Canine (Dexterity, Intelligence)

Canines are fur-covered mammals that have elongated muzzles and bushy tails. All canines are digitigrade, possess nails rather than claws, and rely primarily on quick bites for offense. This kingdom includes coyotes, domesticated dogs, foxes, jackals, raccoon dogs, wild dogs, and wolves.

Base Shape: quadruped (limbs [legs, 2], low-light vision, natural attack [bite], scent, skilled [Perception, Survival], terrestrial).

Shape Size: Diminutive, Tiny, Small, Medium, or Large.

Speed: Canine shapes that are Medium or smaller have a base speed of 40 feet. Canine shapes that are Large have a base speed of 50 feet.

Canine Abilities: Starting at 2nd level, you gain the trip special attack, tied to your bite attack. In addition, you gain the skilled base ability with the Intimidate and Stealth skills.

At 8th level, you gain the grab special attack, tied to your bite attack. In addition, when you successfully maintain a grapple against a prone foe, you can perform a drag or a reposition maneuver as part of the action spent to maintain the grapple. Your drag or reposition maneuver does not provoke attacks of opportunity from the grappled creature and you gain a +4 bonus on your drag or reposition attempt.

At 15th level, you can perform a drag or a reposition maneuver as part of the action spent to maintain a grapple against your opponent regardless of whether she is prone or standing. In addition, drag and reposition maneuvers that you make against a grappled foe do not provoke attacks of opportunity from any opponent.

Dinosaur (Strength, Constitution)

Dinosaurs are a diverse group of reptilian animals that dwell on land. Often reaching monstrous sizes, creatures in the dinosaur kingdom are categorized as such because of the primordial power they embody despite each species of dinosaur being drastically different from one another. This kingdom includes allosauruses, brontosauruses, raptors, stegosauruses, triceratops, and tyrannosauruses.

Base Shape: biped (limbs [arms, 1; legs, 1], low-light vision, natural attack [bite, 2 claws], scent, terrestrial) or quadruped (limbs [legs, 2], low-light vision, natural attack [bite, tail slap], scent, terrestrial).

Shape Size: Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, or Colossal.

Speed: Dinosaur shapes that are quadrupeds have a base speed of 30 feet. Dinosaur shapes that are bipeds and that are Large or smaller have a base speed of 50 feet. Dinosaur shapes that are bipeds and that are Huge or larger have a base speed of 40 feet.

Dinosaur Abilities: Starting at 2nd level, you gain an ability based upon your dinosaur shape's base form. If your dinosaur shape has a biped shape, you gained the skilled ability with the Acrobatics, Perception, and Stealth skills. If your dinosaur shape has a quadruped shape, you gain the trample special attack. Your trample attack deals damage 1d4 points of damage, plus 1-1/2 times your Strength. The damage listed is for Medium dinosaur shapes and is modified by your dinosaur shape's size category, as if it were a natural attack.

At 8th level, you ignore difficult terrain while charging. In addition, whenever you charge, the first natural attack that you make during the charge deals double damage on a successful hit.

At 15th level, if your dinosaur has a biped shape, you gain the pounce special attack and two talon natural attacks. If your dinosaur shape has a quadruped shape, you gain a +2 natural armor bonus to AC. This natural armor bonus stacks with any natural armor bonus that you gain from your shapeshifter class abilities.

Feline (Strength, Dexterity)

Felines are fur-covered mammals that have lithe and flexible bodies with muscular limbs. All felines are digitigrade, possess claws and razor-sharp teeth, and have a tail that is roughly a third to a half the length of their body. This animal shape includes domesticated cats, jaguars, leopards, lions, and tigers.

Base Shape: quadruped (limbs [legs, 2], low-light vision, natural attack [bite, 2 claws], scent, skilled [Acrobatics, Stealth], terrestrial).

Shape Size: Diminutive, Tiny, Small, Medium, or Large.

Speed: Feline shapes that are Medium or smaller have a base speed of 30 feet and a 20 foot climb speed (as well as the +8 racial bonus on Climb checks that a character gains from having a climb speed). Feline shapes that are Large have a base speed of 40 feet, but no climb speed.

Feline Abilities: Starting at 2nd level, you gain the grab special attack with your bite attack. In addition, you gain a +4 circumstance bonus on Stealth checks whenever you hide in long grass or undergrowth.

At 8th level, you gain the rake (2 claws) special attack. At 15th level, you gain the pounce special attack.

Fish (Dexterity, Constitution)

Fish are cold-blooded aquatic animals that breathe water and lack limbs with digits. The term 'fish' is used loosely, and often refers to nearly all aquatic creatures with a head, fins, and a powerful tail. This kingdom includes barracudas, coelacanths, gars, lungfish, oarfish, piranhas, salmon, sharks, and sunfish.

Base Shape: undulatory (aquatic, low-light vision, natural attack [bite], skilled [Perception, Swim]).

Shape Size: Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, or Colossal.

Speed: All fish shapes have a swim speed of 60 feet, as well as the +8 racial bonus on Swim checks that having a swim speed provides.

Fish Abilities: Starting at 2nd level, you gain a +2 natural armor bonus to AC. This natural armor bonus stacks with any natural armor bonus that you gain from your shapeshifter class abilities, and it increases by +1 at 8th level and 15th level. In addition, you gain blindsense out to 15 feet.

At 8th level, you can charge up to four times your swim speed while swimming. In addition, you gain blindsense out to 30 feet.

At 15th level, you do not need to move in a line when charging an opponent, nor do you need a clear path in order to charge while swimming. When charging an opponent, you may move into any space that you could normally attack you opponent from, even if that space isn't the closest space to your starting space.

Frog (Dexterity, Wisdom)

Frogs are wet-skinned amphibians that are short-bodied and tailless. Frogs have stout bodies, protruding eyes, and a cleft tongue. This kingdom includes goliath frogs, horned frogs, poisonous frogs, and tree frogs.

Base Shape: quadruped (amphibious, limbs [legs, 2], low-light vision, natural attack [bite], skilled [Acrobatics, Stealth]).

Shape Size: Diminutive, Tiny, Small, Medium, or Large.

Speed: All frog shapes have a base speed of 30 feet and a swim speed of 30 feet, as well as the +8 racial bonus on Swim checks that having a swim speed provides.

Frog Abilities: Starting at 2nd level, you gain the grab special attack with your bite attack. In addition, you gain the skilled base ability with the Swim skill.

At 8th level, you can use your tongue as a primary natural attack with reach equal to three times your normal reach. In addition, you gain the pull special attack with your tongue. When you succeed on your combat maneuver check using this ability, you pull the target 5 feet closer to you, plus 5 additional feet for every 5 by which you beat the target's CMD.

At 15th level, you gain the swallowed whole special attack. Your swallowed whole special attack deals 5d6 points of bludgeoning damage; at 17th level and every 2 levels thereafter, your swallowed whole special attack's damage increases by 1d6, to a maximum of 7d6.

Humanoid (Intelligence, Charisma)

Humanoids come in a variety of shapes and sizes, and while most are mammals, the term 'humanoid' simply refers to any human-shaped creature, and both avian and reptilian humanoids exist among others. What truly separates humanoids from other creatures is their intelligence and capacity for advanced civilizations. This kingdom includes all creatures with the humanoid type, except those with the half-construct subtype, the half-undead subtype, the constructed racial trait, or any similar ability that allows the humanoid to be treated as a creature type other than humanoid for effects that target it.

Base Shape: bipedal (hands, limbs [arms, 1; legs, 1], varied abilities). If the humanoid tied to the humanoid shape has the low-light vision, darkvision 60', low-light vision, scent, vulnerability to one or more elements, or water-dependent ability, you also gain those abilities as base abilities. You also gain the amphibious, aquatic, or terrestrial base ability based upon the environment of the humanoid tied to your humanoid shape.

Shape Size: Small, Medium, Large, Huge, or Gargantuan.

Speed: A humanoid shape's movement types and speed are determined by the racial traits of the humanoid that the humanoid shape is tied to, up to a maximum of base speed 40 feet, burrow 20 feet, climb 20 feet, fly 60 feet, and swim 60 feet. If the humanoid shape has the slow and steady ability, you gain the ability to ignore modifications to your speed from armor or encumbrance while assuming the humanoid shape.

Humanoid Abilities: Starting at 2nd level, you gain any natural attacks listed by the racial traits of the humanoid that your humanoid shape is tied to. If this humanoid does not have any natural attacks, you gain the benefits of the Improved Unarmed Strike feat while assuming the humanoid shape and your unarmed strikes count as natural attacks for the purpose of determining the benefits your attacks receive from your shapeshifter class abilities. If your humanoid shape is Medium or smaller, your unarmed strikes deal damage as a monk with a level equal to half your shapeshifter level

At 8th level, the maximum speed of your humanoid shapes increases to base speed 50 feet, burrow 30 feet, climb 30 feet, fly 90 feet, and swim 90 feet. In addition, add the following abilities to the list of base abilities that your humanoid shape can grant, based upon the racial traits of the humanoid tied to your humanoid shape: darkvision 90', fast healing 5, rend (2d6 damage), rock catching, and rock throwing (range 60', 2d6 damage). If the humanoid has regeneration, you gain fast healing of an equivalent amount instead. If the humanoid has resistance or immunity to one or more types of energy damage, you gain resistance 5 to those energy types. If the humanoid has a racial bonus on checks made with one or more skills, you gain the skilled base ability with those skills. If the humanoid has none of these abilities, you gain the skilled base ability with two skills of your choice instead. At 15th level, add the following abilities to the list of base abilities that your humanoid shape can grant, based upon the racial traits of the humanoid tied to your humanoid shape: darkvision 120', fast healing 10, regeneration 5, and rend (2d8 damage). If the humanoid has regeneration, when you are reduced to a number of negative hit points equal to twice your Constitution, your regeneration is suppressed and you die, but you can act without penalty or taking damage while reduced to 0 or fewer hit points. If the humanoid has immunity or resistance to one or more types of energy damage, you gain resistance 10 to those energy types. If the humanoid does not possess any of these abilities, you gain a +2 bonus on all saving throws instead.

Insect (Dexterity, Constitution)

Nearly limitless in their diversity, insects are the most abundant creatures on earth. All insects possess two antennae, three body segments, and six legs, but similarities typically stop there. Insects thrive in virtually any climate and the number of existing species is likely limitless. This kingdom includes ants, bees, flies, ladybugs, pond skaters, praying mantises, termites, and wasps.

Base Shape: hexapod (darkvision 30 feet, limbs [legs, 6], natural attack [bite], skilled [Perception], terrestrial).

Shape Size: Fine, Diminutive, Small, Medium, or Large. **Speed**: All insect shapes have a base speed of 30 feet.

Insect Abilities: Unlike other shapeshifter kingdoms, the insect kingdom does not possess a list of kingdom abilities; insects are so incredibly diverse that no single list of abilities could ever hope to encompass more than one or two kinds of insects out of the millions that exist. As a result, you must select an insect subkingdom whenever you choose to learn an insect shape.

Lizard (Dexterity, Constitution)

Lizards are a diverse group that include virtually all reptiles that aren't dinosaurs or snakes. Most lizards are four-legged, covered in thick scales, have external ears, and have vividly colored tails as to encourage predators to strike for the tail, which many lizards are capable of regenerating or even shedding. This kingdom includes chameleons, geckos, gila monsters, iguanas, komodo dragons, and molochs.

Base Shape: quadruped (low-light vision, limbs [arms, 1; legs 1], natural attack [bite], scent, skilled [Stealth], terrestrial)

Shape Size: Fine, Diminutive, Tiny, Small, Medium, or Large.

Speed: All lizard shapes have a base speed of 30 feet and a climb speed of 30 feet, as well as the +8 racial bonus on Climb checks that having a climb speed provides.

Lizard Abilities: Starting at 2nd level, you gain the skilled ability with the Acrobatics, Climb, and Perception skills. In addition, you gain the benefits of the Step Up feat.

At 8th level, you can move up to double your base speed as an immediate action. You can use this ability only when an adjacent foe uses a withdraw action to move away from you, and you must end your movement adjacent to the enemy that used the withdraw action. This movement provokes attacks of opportunity as normal. In addition, you gain the benefits of the Following Step feat.

At 15th level, when using Step Up, Following Step, or the lizard kingdom ability gained at 8th level to follow an adjacent foe, you may also make a single melee attack against that foe at your highest base attack bonus. This attack counts as one of your attacks of opportunity for the round. Using this ability does not count toward the number of actions you can usually take each round.

Rodent (Constitution, Intelligence)

Rodents are four-legged mammals with a single pair of teeth that never stops growing. Rodents often have robust bodies, short limbs, and long tails and are extremely adaptable to new climates and environments. This kingdom includes beavers, capybaras, guinea pigs, hamsters, mice, porcupines, rats, and squirrels.

Base Shape: quadruped (limbs [legs, 2], low-light vision, natural attack [bite], scent, skilled [Acrobatics, Climb], terrestrial).

Shape Size: Fine, Diminutive, Tiny, and Small.

Speed: All rodent shapes have a base speed of 30 feet, a climb speed of 20 feet, and a swim speed of 20 feet, as well as the +8 racial bonus on Climb and Swim checks that having a climb and swim speed provides.

Rodent Abilities: Starting at 2nd level, you gain the skilled base ability with the Stealth and Swim skills. In addition, you gain the compression special quality, allowing you to move through an area as small as one-quarter of your shape's space without squeezing or one-eighth its space when squeezing.

At 8th level, you add twice your savage spirit bonus on your initial saving throw against any disease or poison that you are exposed to. This does not apply against diseases that you have already contracted or poisons that you have already become poisoned by. In addition, you can move up to your speed and use Stealth at no penalty, or move up to twice your speed and use Stealth with a -5 penalty.

At 15th level, whenever you are exposed to a non-magical disease, you gain the disease special attack with your bite attack, allowing you to infect creatures with that disease for up to 1 hour, if you succeeding on your saving throw to avoid contracting the disease, or for as long as you are affected by the disease if you contracted it. You can only gain the disease special attack with one disease at a time (the most recent one that you were exposed to), regardless of the number of diseases that you have contracted or been exposed to. In addition, you can move up to twice your speed and use Stealth at no penalty, or use Stealth while running with a -5 penalty.

Spider (Dexterity, Wisdom)

Spiders are eight-legged arthropods that have venom-baring

fangs. Spiders possess a number of spinnerets in their abdomen that possess a variety of sticky thread called silk. This kingdom includes black widows, garden spiders, orb-weavers, recluses, and tarantulas.

Base Shape: octoped (darkvision 60 ft., limbs [legs, 4], natural attack [bite], skilled [Perception, Stealth], terrestrial).

Shape Size: Fine, Diminutive, Tiny, Small, Medium, Large, Huge, or Gargantuan.

Speed: All spider shapes have a base speed of 30 feet and a climb speed of 30 feet, as well as the +8 racial bonus on Climb checks that having a climb speed provides.

Spider Abilities: Starting at 2nd level, you gain the poison special attack with the following statistics: Bite—injury; save Fort DC (10 + 1/2 the shapeshifter's level + the shapeshifter's Constitution modifier); frequency 1/round for a number of rounds equal to half the shapeshifter's level (minimum 1); effect 1d4 Str; cure 1 save. In addition, you gain the web special attack.

At 8th level, the Strength damage that your poison ability deals on a failed saving throw increases to 1d6 and your poison requires two consecutive, successful saving throws in order to cure it instead of one successful saving throw. In addition, you can use your climb speed to climb any surface, as if using *spider climb*.

At 15th level, any creature that fails its save against your poison ability becomes staggered for the poison's duration and for 1d6 rounds afterwards. In addition, the Strength DC to break free of your web ability (as well as the Escape Artist DC to escape it) increases by +4.

Snake (Dexterity, Charisma)

Snakes are limbless reptiles with scaled bodies and two sharp fangs. Snakes are able to live both on land and in water, but like most reptiles they are unable to survive in cold environments. This kingdom includes anacondas, asps, boas, garden snakes, pythons, rattlesnakes, and vipers.

Base Shape: undulatory (natural attack [bite], scent, skilled [Perception, Stealth], terrestrial).

Shape Size: Tiny, Small, Medium, Large, Huge, or Gargantuan.

Speed: All snake shapes have a base speed of 20 feet, a Climb speed of 20 feet, and a swim speed of 20 feet, as well as the +8 racial bonus on Climb and Swim checks that having a climb speed and a swim speed provides.

Snake Abilities: Starting at 2nd level, you gain the grab special attack with your bite attack. In addition, you gain the constrict special attack, dealing an amount of bludgeoning damage on a successful grapple check equal to your bite attack. In addition, add Acrobatics to the list of skills that you gain the benefits of the skilled base ability with.

At 8th level, you can use rhythmic hissing or the rattling of specialized scales on your snake shape's tail to cause one or more creatures to become fascinated with you. This acts as the fascinate bardic performance ability, except the save DC is equal to 10 + 1/2 your shapeshifter level + your Charisma modifier, and it lasts 1 round/level. You may use this ability a number of times per day equal to your savage spirit bonus. In addition, you gain a +2 bonus on grapple checks made against fascinated opponents and you can use the Stealth skill to hide from fascinated opponents whenever she has cover or concealment, even while being observed or using an effect with audible components to fascinate the opponent herself. This effect ends if you leave snake shape for any reason.

At 15th level, any opponents fascinated by your 8th level snake ability never consider you a threat for the duration of the fascinate condition. In addition, grapple checks that you make to begin grappling such opponents are not considered a threat, and grapple checks made to maintain a grapple against such an opponent are considered potential threats rather than obvious threats for the purpose of ending the fascinate condition.

Swine (Constitution, Wisdom)

Swine are four-legged mammals with large heads, short necks, and a distinctive snout that sheathes a set of sharp tusks that are often used to gore enemies and dig up roots. Incredibly adaptive and perceptive of changes in their environment, swine possess keen senses of hearing and smell and are highly adaptive.

Base Shape: quadruped (limbs [legs, 2], low-light vision, natural attack [gore], scent, skilled [Perception, Survival], terrestrial).

Shape Size: Small, Medium, Large.

Speed: All boar shapes have a base speed of 40 feet.

Boar Abilities: Starting at 2nd level, you gain the powerful charge (1d6) special attack. In addition, you gain the ferocity defensive ability, allowing you to continue fighting even if your hit point total is below 0. You are still staggered and lose 1 hit point each round. You still die when your hit point total reaches a negative amount equal to your Constitution score, and you cannot use the change shape to assume a different animal form while you have any number of negative hit points.

At 8th level, the amount of damage dealt by your powerful charge special attack increases to 2d6 + 1/2 your shapeshifter level. In addition, you don't provoke attacks of opportunity when using the overrun combat maneuver and when making a charge, you can attempt to overrun one creature in the path of the charge as a free action. If you successfully overrun that creature, you can complete the charge. If the overrun is unsuccessful, the charge ends in the space directly in front of that creature. If you have this ability and the Charge Through feat, you may attempt to overrun two creatures in the path of your charge in this manner.

At 15th level, whenever you deal your powerful charge damage to an opponent that opponent takes an additional 50% of the damage dealt as bleed damage. The bleeding creature takes this damage each round at the start of its turn unless stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself.



Harbingers and instruments of the planes, vessels are the mortal hosts of outsiders who wish to act upon the Material Plane. Known as passengers, the relationship between a vessel and its otherworldly passenger is comparable to that of possession; the passenger experiences whatever its passenger experiences, and in some cases the passengers acts directly upon its vessel's behalf, its own personality usurping that of the vessel.

The exact relationship between vessel and passenger differs from individual to individual as well as the kind of passenger that is inhabiting the passenger. One devil passenger might manipulate his vessel's actions and abilities from the darkest recesses of his soul, delighting in the knowledge that its vessel's actions are slowly condemning its soul to Hell, while another might prefer to fully override its vessel's will, seeing the vessel as little more than a mount. Whatever the case may be, the passenger is able to bestow a number of phenomenal, occult powers upon the creature that it inhabits that it wouldn't normally possess otherwise, intermingling its powers with the very essence of the vessel's soul in order to perform occult miracles similar in nature to the divine power of the gods.

Role: Vessels are extremely diverse characters and often develop talents and abilities based upon the needs and personality of their passengers. Each passenger is a unique being with its own goals and desires, and as a result two vessels with passengers of the same subtype often have drastically different motives and supernatural powers.

Alignment: Any. Hit Dice: d8. Starting Age: As a rogue. Starting Wealth: As a rogue.

Class Skills

The vessel's class skills are Climb (Str), Fly (Dex), Intimidate (Cha), Knowledge (any) (Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the vessel.

Weapon and Armor Proficiency: Vessels are proficient with all simple weapons, light armor, and shields (except tower shields).

Aura: A vessel with a chaotic, evil, good, or lawful passenger has a particularly powerful aura (as a cleric) corresponding to the passenger's alignment.

Spells: A vessel can cast a small number of psychic spells drawn from the cleric spell list. To learn or cast a spell, a vessel must have a Charisma score equal to at least 10 + the spell's level. He can cast any spell he knows without preparing it ahead of time. The saving throw DC against a vessel's spell is equal to 10 + the spell's level + the vessel's Charisma modifier.

A vessel's highest level of spell is 6th. Cleric spells of 7th level and above are not on the vessel class spell list, and a vessel cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of cleric spells of 7th level or higher.

A vessel can cast only a certain number of spells of each level per day. His base daily spell allotment is given on Table: Vessel. In addition, he receives bonus spells per day if he has a high Charisma score (see the ability scores section of Chapter 1 of the PATHFINDER ROLEPLAYING GAME CORE RULEBOOK).

The vessel's selection of spells is limited. At 1st level, a vessel knows two 0-level spells of his choice. At each new level, the vessel learns one or more new spells, as indicated on Table: Vessel Spells Known. Unlike his spells per day, the number of spells a vessel knows is not affected by his Charisma score; the numbers on Table: Vessel Spells Known are fixed. At 5th level and every three levels thereafter, a vessel can learn a single new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and he must choose whether to swap the spell at the same time he gains new spells known for the level.

Knacks: Vessels learn a number of knacks, or 0-level spells, as noted on Table: Vessel Spells Known. These spells are cast like any other spell, but they don't consume slots and can be used again.

Passenger: A vessel begins play with a powerful bond with a specific outsider known as a passenger (see page 26), who forms a link with the vessel that allows him to harbor the passenger within his consciousness forever after. Each passenger possesses an outsider subtype that determines its origin and determines which omens are available to the vessel as well as the manifestation and effects of grace overfloweth (see below). A vessel must be within one alignment step of his passenger's alignment; if the vessel's alignment changes to an alignment that is incompatible with the passenger's, the vessel loses all spells and class features except weapon and armor proficiencies until he atones (see ex-vessels).

While harboring a passenger, a vessel is immune to any attempts to possess or exercise mental control over him, unless the attempt is made by a creature with four more caster levels (if the controlling effect is a spell) or four more Hit Dice (if the controlling effect is a supernatural ability) than the vessel's level. Otherwise, this ability functions as *protection from evil*, except this immunity applies against all such attempts, regardless of the user's alignment.

Grace: At 1st level, a vessel can invite the true power of his passenger into his body, allowing him to gain fantastic boons. A vessel accepts grace into his body using invocations (see below)

Table:	Vessel										
Base Attack						Spells per Day					
Level	Bonus	Fort	Ref	Will	Special	1	2	3	4	5	6
01	+0	+0	+0	+2	aura, auspice, grace, invocation, knacks, passenger	1	-	_	-	-	-
02	+1	+0	+0	+3	omen, ritual lore	2	-	_	-	_	-
03	+2	+1	+1	+3	grace boon, grace overfloweth	3	1	_	-	_	_
04	+3	+1	+1	+4	inner grace 1	3	2	_	-	_	_
05	+3	+1	+1	+4	omen	4	3	_	-	_	_
06	+4	+2	+2	+5	grace boon, twofold utterance	4	3	_	-	-	-
07	+5	+2	+2	+5	passenger's jaunt (dimension door)	4	4	1	-	-	-
08	+6/+1	+2	+2	+6	omen	4	4	2	-	-	-
09	+6/+1	+3	+3	+6	grace boon	5	4	3	-	-	-
10	+7/+2	+3	+3	+7	inner grace 2, passenger's jaunt (plane shift/teleport)	5	4	3	1	-	-
11	+8/+3	+3	+3	+7	omen	5	5	4	2	-	-
12	+9/+4	+4	+4	+8	grace boon	5	5	4	3	-	-
13	+9/+4	+4	+4	+8	passenger's jaunt (walk through space)	5	5	4	3	1	-
14	+10/+5	+4	+4	+9	omen	5	5	4	4	2	-
15	+11/+6/+1	+5	+5	+9	grace boon, threefold utterance	5	5	5	4	3	-
16	+12/+7/+2	+5	+5	+10	inner grace 3, passenger's jaunt (greater teleport)	5	5	5	4	3	1
17	+12/+7/+2	+5	+5	+10	omen	5	5	5	4	4	2
18	+13/+8/+3	+6	+6	+11	grace boon	5	5	5	5	4	3
19	+14/+9/+4	+6	+6	+11	passenger's jaunt (interplanetary teleport)	5	5	5	5	5	4
20	+15/+10+5	+6	+6	+12	omen, perfect grace	5	5	5	5	5	5

and spends it in order to enhance his attacks and spells or use his omens. For each point of grace he accepts, a vessel must either take 1 point of nonlethal damage per character level or sacrifice a number of levels of spell slots equal to half her vessel level (minimum 1). The vessel cannot sacrifice knacks in order to mitigate this damage, and nonlethal damage dealt by accepting points of grace can't be healed by any means other than getting a full night's rest, which removes all grace and associated nonlethal damage. Nonlethal damage from grace can't be reduced or redirected, and a vessel incapable of taking nonlethal damage can't accept grace. A vessel can accept a total number of points of grace each day equal to 3 + his Constitution modifier (though he can be forced to accept more grace from a source outside his control). A vessel who has accepted grace never benefits from abilities that allow him to ignore or alter the effects he receives from nonlethal damage.

Auspice (Su): At 1st level, a vessel can use his patron's grace in order to garner its support. A vessel can spend 1 point of grace to roll twice whenever he rolls a d20 and take the higher result. If he uses this ability after rolling a d20, he can reroll the d20 instead and use the new result, even if it is worse. Using this ability is a free action, and the vessel can use it even if it isn't his turn.

Invocation (Su): At 1st level, a vessel can invoke his passenger's grace by uttering an invocation. Each invocation allows the vessel to accept 1 point of grace as a move action in order to gain a benefit or special ability based upon the type of invocation uttered. After uttering an invocation, it remains in effect for up to 1 minute per vessel level or until the combat ends (whichever occurs first), at which point all

of the bonuses immediately end. The vessel must participate in the combat to gain these bonuses. If he is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until he can participate in the combat again. A vessel cannot utter an invocation if he is unable to accept more grace.

When the vessel uses this ability, the vessel must select one type invocation to utter and he can only have one invocation active at a time. If his passenger is evil, the vessel receives profane bonuses instead of sacred, as appropriate. Vessels with a neutral passenger must select profane or sacred bonuses. Once this choice is made, it cannot be changed.

Destruction: The vessel's passenger bestows upon him the power to wreck his enemies, granting him a +1 sacred bonus on damage rolls. This bonus increases by +1 for every three vessel levels he possesses.

Focus: The vessel's passenger refines the fervor of his magic, granting him a +1 sacred bonus to the save DC of any vessel spell that he casts. This bonus increases by +1 for every eight vessel levels he possesses.

Protection: The vessel's passenger deflects otherwise fatal attacks away, granting him a +1 sacred bonus to Armor Class. This bonus increases by +1 for every five vessel levels he possesses. At 10th level, this bonus is doubled against attack rolls made to confirm critical hits against the vessel.

Piercing: The passenger's grace hones the vessel's spells, granting him a +1 sacred bonus on concentration checks and on caster level checks made to overcome a target's spell resistance. This bonus increases by +1 for every three vessel

levels he possesses.

Purity: The passenger's grace wards him from the vile taint of his enemies, granting him a +1 sacred bonus on all saving throws. This bonus increases by +1 for every five vessel levels he possesses. At 10th level, this bonus is doubled against curses, diseases, and poisons.

Purpose: The passenger's grace strengthens the vessel's sense of purpose, granting him a +1 sacred bonus on attack rolls. This bonus increases by +1 for every three vessel levels he possesses. At 10th level, this bonus is doubled on attack rolls made to confirm a critical hit.

Resiliency: The vessel's passenger makes him resilient to harm, granting him DR 1/magic. This DR increases by 1 for every five levels he possesses. At 10th level, this DR changes from magic to the alignment or special material noted in the passenger's damage reduction entry. If the passenger's entry lists multiple alignments or special materials, he chooses from among those listed each time he utter this invocation.

Chaotic, Evil, Good, and Lawful Spells: A vessel cannot cast spells of an alignment opposed to his own or his passenger's. Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

> **Omen**: Starting at 2nd level and every three levels thereafter, a vessel gains a special power from his passenger that alters the way that he accepts and spends grace called an omen. Unless otherwise noted, an omen can be selected only once. Some omens require the vessel to meet other prerequisites before they can be chosen, such as possessing another omen or attaining a minimum

level. Once an omen has been chosen, it cannot be changed. The saving throw DC against a vessel's omens is 10 + 1/2 the vessel's level + the vessel's Charisma modifier.

Adaptive Invocation (Su): When the vessel utters an incantation, he accepts grace as normal and can choose to gain the benefits of this omen instead of one of the standard types of invocation. The vessel's passenger protects him from the dangers of the planes, shielding him from adverse conditions. The vessel gains immunity to the harmful environmental effects of any plane of existence that he travels to, including hazards such as toxicity, extreme temperatures, and lack of air. This benefit functions like *planar adaptation*^{APG}, except it does not grant the vessel energy resistance and it functions regardless of whether or not the vessel is on his home plane. Unlike other invocations this invocation's duration is equal to 1 hour per vessel level. The vessel must be at least 8th level before selecting this invocation.

Alter Divination (Su): When the vessel casts a "detect" spell or spell-like ability, he can alter the shape of the spell's effect by spending 1 point of grace as part of the action to cast the spell. Instead of a cone-shaped spread, the vessel can choose to affect a radius-emanation using the spell's range or a lineshaped emanation using twice the spell's range.

Anchoring Grace (Su): The vessel can spend 1 point of grace in order to attempt to anchor a creature to its current plane of existence, functioning like *dimensional anchor* except it requires a touch attack rather than a ranged touch attack. Alternatively, the vessel can make one free melee attack with his weapon (at his highest base attack bonus) instead of the free melee touch attack normally allowed to deliver a spell with a range of touch. If successful, this melee attack deals its normal damage as well as the effects of dimensional anchor. A vessel must be at least 11th level



before selecting this omen.

Cruelty (Su): A vessel can select a cruelty (as the antipaladin class ability) in place of an omen, applying its effects to his passenger's touch ability whenever he uses it to deal damage. The vessel can select any cruelty available to an antipaladin of his vessel level, and any effect based on antipaladin level uses the vessel's class level instead. If the cruelty has a prerequisite, the vessel must fulfill the prerequisite before taking that cruelty. This omen can be selected multiple times. A vessel must have the passenger's touch omen and his passenger must have the evil subtype before selecting this omen.

Destructive Grace (Su): While benefiting from the destruction invocation, the vessel can spend 1 point of grace as a swift action in order to increase his sacred bonus on damage rolls from this invocation to equal his vessel level until the start of his next turn.

Destructive Smiting (Su): While benefiting from the destruction invocation, the vessel's weapon attacks (including natural weapons and unarmed strikes) count as magic for the purpose of bypassing damage reduction. At 11th level, the vessel's weapons also count as one alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction. He must select an alignment that matches one of his passenger's subtypes; if his passenger does not have an alignment subtype, his weapons count as adamantine for the purpose of overcoming damage reduction instead. A vessel must be at least 5th level before selecting this omen.

Discernment (Su): A vessel with this omen can, at will, spend 1 point of grace in order to cast *locate object* as a spell-like ability. At 8th level, he can spend 1 point of grace in order to cast *locate creature* as a spell-like ability instead. The vessel must be at least 5th level before selecting this omen.

Distort Space (Su): The vessel distorts reality around him as a standard action, functioning like *blur*. This benefit lasts until the start of his next turn. By spending 1 point of grace when he uses this ability, he increases its duration to 1 round per vessel level he possesses. The vessel must be at least 5th level before selecting this omen.

Domain: The vessel gains one domain, as a cleric. He can choose any domain associated with his passenger, as noted in his passenger's description. The vessel uses his level as his effective cleric level when determining the power and effect of his domain powers. If the vessel has levels in another class that grants domains, at least one of the new class's domain selections must be the same domain. Levels of cleric and vessel stack for the purpose of determining domain powers and abilities, but not for bonus spells. In addition, the vessel can spend grace in order to cast any one of his domain's spells as if it were one of his vessel spells known, expending a vessel spell slot of the same level to cast the desired spell. Casting a spell in this manner always as a minimum casting time of 1 full round, regardless of the casting time of the spell, and costs a number of points of grace equal to half the spell's level (minimum 1).

Flexible Morality (Su): When using a class ability with a

Table: Vessel Spells Known									
Level	0	1st	2nd	3rd	4th	5th	6th		
1st	4	2	_	_	_	_	-		
2nd	5	3	_	_		_	-		
3rd	6	4	_	_		_	-		
4th	6	4	2	_		_	-		
5th	6	4	3	_		_	-		
6th	6	4	4	_		_	-		
7th	6	5	4	2		_	-		
8th	6	5	4	3		_	-		
9th	6	5	4	4		_	_		
10th	6	5	5	4	2	_	-		
11th	6	6	5	4	3	_	-		
12th	6	6	5	4	4	_	-		
13th	6	6	5	5	4	2	-		
14th	6	6	6	5	4	3	-		
15th	6	6	6	5	4	4	-		
16th	6	6	6	5	5	4	2		
17th	6	6	6	6	5	4	3		
18th	6	6	6	6	5	4	4		
19th	6	6	6	6	5	5	4		
20th	6	6	6	6	6	5	5		

variable effect based upon the target's alignment in relation to the alignment subtypes of his passenger (such as the passenger's touch omen), the vessel always treats his allies as though their alignment was a match to his passenger's alignment subtypes.

Focused Grace (Su): While benefiting from the focus invocation, the vessel can alter his spells as if with metamagic feats by spending grace. By spending 2 points of grace, he can empower a spell as if using Empower Spell. At 11th level, by spending 3 points of grace, he can maximize a spell as if using Maximize Spell. At 14th level, by spending 4 points of grace, he can quicken a spell as if using Quicken Spell. The vessel can only apply one of these modifications to a spell at a time, and modifying a spell with focused grace increases the spell's casting time to 1 full round, as if he were a sorcerer applying a metamagic feat to one of his spells. A vessel must be at least 8th level before selecting this omen.

Graceful Bane (Su): While benefiting from the destruction invocation, the vessel can spend 1 point of grace as a swift action in order to increase the enhancement bonus of any weapon that he wields by +2 until the start of his next turn. In addition, his successful weapon attacks also deal an extra 2d6 points of damage. These benefits don't stack with the *bane* weapon special ability. A vessel must be at least 8th level before selecting this omen.

Graceful Protection (Su): While benefiting from the protection invocation, the vessel can spend 1 point of grace as an immediate action in order to add his Charisma bonus (if any) to his AC and CMD as a deflection bonus. This benefit lasts until the start of the vessel's next turn.

Hindsight (Su): When a vessel with this omen uses his auspice ability after rolling a d20, he gains a +1 bonus on his reroll for

every three levels he possesses (minimum 1).

Intimidating Grace (Su): While benefiting from grace overfloweth, the vessel can intensify the visual components of his grace manifestation as a standard action in order to demoralize nearby enemies, functioning like the Dazzling Display feat. The vessel does not need to present a weapon to use this ability. This ability counts as the Dazzling Display feat for the purpose of meeting feat prerequisites. The vessel must have the grace overfloweth ability before selecting this omen.

Invocation Aura (Su): Whenever a vessel utters an invocation, he can spend 1 point of grace as a free action in order to grant the benefit of his invocation to all allies within 30 feet for a number of rounds equal to his vessel level. An ally only receives these benefits if her alignment is a match or a partial match to the alignment subtypes of the vessel's passenger. A vessel may only grant one invocation to his allies at a time, regardless of the number of invocations that he can utter simultaneously. A vessel must be at least 14th level before selecting this omen.

Mercy (Su): A vessel can select a mercy (as the paladin class ability) in place of an omen, applying its effects to his passenger's touch ability whenever he uses it to heal. The vessel can select any mercy available to a paladin of his vessel level, and any effect based on paladin level uses the vessel's class level instead. If the mercy has a prerequisite, the vessel must fulfill the prerequisite before taking that mercy. This omen can be selected multiple times. A vessel must have the passenger's touch omen and his passenger must have the good subtype before selecting this omen.

Mighty Smiting (Su): While benefiting from the destruction invocation, the vessel can spend 1 point of grace when he makes his first successful attack against a specific opponent. If that opponent's alignment is opposite his passenger's alignment or does not match, he adds his vessel level to the sacred bonus on damage rolls that he gains from his destruction invocation for that attack. This ability has no effect if the opponent's alignment matches that of the vessel's passenger or is a partial match. Using this ability is a free action, and he can use it even when it isn't the vessel's turn.

Mystic Grace (Su): While benefiting from the piercing invocation, the vessel can spend 1 point of grace as a free action whenever he casts a spell in order to add the invocation's bonus on caster level checks to the spell's caster level for the purpose of determining level-dependent effects, such as duration, range, and damage. The vessel must be at least 8th level before selecting this invocation.

Passenger's Telekinesis (Sp): As long as the vessel has at least 1 point of grace, he can move objects as if using mage hand, except he can affect objects that weigh up to 5 pounds per 2 vessel levels he possesses (minimum 5 pounds), and he can move magical objects. Additionally, the vessel can create a container of entwined strands of aether in order to hold liquids or piles of small objects of the same weight. He can dip the container to pick up or drop a liquid as a move action. The passenger's telekinesis can also be used to duplicate the effects

Table: Alignment MatchesPassenger's

Alignment	Opposite	Partial Match	No Match
LG	CE	CG, LE, LN, NG	CN, N, NE
NG	NE	CG, LG, N	CE, CN, LE, LN
CG	LE	CE, CN, LG, NG	LN, N, NE
LN	CN	LE, LG, N	CE, CG, NE, NG
N	_	CN LN, NE, NG	CE, CG, LE, LG
CN	LN	CE, CG, N	LE, LG, NE, NG
LE	CG	CE, LG, LN, NE	CN, N, NG
NE	NG	CE, LE, N	CG, CN, LG, LN
CE	LG	CG, CN, LE, NE	LN, N, NG
		the second s	

of the open/close cantrip.

Passenger's Touch (Su): The vessel can spend 1 point of grace in order to heal allied creatures or harm enemies based upon how the target's alignment matches with the alignment subtypes of the vessel's passenger, as described on Table: Alignment Matches.

If the target's alignment is a match or a partial match to the passenger's alignment subtype, this ability heals the target. If the target's alignment is a match, passenger touch's heals the target of 1d6 points of damage per 2 vessel levels. If the target's alignment is a partial match, passenger's touch heals the target of 1d6 points of damage, plus an additional 1d6 points of damage at 5th level and every 5 levels thereafter.

If the target's alignment is opposite to passenger's alignment or does not match, this ability harms the target. If the target's alignment is opposite the vessel's alignment subtypes, passenger's touch deals 1d6 points of damage per 2 vessel levels to the target. If the target's alignment does not match the passenger's alignment, passenger's touch deals 1d6 points of damage to the target, plus an additional 1d6 points of damage at 5th level and every 5 levels thereafter. This ability does not allow a saving throw to reduce or negate the damage.

A vessel must touch his target in order to use this ability. When touching a creature that is not an ally, the vessel must hit the target with a successful melee touch attack in order to use this ability; if the attack misses, the vessel can hold onto his passenger's grace indefinitely as if he were holding the charge of a touch spell. Using this ability is a standard action unless the vessel targets himself, in which case it is a swift action. The vessel can treat any character with the passenger class feature (including himself) as though it had an alignment that matches its passenger's alignment subtypes for the purpose of determining the effects of this ability.

Passenger's Vanishing (Sp): The vessel can render himself invisible to casual observation, allowing him to spend 1 point of grace in order to become invisible (as *invisibility*) for a number of rounds equal to his level. At 6th level, he can spend 2 points of grace in order to become invisible for a number of minutes equal to his level instead. At 10th level, he can spend 3 points to become invisible (as *greater invisibility*) for a number of rounds equal to his level.



Premonition (Su): Whenever the vessel uses his auspice ability before rolling a d20, he can choose to roll two d20s and take the higher result or to roll one d20 and treat his die roll as if he had rolled an 11. A vessel must be at least 5th level before selecting this omen.

Purity of Grace (Su): While benefiting from the purity invocation, the vessel can spend 1 point of grace as an immediate action in order to add his Charisma bonus (if any) on his next saving throw. If he uses his auspice ability on this saving throw, he also adds his Charisma bonus to the reroll. This benefit lasts until the start of the vessel's next turn.

Purposeful Grace (Su): While benefiting from the purpose invocation, the vessel can spend 1 point of grace as an immediate action in order to add his Charisma bonus (if any) on the next attack roll that he makes before the start of his next turn.

Revitalizing Invocation (Su): When the vessel utters an invocation, he accepts grace as normal and can choose to gain the benefits of this omen instead of one of the standard types of invocation. The vessel's passenger uses its powers to mend his tattered body, revitalizing his health. The vessel gains fast healing 1 for the invocation's duration. At 5th level and every three levels thereafter, this increases by 1 (to a maximum of fast healing 7 at 20th level.

Rewrite Fate (Su): When a creature that the vessel is aware of rolls a d20 as part of an ability check, attack roll, saving throw, or skill check, he can spend 1 point of grace as an immediate action in order to force that creature to roll twice and use the lower result.

Ritualistic Implements (Su): Whenever the vessel uses a spell completion or spell trigger magic item, he calculates the DC for any spell it contains using his Charisma modifier, instead of the minimum modifier needed to cast a spell of that level. By spending 1 point of grace whenever he attempts to use a spell completion or spell trigger magic item, the vessel treats that spell as if it was a psychic spell on his vessel spell list for the purpose of determining whether he needs to make a Spellcraft check to use the item.

Sense Alignment (Sp): At will, a vessel with this omen can cast detect chaos, detect evil, detect good, or detect law. He can only use one of these at any given time. When doing so, he can choose to concentrate on a single item or individual within the spell's range and determine if it is chaotic, evil, good, or lawful, respectively. When he does so, he learns the strength of the item or individual's aura as if having studied it for 3 rounds. While focusing on one individual or object in this manner, the vessel does not detect the alignment of any other object or individual within range.

Spell Shatter (Su): While benefiting from the piercing invocation, the vessel can spend 1 or more points of grace as a swift action to gain the ability to shatter spells. If the vessel hits an opponent with a weapon attack within the next minute, that creature is the subject of a targeted *dispel magic* using the vessel's level as the caster level. Unlike *dispel magic*, this omen cannot dispel a spell of a level higher than twice the number of

points of grace expended to activate this ability (treat higherlevel spells as if they do not exist and apply the dispel attempt to the remaining spells with the highest caster level). Once the strike is made, the power dissipates, even if the dispel attempt is unsuccessful. If the vessel possesses the passenger's touch omen, he can also use this ability to subject any creature that he damages or heals with passenger's touch to a targeted *dispel magic* effect, as if he had hit that creature with a weapon attack. A vessel must be at least 11th level before selecting this omen.

Telekinetic Haul (Sp): When using passenger's telekinesis, the vessel can move an object that weighs up to 100 pounds per vessel level he possesses. If he spends 1 point of grace as a free action, the maximum weight further increases to 1,000 pounds per vessel level that he possesses. This alteration of the passenger's telekinesis omen lasts for 1 minute per vessel level. A vessel must have the passenger's telekinesis omen before selecting this omen.

Telekinetic Maneuvers (Sp): The vessel can spend 1 point of grace in order to gain the ability to cast *telekinesis* as a spell-like ability at will for 1 minute, using his Charisma modifier to determine his Combat Maneuver Bonus and adding dirty trick and steal to the list of combat maneuvers that he can perform using this spell-like ability. The vessel can only use the combat maneuver version of *telekinesis* in this manner. If the vessel possesses the telekinetic haul omen, he can use any version of the *telekinesis* spell (sustained force, combat maneuver, or violent thrust) in any combination for this spell-like ability's duration. A vessel must be at least 8th level and have the passenger's telekinesis omen before selecting this omen.

Visionary Invocation (Su): When the vessel utters an invocation, he accepts grace as normal and can choose to gain the benefits of this omen instead of one of the standard types of invocation. Within the span of a single moment, the vessel's passenger reveals countless secrets to him, granting him the ability to choose one skill and treat his number of ranks in that skill as being equal to his character level. When substituting in this way, the vessel adds his ability score modifier, class skill bonus, and any other bonuses he gains on checks with the chosen skill as normal. If this invocation is uttered during combat, it does not end after the combat has ended. If the vessel has the ability to maintain multiple instances of this invocation, allowing him to apply its benefits to multiple skills simultaneously. A vessel must be at least 8th level before selecting this omen.

Ritual Lore (Ex): At 2nd level, the vessel's passenger whispers occult secrets into his ears, allowing to quickly identify and master occult rituals. He gains a bonus on all caster level checks and skill checks made as part of an occult ritual (*PATHFINDER ROLEPLAYING GAME OCCULT ADVENTURES*) and all Intelligence checks made to learn a new occult ritual equal to half his vessel level.

Grace Overfloweth (Su): At 3rd level, a vessel's body surges with his passenger's power whenever he accepts grace, causing him to manifest a sign of his passenger's presence. His appearance changes as noted by his passenger's grace manifestation entry, and he gains a number of grace boons based upon his vessel level and his passenger's subtype. He gains his first boon at 3rd level, and gains an additional boon every three levels thereafter.

The vessel can suppress his grace manifestation as a fullround action, but doing so suppresses all of his grace boons as well. The next time the vessel accepts or spends grace or casts a spell, his grace manifestation and boons return instantly.

Inner Grace (Su): At 4th level, a vessel's familiarity with his passenger's grace allows him to form an inner reserve where he can store extra grace. Each day when the vessel regains his spell slots, his inner reserves fill with 1 point of grace. Gaining grace in this manner does not cause nonlethal damage to the vessel, and he can spend this grace point as he would any other. At 10th level and 16th level, the total number of points of grace that the vessel's inner reserves can store increase by 1, to a maximum of 3 points of grace. Points of grace held in the vessel's inner reserve don't activate grace overfloweth.

Twofold Utterance (Su): At 6th level, whenever a vessel uses his invocation ability, he can benefit from two different invocations simultaneously. He can use two separate actions to utter each invocation independently, or he can accept 2 points of grace in order to gain the benefits of two different invocations at the same time with a single move action. He takes nonlethal damage for each point of grace accepted in this manner.

Passenger's Jaunt (Sp): Beginning at 7th level, a vessel can allow his vessel to transport his body through the Ethereal Plane, allowing to move vast distances with no physical effort. He can spend 1 point of grace to cast *dimension door* as a spell-like ability. At 10th level, he can spend 1 point of grace to cast *walk through space^{UC}* as a spell-like ability. At 13th level, he can spend 3 points of grace to cast *plane shift* or *teleport* as a spell-like ability. At 16th level, he can spend 5 points of grace to cast *greater teleport* as a spell-like ability. At 19th level, he can spend 7 points of grace to cast *interplanetary teleport^{UM}* as a spell-like ability. The vessel cannot target creatures other than himself with his *dimension door*, *plane shift*, *teleport*, *greater teleport*, or *interplanetary teleport* spell-like abilities unless he spends an additional point of grace for each additional creature that he wishes to target.

Threefold Utterance (Su): At 15th level, whenever a vessel uses his invocation ability, he can benefit from three different invocations simultaneously. He can use separate actions to utter each invocation independently, or he can accept up to 3 points of grace in order to gain the benefits of one invocation per point of grace accepted at the same time as a move action. He takes nonlethal damage for each point of grace accepted in this manner.

Perfect Grace (Su): At 20th level, the vessel becomes an unwavering conduit of the higher planes. Once per day, a vessel can activate this ability to immediately accept 10 points of perfect grace. Perfect grace allows the vessel to benefit from any omens or class abilities that he possesses that require him to have a minimum number of points of grace, such as the grace overfloweth ability, and he can spend them to activate his omens and class abilities as if they were points of grace. Points of perfect grace don't count against the total number of points of grace that the vessel can possess, and accepting them doesn't cause the vessel to take nonlethal damage. Points of perfect grace last for 1 minute, after which they are lost.

Ex-Vessels

A vessel whose actions grossly offends the aims and ends of his passenger loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a vessel until he atones for his deeds (see the *atonement* spell description) or until he replaces his passenger with a new one whose alignment and goals better match his own. Replacing a passenger requires a special ritual that costs 500 gp per vessel level and takes 8 hours to perform. Only ex-vessels can attempt to replace a passenger.

Passengers

Although a passenger has no abilities of its own, it grants its vessel a number of abilities based upon its vessel's level while the vessel possesses an adequate amount of grace. When a vessel gains his first point of grace from his passenger, he must decide its subtype. The passenger's subtype determines the benefits that the vessel gains from his grace overfloweth ability, as well as its overall personality and theme. Once the choice of subtype is made, it cannot be changed.

Each subtype entry below includes the following information.

Name: This is the name of the passenger's subtype. Noted in parenthesis next to the subtype's name are any alignment subtypes that are associated with the passenger, such as chaotic, evil, good, or lawful. The passenger grants its vessel an aura with alignment components that reflect these alignment subtypes (see the aura class feature).

Description: This gives a basic overview of passengers of this subtype, including general guidelines on appearance and personality.

Alignment: The passenger possesses this alignment. The vessel's alignment must be within one alignment step of this alignment in order to harbor a passenger of this subtype.

Associated Domains: Each subtype of passenger is associated with three cleric domains. This association is used only to determine the effects of certain vessel abilities, such as the domain omen.

Damage Reduction: This entry describes which alignment component or special material overcomes the vessel's damage reduction beginning at 10th level (see the resiliency invocation ability).

Grace Manifestations: This entry describes the physical change that accompanies the vessel's grace overfloweth ability. The changes listed here are physical and cannot be removed or suppressed by any means, including polymorph effects and mundane disguises.

Grace Boons: Each passenger grants a number of special abilities to its vessel when he has 1 or more points of grace known as a grace boon, as per the grace overfloweth class ability. The save DC for a grace boon is 10 + 1/2 the vessel's level + the vessel's Charisma modifier.

Aeon

Stewards of the mysterious monad, or "the condition of all," aeons are mystically connected with the transcendental undersoul of all living beings. Incapable of malice or compassion, aeons claim that it is their duty to maintain the cosmic balance. Aeon passengers often take vessels when they need to commune directly and infallibly with mortals and do so without any concern for the wellbeing of their vessel.

Alignment: Neutral.

Associated Domains: Destruction, Healing, Knowledge. Damage Reduction: DR/adamantine.

Grace Manifestations: The vessel's alignment, emotion, magic, and emotional auras manifest around him in a dazzling interplay of colors and aromas, painting a portrait of his thoughts on and around his body.

Grace Boons: The presence of an aeon passenger shrouds its vessel in Cosmic Fire, making it resistant to harm and exposing it to the full knowledge and experience of reality's undersoul.

Aeon Body (Su): At 3rd level, the vessel of an aeon passenger gains cold resistance 5, darkvision out 60 feet, and a +1 bonus on saves against poison. This bonus on saving throws increases by +1 at 6th level and every three levels thereafter, up to a maximum of +5 at 15th level. In addition, all Knowledge skills are class skills for a vessel with an aeon passenger. The vessel has these additional class skills constantly, even while not benefiting from grace overfloweth.

At 6th level, the vessel also gains electricity resistance 5 and fire resistance 5. At 12th level, his cold resistance increases to 10. At 15th level, his electricity resistance and fire resistance increases to 10.

Void Form (Su): At 6th level, the vessel of an aeon passenger gains the graceful protection omen as a bonus omen; if he already possesses this omen, he can retrain it for free. In addition, when the vessel uses this omen, its benefits last for a number of rounds equal to half his vessel level. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

Oversoul Infusion (Su): At 9th level, the vessel of an aeon passenger gains a 30% chance to ignore additional damage caused by critical hits and sneak attacks. This chance increases to 40% at 12th level and 50% at 15th level.

Extension of All (Su): At 12th level, the vessel of an aeon passenger can spend 1 point of grace whenever he attempts a Knowledge check in order to add half his vessel level to the result of the check. If he uses this check to identify a creature's abilities or weaknesses and succeeds, he gains a +4 insight bonus on attack rolls against that monster or type of monster for a number of rounds equal to 1 + his Charisma bonus (minimum

1). Using this ability is a free action and it can be used even if it isn't the vessel's turn.

Envisaging (Su): At 15th level, the vessel of an aeon passenger gains the telepathy universal monster ability with a range of 100 feet. If the vessel already has telepathy, the range of his telepathy increases by 100 feet. The vessel has this ability constantly, even while not benefiting from grace overfloweth.

True Aeon (Su): At 18th level, the vessel of an aeon passenger gains immunity to cold and poison. In addition, each day when the vessel regains his spell slots he stores a perfect psychic representation of himself within the Akashic Record, as if he had cast *akashic form⁰⁴*. If he dies at any point during the next 24 hours, the vessel can spend 4 points of grace in order to assume the stored record of his physical body. He can use this ability once per day.

Agathion (Good)

Protectors of peaceful Nirvana, agathions are stewards of righteousness and enlightenment. Although agathions place deep value in life and the preservation of innocence, agathions themselves are aggressive and interventionist when it comes to dealing with evil. Because their bestial appearances startle the ignorant, agathions often take vessels in order to accomplish their goals, with some agathions taking up permanent vigil upon the Material Plane within their vessels.

Alignment: Neutral Good.

Associated Domains: Animal, Good, Healing.

Damage Reduction: DR/evil.

Grace Manifestations: The vessel manifests bestial qualities befitting of an agathion of his animal's kind.

Grace Boons: The presence of an agathion passenger allows a vessel greater access to healing powers and gifts him with the ability to speak with nearly any sentient soul in creation.

Agathion Body (Su): At 3rd level, the vessel of an agathion passenger gains electricity resistance 5, low-light vision, and a +1 bonus on saves against petrification and poison. This bonus on saving throws increases by +1 at 6th level and every three levels thereafter, up to a maximum of +5 at 15th level

At 6th level, the vessel also gains cold resistance 5 and sonic resistance 5. At 12th level, his electricity resistance increases to 10. At 15th level, his cold resistance and sonic resistance increase to 10.

Lay on Hands (Su): At 6th level, the vessel of an agathion passenger gains the passenger's touch omen as a bonus omen; if he already possesses this omen, he can retrain it for free. In addition, the vessel can use his passenger's touch ability to heal creatures of any alignment as if its alignment matched his passenger's alignment subtype. He can still choose to deal damage to creatures whose alignment doesn't match his passenger's subtype if he wishes. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

Mercy (Su): At 9th level, the vessel of an agathion passenger gains the mercy omen as a bonus omen. At the start of each day when he prepares his spells, the vessel can select all of his

mercies anew from the list of available mercies. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

Truespeech (Su): At 12th level, the vessel of an agathion passenger gains the ability to speak with any creature that has a language, as if using a constant *tongues* spell-like ability. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

Animal Speech (Su): At 15th level, the vessel of an agathion passenger gains the ability to speak with any animal he encounters, as though using *speak with animals*. Using this ability is a free action and doesn't require sound. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

True Agathion (Su): At 18th level, the vessel of an agathion passenger gains immunity to electricity, petrification, and poison. In addition, he gains *detect thoughts* as a constant spell-like ability.

Angel (Good)

Liaisons of all of the celestial realms, angels are absolute servants of good. Of all celestials, angels are the most diverse in terms of their goals and worldly views, and often have radically different outlooks depending upon which goodly plane they arose from. All angels, however, seek to vanquish evil and spread good on a cosmic scale. Angels wishing to act in secrecy often take vessels in order to help them blend in with mortals and understand the subtle nuances of mortal living.

Alignment: Any good.

Associated Domains: Glory, Good, Healing.

Damage Reduction: DR/evil.

Grace Manifestations: The vessel's body is enveloped in golden light that emanates from his back in the form of two massive, feathery wings.

Grace Boons: The presence of an angel passenger grants a vessel magnificent wings and a protective aura that wards against evil creatures.

Angelic Body (Su): At 3rd level, the vessel of an angel passenger gains acid resistance 5, cold resistance 5, and a +1 bonus on saving throws against petrification and poison. This bonus on saving throws increases by +1 at 6th level and every three levels thereafter, up to a maximum of +5 at 15th level.

At 6th level, the vessel also gains electricity resistance 5 and fire resistance 5. At 12th level, his acid resistance and cold resistance increase to 10. At 15th level, his electricity resistance and fire resistance increase to 10.

Protective Aura (Su): At 6th level, the vessel of an angel passenger emits a 30-foot protective aura while benefiting from grace overfloweth, granting all allies within this aura a +1 deflection bonus to AC and a +1 resistance bonus on all saving throws. These bonuses increase by 1 at 9th level and every three levels thereafter, to a maximum of +4 at 15th level.

Ward Against Evil (Su): At 9th level, the vessel can spend 1 point of grace as a standard action to grant all allies within his

aura the benefits of *protection from evil*. This effect lasts 1 minute. At 18th level, he can spend 2 points of grace to instead treat his aura as a *magic circle against evil* with a radius of 30 feet, centered on him.

Flight (Su): At 12th level, the vessel of an angel passenger gains a fly speed of 60 feet with perfect maneuverability.

Truespeech (Su): At 15th level, the vessel of an angel passenger gains the ability to speak with any creature that has a language, as if using a constant *tongues* spell-like ability. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

True Angel (Su): At 18th level, the vessel gains immunity to acid, cold, and petrification. In addition, when he spends 1 or more points of grace to add the effects or protection from evil or magic circle to his protective aura, the vessel can spend 1 additional point of grace to also treat his aura as a lesser globe of invulnerability with a radius of 30 feet for 1 minute.

Archon (Good, Lawful)

The greatest soldiers in all the celestial realms, archons embody Heaven's power and righteousness. The archon hosts are comprised of the greatest military minds on the side of good and while fair and just, have notoriously little patience for those who violate their oaths and ideals. Archons are willing to take whatever actions are necessary to halt the oncoming tide of evil throughout the cosmos, and often take vessels to serve the archons for the purpose of covertly gathering intelligence and raising armed resistance against evil.

Alignment: Lawful Good.

Associated Domains: Good, Law, War.

Damage Reduction: DR/evil.

Grace Manifestations: The vessel's muscles surge with divine power that ripples outward from his body in the form of a halo of righteous power.

Grace Boons: The presence of an archon passenger grants a vessel the righteous splendor and awe of Heaven itself.

Archon Body (Su): At 3rd level, the vessel of an archon passenger gains electricity resistance 5, low-light vision, and a +1 bonus on saves against petrification and poison. This bonus on saving throws increases by +1 at 6th level and every three levels thereafter, up to a maximum of +5 at 15th level.

At 6th level, the vessel also gains darkvision 30'. At 12th level, his electricity resistance increases to 10. At 15th level, his darkvision increases to 60'.

Intimidating Grace (Su): At 6th level, the vessel of an archon passenger gains the intimidating grace omen as a bonus omen; if he already possesses this omen, he can retrain it for free. In addition, he gains a ± 2 bonus on Intimidate checks. This bonus increases by ± 1 at 3rd level and every three levels thereafter, to a maximum of ± 5 at 15th level. The vessel has this omen constantly, even while not benefiting from grace overfloweth.

Aura of Menace (Su): At 9th level, the vessel of an archon passenger emits a 30-foot aura of righteousness that causes any hostile creature to take a -2 penalty on attack rolls and saving throws and to AC for 24 hours or until they successfully hit the vessel. A successful Will save ends the effect. A creature that has resisted or broken the effect cannot be affected by the same vessel's aura again for 24 hours.

Truespeech (Su): At 12th level, the vessel of an archon passenger gains the ability to speak with any creature that has a language, as if using a constant *tongues* spell-like ability. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

Heavenly Intimidation (Su): At 15th level, the vessel of an archon passenger can demoralize chaotic or evil creatures that are immune to fear as if the shaken condition weren't a mind-affecting fear effect.

True Archon (Su): At 18th level, the vessel gains immunity to electricity and petrification. In addition, the vessel can reduce the cost to cast *plane shift*, *teleport*, or *greater teleport* using his passenger's jaunt ability to 1 point of grace, but when doing so he cannot spend additional points of grace to bring along additional creatures.

Azata (Chaotic, Good)

Native to the blissful realm of Elysium, azatas are freedom, joy, and individuality incarnate. All but entirely lacking any semblance of a hierarchy, azatas are common crusaders for personal goals and ideas, and are by and large the most empathetic and understanding of celestials. Although they are the least likely of the celestial races to become passengers, crusading azata willing to sacrifice everything in their personal crusades will sometimes seek a willing vessel to partner with, valuing the resourcefulness of the mortal soul.

Alignment: Chaotic Good.

Associated Domains: Chaos, Good, Liberation.

Damage Reduction: DR/evil.

Grace Manifestations: The vessel radiates an aura of supernatural beauty and perfection that manifests as a halo of brilliantly colored rainbow light.

Grace Boons: The presence of an azata passenger grants a vessel the ability to see truly and move unfettered.

Azata Body (Su): At 3rd level, the vessel of an azata passenger gains electricity resistance 5, low-light vision, and a +1 bonus on saving throws against petrification and poison. This bonus on saving throws increases by +1 at 6th level and every three levels thereafter, up to a maximum of +5 at 15th level.

At 6th level, the vessel also gains fire resistance 5 and cold resistance 5. At 12th level, his electricity resistance increases to 10. At 15th level, his fire resistance and cold resistance increase to 10.

Eyes of the Azata (Su): At 6th level, the vessel of an azata passenger gains darkvision 30'. In addition, he can spend 1 point of grace in order to cast *see invisibility* as a spell-like ability. At 15th level, the vessel's darkvision increases to 60'. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

Joy of Freedom (Su): At 9th level, the vessel of an azata passenger

can spend 1 point of grace in order to move and attack without hindrance for a number of rounds equal to the vessel's level, functioning like *freedom of movement*. At 15th level, the duration increases to 1 minute per vessel level.

Flight (Su): At 12th level, the vessel of an azata passenger gains a fly speed of 60 feet with perfect maneuverability.

Truespeech (Su): At 15th level, the vessel of an angel passenger gains the ability to speak with any creature that has a language, as if using a constant *tongues* spell-like ability. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

True Azata (Su): At 18th level, the vessel gains immunity to electricity damage and petrification. In addition, the vessel can spend 1 point of grace in order to convert his body into an energy form as a standard action, becoming incorporeal and increasing his fly speed to 120 feet. While in this form, the vessel can't make natural or manufactured weapon attacks unless his weapons have the *ghost touch* special ability. He can, however, cast vessel spells and activate any spell-like or supernatural vessel class abilities he possesses.

Daemon (Evil)

Inhabitants of the wasteland of Abaddon, the horrific daemons dwell within a realm of vast wastelands trapped under the glare of a rotting sky. Daemons are the harbingers of ruin and epitomize painful death and the utter annihilation of life. Daemons loathe the living, and the only thing more that they love more than bringing a slow, painful end to a young life is the absolute despoliation of a vulnerable soul. As such, daemons often take vessels by force and use their newfound puppets to tarnish the Material Plane, drawing it ever closer to its final, ultimate ruin.

Alignment: Neutral Evil.

Associated Domains: Death, Destruction, Evil. Damage Reduction: DR/good.

Grace Manifestation: The vessel's eyes transform into swirling globes of blood and blood weeps from every pore and orifice on his body.

Grace Boons: The presence of a daemonic passenger grants a vessel the ability to summon daemons and consume the souls of sentient creatures.

Daemonic Body (Su): At 3rd level, the vessel of a daemonic passenger gains acid resistance 5 and a +1 bonus on saving throws against death effects, disease, and poison. This bonus on saving throws increases by +1 at 6th level and every three levels thereafter, up to a maximum of +5 at 15th level.

At 6th level, the vessel also gains cold resistance 5, electricity resistance 5, and fire resistance 5. At 12th level, his acid resistance increases to 10. At 15th level, his cold resistance, electricity resistance, and fire resistance increase to 10.

Summon (*Sp*): At 6th level, the vessel can spend 1 point of grace in order to summon one or more daemons as a spell-like ability, functioning like the summoner's summon monster class ability except the vessel can only summon the following creatures at the listed spell levels: cacodaemon (III), vulnudaemon (IV), ceustodaemon (V), hydrodaemon (VI), leukodaemon (VII), piscodaemon (VII), or meladaemon (VIII). He uses his vessel level as his effective summoner level to determine the effects of summon monster.

Soul Siphon (Su): At 9th level, the vessel can spend 1 point of grace to consume the life force of a dying creature, functioning like *death knell* except he gains 1d8 temporary hit points + his vessel level when using this ability and each time he consumes a creature's life force in this manner, the vessel is provided with life-sustaining nourishment for 24 hours. At 15th level, the vessel no longer needs to touch a creature in order to use this ability; he can target any dying creature within 10 feet of him.

Sense Life's Last Gasp (Su): At 12th level, the vessel of a daemon passenger gains the benefits of the *deathwatch* spell while benefiting from grace overfloweth.

Telepathy (Su): At 15th level, the vessel of a daemon passenger gains the telepathy universal monster ability with a range of 100 feet. If the vessel already has telepathy, the range of his telepathy increases by 100 feet. The vessel has this ability constantly, even while not benefiting from grace overfloweth.

True Daemon (Su): At 18th level, the vessel gains immunity to acid, death effects, disease, and poison. In addition, he can use his soul siphon ability on any dying creature with a language that is within range of his telepathy, and when he uses his soul siphon ability, he also gains a +1 profane bonus on attack rolls, saving throws, and skill checks for 24 hours per 5 Hit Dice the slain creature possessed (minimum 0). Furthermore, any creature slain by soul siphon requires *resurrection* or more powerful magic to return from the dead. Finally, incorporeal phantoms and undead and living spirits traveling outside the body (such as a person using *astral projection*) take 1d8 points of damage each round that they are within 10 feet of the vessel.

Demon (Chaotic, Evil)

Children of the horrific Abyss, demons exist only to maim, ruin, and feed. They delight in mortal suffering and often seek to torment mortals without killing them, for it is the prolonging of mortal pain and suffering that fuels a demon's lust and desires. As passengers, demons live to force mortal hosts into performing acts of depraved cruelty on their behalf, taking every step to cause as much pain to their vessel as possible.

Alignment: Chaotic Evil.

Associated Domains: Chaos, Destruction, Evil.

Damage Reduction: DR/good.

Grace Manifestations: The vessel's eyes transform into chilling black, yellow, or white spheres and black smoke wafts from his mouth and nose, giving his face a demonic appearance.

Grace Boons: The presence of a demon passenger grants a vessel the ability to summon demons and bolster his strength.

Demonic Body (Su): At 3rd level, the vessel of a demon passenger gains electricity resistance 5, fire resistance 5, and a +1 bonus on saving throws against disease and poison. This bonus on saving throws increases by +1 at 6th level and every three levels thereafter, up to a maximum of +5 at 15th level.

At 6th level, the vessel also gains acid resistance 5 and cold resistance 5. At 12th level, his electricity resistance and fire resistance increase to 10. At 15th level, his acid resistance and cold resistance increase to 10.

Demonic Presence (Su): At 6th level, the vessel of a demon passenger gains a +2 bonus on Bluff, Climb, Fly, Intimidate, and Swim checks. This bonus increases by +1 at 9th level and every three levels thereafter, up to a maximum bonus of +6 at 18th level.

Summon (Sp): At 9th level, the vessel of a demon passenger can spend 1 point of grace in order to summon one or more demons as a spell-like ability, functioning like the summoner's summon monster class ability except the vessel can only summon the following creatures at the listed spell levels: dretch (III), schir (IV), babau (V), incubus (V), shadow demon (VI), succubus (VI), kalavakus (VII), vrock (VII), coloxus (VIII), hezrou (VIII), glabrezu (IX) or nalfeshnee (IX). He uses his vessel level as his effective summoner level to determine the effects of summon monster.

Demonic Strength (Su): At 12th level, the vessel of a demon passenger gains a +2 size bonus to Strength. At 18th level, his size bonus increases to +4.

Telepathy (Su): At 15th level, the vessel of a demon passenger gains the telepathy universal monster ability with a range of 100 feet. If the vessel already has telepathy, the range of his telepathy increases by 100 feet. The vessel has this ability constantly, even while not benefiting from grace overfloweth.

True Demon (Su): At 18th level, the vessel of a demon passenger gains immunity to disease, electricity, fire, and poison. In addition, he can spend 1 point of grace as a standard action in order to gain the benefits of *true seeing* for a number of rounds equal to his level.

Devil (Evil, Lawful)

Lords over the infernal lands of Hell, devils seek the corruption and destruction of all things good in order to drag mortal souls back into the depths of Hell. Quick to bargain with mortals, devils use the letter of their infernal contracts to corrupt souls and indulge in their plots. Although devils are capable of taking unwilling mortals as vessels, they prefer tempting and corrupting would-be vessels into accepting them as passengers, condemning those same mortals to the pit for their crimes.

Alignment: Lawful Evil.

Associated Domains: Evil, Law, Trickery.

Damage Reduction: DR/good.

Grace Manifestations: The vessel's eyes and skin take on a ruby hue that gleams with hellfire.

Grace Boons: The presence of a devil passenger grants a vessel the ability to summon devils and deceive others with honeyed words.

Infernal Body (Su): At 3rd level, the vessel of a devil passenger gains darkvision 30', fire resistance 5, and a +1 bonus on saving throws against charm effects, compulsion effects, and poison.



This bonus increases by +1 at 6th level and every three levels thereafter, up to a maximum bonus of +5 at 15th level.

At 6th level, the vessel also gains acid resistance 5 and cold resistance 5. At 12th level, his fire resistance increases to 10 and he gains darkvision 60'. At 15th level, his acid resistance and cold resistance increase to 10.

Infernal Bargaining (Su): At 6th level, the vessel of a devil passenger gains a ± 2 bonus on Bluff, Diplomacy, Linguistics, and Profession (barrister) checks. This bonus increases by ± 1 at 9th level and every three levels thereafter, up to a maximum bonus of ± 6 at 18th level.

See in Darkness (Su):At 9th level, the vessel of a devil passenger gains the ability to see perfectly in darkness of any kind, including that created by *deeper darkness*. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

Summon (Sp): At 12th level, the vessel of a devil passenger can spend 1 point of grace in order to summon one or more devils as a spell-like ability, functioning like the summoner's summon monster class ability except the vessel can only summon the following creatures at the listed spell levels: lemure (II), zebub (IV), barbazu (V), erinyes (VI), osyluth (VII), hamatula (VIII), gelungon (IX). He uses his vessel level as his effective summoner level to determine the effects of summon monster.

Telepathy (Su): At 15th level, the vessel of a devil passenger gains the telepathy universal monster ability with a range of 100 feet. If the vessel already has telepathy, the range of his telepathy increases by 100 feet. The vessel has this ability constantly, even while not benefiting from grace overfloweth.

Infernal Body (Su): At 18th level, the vessel of a devil passenger gains immunity to fire and poison. In addition, he gains regeneration 5 (good weapons, good spells). If the vessel is reduced to a number of negative hit points equal to twice his Constitution, his regeneration is suppressed and he dies, but he can act without penalty or taking damage while reduced to 0 or fewer hit points.

Div (Evil)

Dwelling within the wastelands of Abaddon, the treacherous divs seek to despoil and ruin all that is beautiful and joyous. Where daemons dream of the end of days, divs do not wish for the quick demise of mortalkind. Rather, their ancient hatred of mortalkind drives them to torment all that lives and prefer to do so by manipulating them into acting as the instruments of their own destruction and torment. Typically acting alone, divs prefer to take powerful, successful mortals as vessels, forcing them to damn themselves and their reputations while acting as the instruments of their nefarious plans.

Alignment: Neutral Evil.

Associated Domains: Darkness, Destruction, Evil.

Damage Reduction: DR/good.

Grace Manifestations: The vessel's arms and face become covered in numerous, ethereal tattoos that glow with otherworldly light.

Grace Boons: The presence of a div passenger grants a vessel the ability to inflict creatures with a deadly neurotoxin and despoil living creatures.

Div Body (Su): At 3rd level, the vessel of a div passenger gains darkvision 30', fire resistance 5, spell resistance 11 + the vessel's level, and a +1 bonus on saving throws against poison. This bonus increases by +1 at 6th level and every three levels thereafter, up to a maximum bonus of +5 at 15th level.

At 6th level, the vessel also gains acid resistance 5 and electricity resistance 5. At 12th level, his fire resistance increases to 10. At 15th level, his acid resistance and electricity resistance increase to 10.

Neurotoxin (Su): At 6th level, the vessel can spend 1 point of grace in order to infect a creature with a horrible neurotoxin by making a successful melee touch attack. This poison deals 1d3 Wisdom damage per round for 6 rounds. The target can make a Fortitude save each round to negate the damage and end the affliction. Unconscious creatures take a -2 penalty on their saving throw. This ability is a poison effect.

See in Darkness (Su):At 9th level, the vessel of a div passenger gains the ability to see perfectly in darkness of any kind, including that created by *deeper darkness*. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

Aura of Despoliation (Su): At 12th level, the vessel of a div passenger can spend 2 points of grace to despoil life within 10 feet of him, functioning as *blight* except it affects all living creatures within 10 feet of the vessel, not just plants.

Telepathy (Su): At 15th level, the vessel of a div passenger gains the telepathy universal monster ability with a range of 100 feet. If the vessel already has telepathy, the range of his telepathy increases by 100 feet. The vessel has this ability constantly, even while not benefiting from grace overfloweth.

Div Body (*Su*): At 18th level, the vessel of a div passenger gains immunity to fire and poison. In addition, the vessel can reduce the cost to cast *plane shift*, *teleport*, or *greater teleport* using his passenger's jaunt ability to 1 point of grace, but when doing so he cannot spend additional points of grace to bring along additional creatures.

Inevitable (Lawful)

Created to protect reality from the forces of chaos in the eternal city-plane of Axis, inevitables are implacable and ceaseless in their duty against both the forces of chaos and those who break natural laws. Literally-minded, inevitables care nothing for power or personal advancement and are ultimately unwavering in their duty. Far more willing to work alongside a mortal then to use one as a vessel, more merciful inevitables sometimes offer mortals the chance to act as a vessel as repentance for past wrongdoings, as inevitables who are tasked with assignments on the Material Plane value the covertness that a vessel provides. **Alignment**: Lawful Neutral.

Associated Domains: Law, Protection, War. Damage Reduction: DR/chaotic. **Grace Manifestation**: The vessel's eyes shine with a yellow light that make his skin appear like stone or metal as his body hums with the sound of spinning cogs and clockwork.

Grace Boons: The presence of an inevitable passenger warps the vessel's body into living steel, making him steadily resilient against enemy attacks.

Inevitable Body (Su): At 3rd level, the vessel of an inevitable passenger gains a ± 1 bonus on saving throws against death effects, disease, poison, sleep effects, and stun. This bonus increases by ± 1 at 6th level and every three levels thereafter, up to a maximum bonus of ± 5 at 15th level.

Inevitable Fortitude (Su): At 6th level, the vessel of an inevitable passenger gains a +2 bonus on saving throws against energy drain, exhaustion, fatigue, necromancy effects and paralysis.

Inevitable Resiliency (Su): At 9th level, the vessel of an inevitable passenger gains damage reduction 2/- against nonlethal damage. This damage reduction increases by 1 at 9th level and every three levels thereafter, up to a maximum of DR 5/-. If the vessel utters the resiliency invocation while benefiting from this ability, the two sources of damage reduction stack.

Truespeech (Su): At 12th level, the vessel of an inevitable passenger gains the ability to speak with any creature that has a language, as if using a constant *tongues* spell-like ability. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

Inevitable Impenetrability (Su): At 15th level, the vessel of an inevitable passenger reduces all ability damage and drain that he takes by 5. By spending 2 points of grace when he utters the resiliency invocation, the vessel can double the amount of ability damage and drain reduced by this ability.

True Inevitable (Su): At 18th level, the vessel of an inevitable passenger gains immunity to disease, energy drain, exhaustion, fatigue, paralysis, poison, sleep effects, and stun.

Kami

Of all the various types of passengers, kami are the most befuddling. Devoted to the protection the meek and helpless, kami act as the wardens of inanimate objects and feral creatures. In the rare situations where a kami takes a mortal as its ward, typically when the mortal is a youngling on the verge of death, the result is a kami vessel. Although kami don't need their vessel's permission to harbor there, most find the notion of taking an unwilling ward to be horrifying, though cases of vengeful kami taking a mortal that destroyed their ward as their vessel aren't unheard of.

Alignment: Any neutral.

Associated Domains: Animal, Plant, Protection.

Damage Reduction: DR/cold iron and magic.

Grace Manifestations: The vessel's body surges with life and glows with vitality, causing him to appear as though he were the pinnacle of health.

Grace Boons: The presence of a kami passenger grants a vessel the ability to resist many types of damage, heals his body, and heightens his alertness.

Kami Body (Su): At 3rd level, the vessel of a kami passenger gains a +1 bonus on saving throws against mind-affecting effects, petrification and polymorph effects. This bonus increases by +1 at 6th level and every three levels thereafter, up to a maximum bonus of +5 at 15th level.

At 6th level, the vessel also gains acid resistance 5, electricity resistance 5, and fire resistance 5. At 12th level, he becomes immune to bleed effects. At 15th level, his acid resistance, electricity resistance, and fire resistance increase to 10.

Warded (Su): At 6th level, the vessel of a kami passenger gains uncanny dodge, as the rogue class ability. At 12th level, he also gains improved uncanny dodge as a rogue with a level equal to his vessel level. The vessel has these abilities constantly, even while not benefiting from grace overfloweth.

Healing Invocation (Su): At 9th level, the vessel of a kami passenger gains the revitalizing invocation omen as a bonus omen; if he already possesses this omen, he can retrain it for free. In addition, he increases the amount of fast healing that he gains from this invocation by 3, to a maximum of fast healing 10 at 20th level. The vessel has this ability constantly, even while not benefiting from grace overfloweth.

Damage Buffer (Su): At 12th level, the vessel of a kami passenger is able to transfer some of his wounds to his passenger, reducing the harm inflicted upon him. Whenever the vessel takes hit point damage, he can transfer up to 5 points of damage to his passenger, effectively negating the damage. Using this ability is a free action, and the vessel can use it even if it isn't his turn. Each day, the vessel can use this ability to prevent a total number of hit points of damage equal to 5 x his vessel level. The vessel has this ability constantly, even while not benefiting from grace overfloweth.

Telepathy (Su): At 15th level, the vessel of a kami passenger gains the telepathy universal monster ability with a range of 100 feet. If the vessel already has telepathy, the range of his telepathy increases by 100 feet. The vessel has this ability constantly, even while not benefiting from grace overfloweth.

True Kami (*Su*): At 18th level, the vessel of a kami passenger gains immunity to mind-affecting effects, petrification, and polymorph effects (except those he chooses to benefit from).

Protean (Chaotic)

Primordial creatures that swam through the planes before order was wrought in the cosmos, proteans are servants of whimsy that seek to reshape reality back into the primeval chaos that it once was. Without hierarchy or cause beyond this singular mission, proteans typically take vessels as their own if only for the sheer enjoyment of doing so, warping reality with their vessel's powers as they see fit.

Alignment: Chaotic Neutral.

Associated Domains: Chaos, Liberation, Madness.

Damage Reduction: DR/lawful.

Grace Manifestations: The vessel's body twists and contorts into impossible shapes and designs as he grows scales, changes color, swells in size, and undergoes all manner of



strange transformations.

Grace Boons: The presence of a protean passenger grants a vessel an ever-changing form, allowing him to mutate his physical body seemingly at will.

Protean Body (Su): At 3rd level, the vessel of a protean passenger gains acid resistance 5, electricity resistance 5, and a ± 1 bonus on saving throws against paralysis, polymorph effects, and stun. This bonus on saving throws increases by ± 1 at 6th level and every three levels thereafter, up to a maximum of ± 5 at 15th level.

At 6th level, the vessel also gains sonic resistance 5. At 12th level, his acid resistance and electricity resistance increase to 10. At 15th level, his sonic resistance increases to 10.

Amorphous Anatomy (Su): At 6th level, the vessel of a protean passenger gains a 10% chance to ignore additional damage caused by critical hits and sneak attacks. This chance increases by 10% at 9th level and every three levels thereafter, up to a maximum chance of 50%.

Bestial Mutation (Su): At 9th level, the vessel of a protean passenger can assume bestial features and quirks from various animals, magical beasts, or animal-like humanoids. The first time each day that he gains the benefits of grace overfloweth, he chooses one of the abilities listed in the *beast shape I* spell, which he gains whenever he benefits from grace overfloweth until the next time he gains a full night's rest.

At 15th level, the vessel can instead choose from the abilities listed in the *beast shape II* spell. As a standard action, he can spend 1 grace to gain a second ability from this list for 1 round per vessel level he possesses.

Flight (Su): At 12th level, the vessel of a protean passenger gains a fly speed of 60 feet with perfect maneuverability.

Alter Shape (Su): At 15th level, the vessel of a protean passenger can spend 1 point of grace to cast *greater polymorph* on himself as a spell-like ability. The vessel does not modify his ability scores when casting *greater polymorph* on himself using this ability.

True Protean (Su): At 18th level, the vessel gains immunity to acid and polymorph effects (except those he chooses to benefit from). In addition, he can spend 1 point of grace in order to cast *freedom of movement* on himself as a spell-like ability.

Psychopomp

Stewards, chroniclers, and guides of all things that die, psychopomps are the keepers of the cosmic necessity of death. Reviling daemons, undead, and all other entities that interfere with the transmigration of souls, psychopomps are proactive in the undertaking of this one task and actively recruit mortals into their service when the balance of life and death is tilted. Preferring ambiguity when dealing with mortals, psychopomps use their vessels like masks against those who fear death.

Alignment: Neutral.

Associated Domains: Death, Protection, Repose.

Damage Reduction: DR/adamantine.

Grace Manifestations: The vessel's face manifests black

marks under his eyes and his skeleton shines from beneath his flesh as if it were burning with otherworldly fire.

Grace Boons: The presence of a psychopomp passenger grants a vessel the ability to resist death and dole out final judgment upon his enemies.

Psychopomp Body (Su): At 3rd level, the vessel of a psychopomp passenger gains low-light vision, darkvision 30', and a +1 bonus on saving throws against death effects, disease, and poison. This bonus on saving throws increases by +1 at 6th level and every three levels thereafter, up to a maximum of +5 at 15th level.

At 6th level, the vessel also gains cold resistance 5 and electricity resistance 5. At 12th level, the vessel gains darkvision 60'. At 15th level, his cold resistance and electricity resistance increase to 10.

Spirit Touch (Su): At 6th level, the vessel of a psychopomp passenger can spend 1 point of grace in order to treat his natural weapons, as well as any weapon he wields, as though they had the *ghost touch* weapon special ability for 1 minute. At 12th level, he also adds his armor bonus to his AC against touch attacks made by incorporeal creatures for 1 minute after using this ability.

Psychopomp's Vanishing (Su): At 9th level, the vessel of a psychopomp passenger gains the passenger's vanishing omen as a bonus omen; if he already possesses this omen, he can retrain it for free. When using any version of this omen, the passenger can spend 1 additional point of grace to avoid automatic detection via the blindsense, blindsight, lifesense, and tremorsense abilities of a living or undead creature. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

Spiritsense (Su): At 12th level, the vessel gains the blindsense ability out 10 feet. He can only detect living and undead creatures using this ability, but he immediately determines whether a creature is living or undead when he detects it in this manner. At 15th level, his blindsense's radius increases to 15 feet, At 18th level, his blindsense's radius increases to 20 feet, and he can spend 2 points of grace as a standard action in order to improve his blindsense to blindsight for a number of rounds equal to his vessel level.

Truespeech (Su): At 15th level, the vessel of a psychopomp passenger gains the ability to speak with any creature that has a language, as if using a constant *tongues* spell-like ability. The vessel has this benefit constantly, even while not benefiting from grace overfloweth.

True Psychopomp (*Su*): At 18th level, the vessel of a psychopomp passenger gains immunity to aging, death effects, disease, and poison. In addition, he can spend 1 point of grace in order to attempt to slay one living or undead creature by unleashing a ray of eerie dark fire at his target. This ability is a ranged touch attack with a range of 100 feet. If the attack hits, the target takes 12d6 points of damage + the vessel's level. The target can attempt a Fortitude save to reduce the damage to 3d6 points of damage + 1 point per caster level. This ability ignores an undead creature's immunity to effects that require a Fortitude save.

Archetypes and Options

Archetypes modify a base class by replacing its class features. When a player selects a class, she can choose to use the standard class features in the class's original description or she could choose to adopt an archetype. Each alternate class feature presented in an archetype replaces or alters a specific class feature from its base class.

When an archetype includes multiple class features, a character must take all of them. All other class features of the base class that aren't mentioned by the archetype remain unchanged and are acquired normally at the appropriate level. A character with an archetype doesn't count as having the class feature that was replaced for purposes of meeting any requirements or prerequisites. On the other hand, any alternate class features listed as altering an existing class feature otherwise works as the original class feature, and is considered to be that class feature for the purposes of meeting any requirements or prerequisites, even if that feature is renamed to fit a different 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 feature.

If an archetype replaces a class feature that's part of a series of improvements or additions to the base ability (such as a rogue's sneak attack or a fighter's weapon training), 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.

If an archetype replaces a class feature that has a series of improvements, but it does not list one individual improvement, that class feature replaces the entire class feature and all of its improvements.

Ranger

Whether specializing in battling a single kind of opponent or in the general slaying of monsters, rangers are often the forefront of defense against supernatural monsters and entities.

Combat Style

The following combat style is available to rangers, slayers, and other character classes that can use ranger combat styles.

Firearm: If the character selects firearm, he gains the gunsmith ability (as a gunslinger) the first time he gains a combat style feat. From 6th level onward, he can choose from the following list whenever he gains a combat style feat: Amateur Gunslinger^{UC}, Deadly Aim, Precise Shot, Rapid Reload, Rapid Shot. At 10th level, he adds Improved Critical, Improved Precise Shot, and Pinpoint Targeting to the list.

Monster Hunter (Ranger)

Rather than study a broad category of opponents, a monster hunter is required to learn as much as he can about whatever creatures he happens to stumble across as he discovers it, brandishing that knowledge against the monsters he stalks as dangerously as any blade.

Class Skills: Add Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (planes) (Int), and Knowledge (religion) (Int) to the monster hunter's list of class skills.

Hunter's Lore (Ex): The monster hunter adds half his ranger level plus his Wisdom modifier on Knowledge skill checks made to identify the abilities and weaknesses of creatures. This bonus is in addition to his Intelligence modifier. Furthermore, he can attempt all Knowledge skill checks untrained when attempting to identify a creature's abilities and weaknesses. This ability replaces wild empathy.

Monster Slaying (Ex): A monster hunter is able to put his knowledge regarding the abilities and weaknesses of his opponents in order to gain the upper hand. Whenever the monster hunter successfully identifies the abilities and weaknesses of a specific creature, he gains a +1 bonus on attack rolls and damage rolls made against that creature, as well as on Bluff, Perception, Sense Motive, and Survival checks made against such creatures. This bonus lasts for 1 minute and applies against all creatures of the same kind as the identified creature; for example, if he successfully identifies the abilities and weaknesses of a ghoul, this bonus applies against all ghouls that he encounters for the bonus's duration. If the monster hunter enters an encounter with a creature whose abilities and weaknesses he has identified, this bonus always lasts until the end of the encounter, even if it would normally end prior to the encounter's conclusion.

At 5th level and every 5 levels thereafter, this bonus increases by +1, to a maximum of +5, and its duration increases to 1 minute per ranger level at 5th, 10 minutes per ranger level at 10th level, 1 hour per ranger level at 15th, and 1 day per ranger level at 20th level. This ability replaces favored enemy.

Eidetic Slaying (Ex): Beginning at 4th level, a monster hunter can memorize monster lore with perfect accuracy. Whenever he successfully identifies a creature's abilities and weaknesses, a monster hunter can designate that specific kind of creature as an eidetic enemy. If the identified creature has a subtype such as adlet, angel, or human, he can designate the creature's subtype as an eidetic enemy instead. A monster hunter gains the benefits of his monster slaying ability against all of his eidetic enemies without needing to identify their abilities or weaknesses with a Knowledge skill check first.

A monster hunter can designate a total number of monsters



or monster subtypes as eidetic enemies equal to his level. At 8th level and every 4 levels thereafter, a monster hunter can "lose" one of his eidetic enemies, allowing him to potentially designate an additional creature as an eidetic enemy later. This ability replaces hunter's bond.

Shapeshifter

As a result of their transformative natures, shapeshifters are extremely versatile and come in a plethora of shapes and sizes. Where one shapeshifter may specialize in transforming into a single creature, another might diversify by transforming countless different creatures, making the identification and slaying of a shapeshifter challenging even for seasoned experts.

Subkingdoms

Presented below are rules for shapeshifter subkingdomsspecific focuses for animal shapes that allow shapeshifters greater flexibility in customizing their animal shapes. Not every shapeshifter kingdom has subkingdoms associated with it; the subkingdoms listed below represent creatures that are

drastically different from other members of their shapeshifter kingdom, but not so different as to warrant the creation of an entirely separate kingdom. A subkingdom can alter or replace its associated kingdom's associated ability scores, base shape, speed, and kingdom abilities, although not every subkingdom alters or replaces all of these abilities. Subkingdoms are treated as equivalent to their associated kingdom for any effect or prerequisite based on kingdom. A shapeshifter cannot apply more than one subkingdom to a single animal shape.

Ant Subkingdom

Ants are social insects that work together via the interpretation of pheromones. One of the most invasive kinds of insect species, ants are found on virtually every continent in every region and often possess special adaptations for survival. This subkingdom includes all kinds of ants.

Associated Kingdom: Insect.

Base Shape: An ant has a hexapod shape. Instead of the skilled (Perception) base ability, an ant shape's hexapod base shape grants the scent base ability.

Speed: All ant shapes have a base speed of 30 feet.

Replacement Abilities: An ant shape grants the following insect abilities.

Starting at 2nd level, your ant shape gains a number of specific adaptations suitable to its role in its colony. Choose one of the following roles: soldier, swarmer, and worker. You gain the abilities associated with your chosen role.

Soldier: You gain the natural attack (sting) base ability. In addition, you gain the poison special attack with the following statistics: Sting—injury; save Fort DC (10 + 1/2 the shapeshifter's level + the shapeshifter's Constitution modifier); frequency 1/round for a number of rounds equal to half the

shapeshifter's level (minimum 1); effect 1d4 Str; cure 1 save.

Swarmer: You gain the skilled base ability with the Fly skill. In addition, you gain a fly speed of 30 feet (average).

Worker: You gain the skilled base ability with the Perception and Survival skills. In addition, you gain darkvision out to 60 feet.

At 8th level, you gain the skilled base ability with the Survival skill. In addition, you gain the grab special attack with your bite attack and your base speed improves to 40 feet.

At 15th level, your base speed improves to 50 feet. In addition, your ant shape gains a second adaptation suitable to its role in its colony, determined by your ant shape's role.

Soldier: The Strength damage that your poison ability deals on a failed saving throw increases to 1d6 and your poison requires two consecutive, successful saving throws in order to cure it instead of one successful saving throw.

Swarmer: Your fly speed improves to 60 feet (good). Worker: You gain darkvision out 90 feet.

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Chameleon Subkingdom

Chameleons are a unique type of lizard that possess the ability to alter their scale's pigmentation in order to blend in with their surroundings, making them masters of stealth. This subkingdom includes all kinds of chameleon.

Associated Kingdom: Lizard.

Replacement Abilities: A chameleon shape grants the following abilities instead of the lizard abilities normally gained at the indicated levels.

At 2nd level, you gain the skilled ability with the Climb and Perception skills. In addition, you gain the natural attack (tongue) ability, as well as the grab and pull (tongue, 5 ft.) special attacks with your tongue. Your tongue has 5 additional feet of reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other attacks with reach, you can use your tongue against foes anywhere within your reach (including adjacent foes).

At 8th level, you can gain the benefits of the *chameleon stride* spell (*PATHFINDER ROLEPLAYING GAME ADVANCED CLASS GUIDE*) at will as a standard action. These benefits end whenever you perform any action that would cause the effects of an *invisibility* spell to end.

At 15th level, you no longer lose the benefits of the *chameleon stride* spell when you perform an action that would cause the effects of an *invisibility* spell to end. Alternatively, you can use the 8th-level version of this kingdom ability as a swift action, granting you benefits of *chameleon stride* more quickly, but also causing those benefits to end if you perform any action that would cause the effects of an *invisibility* spell to end.

Cheetah Subkingdom

Widely regarded as the fastest non-magical creature alive by experts, cheetahs are ruthless hunters that use their bursts of speed to run down and ultimately kill their prey. This subkingdom only includes the cheetah.

Associated Kingdom: Cat.

Replacement Abilities: A cheetah shape grants the following abilities instead of the feline abilities normally gained at the indicated level.

At 2nd level, you gain the trip special attack with your bite attack. In addition, you gain a +4 circumstance bonus on Stealth checks whenever you hide in long grass or undergrowth.

At 8th level, you can move 10 times your speed while charging once per hour. In addition, you gain the benefits of the Run feat and no longer take the -2 penalty to AC when you charge.

Gecko Subkingdom

Geckos are small, chirping lizards that lack eyelids. They are among the most common type of lizards, and can adhere to virtually any surface without the use of liquids or surface tension. This subkingdom includes all kinds of geckos.

Associated Kingdom: Lizard.

Replacement Abilities: A gecko shape grants the following abilities instead of the lizard abilities normally gained

at the indicated level.

At 2nd level, you gain the skilled ability with the Acrobatics, Climb, and Perception skills. In addition, you gain darkvision out to 30 feet.

At 8th level, you can use your climb speed to climb any surface, as if using *spider climb*. In addition, you gain darkvision out to 60 feet.

At 15th level, your base speed and your base climb speed increase to 40 feet. In addition, you gain darkvision out to 90 feet.

Porcupine Subkingdom

Best known for their coat of sharp quills, porcupines are among the largest creatures that belong to the rodent kingdom. Although lacking in much of the versatility of other rodents, a porcupine's potent defenses make predators reluctant to attack them. This subkingdom includes all kinds of porcupines.

Associated Kingdom: Rodent.

Base Shape: A porcupine has a quadruped shape. Instead of the skilled (Acrobatics) base ability, a porcupine shape's quadruped base shape grants the natural attack (tail slap) base ability. A porcupine shape's tail slap attack deals bludgeoning and piercing damage.

Speed: All porcupine shapes have a base speed of 30 feet. Porcupine shapes do not have a climb speed or a swim speed.

Replacement Abilities: A porcupine shape grants the following abilities instead of the rodent abilities normally earned at the indicated level.

Starting at 2nd level, you are able to harm foes that attack you in melee with your quills, causing any creature that attacks you with a light or one-handed weapon, a natural weapon, or an unarmed strike to take 1d3 points of piercing damage. Any creature that grapples you takes 2d4 points of piercing damage each round it does so. The damage listed is for Medium shapes.

At 8th level, whenever you hit an opponent with your tail slap natural attack and deal damage or deal damage to an opponent with your quills defensive ability, that creature must make a successful Reflex save or one of the quills breaks off in its flesh, causing it to become sickened until all embedded quills are removed. Removing a quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill is removed. On a failed check, one quill is still removed, but the process deals damage to the victim as if it had been hit by your tail slap, ignoring damage modifiers. The sickened condition caused by this ability is a pain effect.

At 15th level, whenever you imbed a quill into a creature using the porcupine shape's 8th level ability, you can attempt a dirty trick combat maneuver against that opponent as a free action. This combat maneuver doesn't provoke attacks of opportunity.

Shark Subkingdom

Sharks are cartilaginous, sea-dwelling creatures that are often

viewed as devils by seafaring folk. They are apex predators, capable of killing creatures far larger than themselves with sheer ferocity alone. This subkingdom includes blue sharks, dogfish, great white sharks, and hammerhead sharks.

Associated Kingdom: Fish.

Replacement Abilities: A shark shape grants the following ability instead of the fish ability normally gained at the indicated level.

Starting at 2nd level, you gain the keen scent universal monster ability. In addition, whenever you deal damage to an opponent that isn't immune to bleed damage, you can fly into a frenzy as a free action. This ability functions as a barbarian's rage, except you also cannot use your change shape ability to assume a different form and you can only target the creature that you attacked with your natural attacks and abilities. You can use this ability for a number of rounds each day equal to your shapeshifter level + your Constitution modifier. Rounds of this ability spent while assuming any shark shape that you know count towards this ability's daily limit. Finally, you gain blindsense out to 15 feet.

Triceratops Subkingdom

Triceratopses are massive creatures of hardened flesh and ancient bone, equipped with a trio of deadly horns. Although normally peaceful, its armored body and dangerous horns allow this herbivore to stand toe to toe against far more dangerous dinosaurs. This subkingdom includes triceratops and all similar, horned dinosaurs.

Associated Kingdom: Dinosaur.

Base Shape: A triceratops has a quadruped base shape. Instead of the natural attack (tail slap) ability, a triceratops gains the natural attack (gore) ability.

Tyrannosaurus Subkingdom

Often called the kings of the dinosaurs, the tyrannosaurus is a massive creature of pure muscle, bone, and tooth. Although smaller, similar creatures exist, the tyrannosaurus rex is by far the most widely known creature with this appearance. This subkingdom includes allosauruses and tyrannosauruses.

Associated Kingdom: Dinosaur.

Base Form: A tyrannosaur has a biped base shape. Instead of the natural attack (claws) ability, increase the damage dealt by the tyrannosaurus's bite attack by one step.

Replacement Abilities: A tyrannosaurus shape grants the following abilities instead of the dinosaur abilities normally gained at the indicated level.

Starting at 2nd level, you gain the skilled ability with the Perception skill and you add twice your Strength modifier on damage rolls made with your bite attack.

Starting at 15th level, you gain the grab special attack with your bite attack and the swallow whole special attack.

Venomous Serpent Subkingdom

Not all snakes rely on powerful, crushing muscles to catch and

kill their prey. Instead, some snakes rely on deadly toxins that they inject into their victim through their wicked fangs. This subkingdom includes cobras, rattlesnakes, and vipers.

Associated Kingdom: Serpent.

Replacement Abilities: A venomous serpent shape grants the following abilities instead of the snake abilities normally gained at the indicated level.

Starting at 2nd level, you gain the poison special attack with the following statistics: Bite–injury; save Fort DC (10 + 1/2 the shapeshifter's level + the shapeshifter's Constitution modifier); frequency 1/round for a number of rounds equal to half the shapeshifter's level (minimum 1); effect 1d4 Con; cure 1 save. In addition, add Acrobatics to the list of skills that you gain the benefits of the skilled base ability with.

At 15th level, the Strength damage that your poison ability deals on a failed saving throw increases to 1d6 and your poison requires two consecutive, successful saving throws in order to cure it instead of one successful saving throw. In addition, any creature that fails its save against your poison ability becomes staggered for the poison's duration and for 1d6 rounds afterwards.

Wasp Subkingdom

Wasps are flying insects that are known for their bold chitin patterns and deadly stingers. Similar to both ants and bees, wasps are aggressive creatures and aren't necessarily social creatures, with only several types living in hives. This subkingdom includes beewolves, cuckoo wasps, fig wasps, hornets, spider wasps, and yellow jackets.

Associated Kingdom: Insect.

Base Shape: A wasp has a hexapod base shape. Instead of the natural attack (bite) ability, a wasp gains the natural attack (sting) ability.

Speed: All wasps shapes have a base speed of 10 feet and a fly speed of 30 feet (average).

Replacement Abilities: A wasp shape grants the following insect abilities.

Starting at 2nd level, you gain the poison special attack with the following statistics: *Sting–injury*; *save* Fort DC (10 + 1/2 the shapeshifter's level + the shapeshifter's Constitution modifier); *frequency* 1/round for a number of rounds equal to half the shapeshifter's level (minimum 1); *effect* 1d4 Dex; *cure* 1 save. In addition, you gain a +2 bonus on saving throws against mind-affecting effects.

At 8th level, the Dexterity damage that your poison ability deals on a failed saving throw increases to 1d6 and your poison requires two consecutive, successful saving throws in order to cure it instead of one successful saving throw. In addition, your fly speed increases to 70 feet (good) and you gain the benefits of the Hover feat.

At 15th level, any creature that fails its save against your poison ability becomes sickened for the poison's duration and for 1d6 rounds afterwards. In addition, your fly speed increases to 80 feet (perfect) and your base speed increases to 20 feet.

Mimicker (Shapeshifter)

Rather than physically altering themselves as typical shapeshifters do, mimickers prefer to precisely copy creatures that they encounter down to the most finite of details. Although they are unable to experiment with their shape as most shapeshifters can, mimickers are able to transform into more creatures and can learn new shapes quickly, allowing them to adapt to the moment at hand.

Limited Shapechanging (Su): A mimicker cannot learn an animal shape unless she has had direct, physical contact with a creature of the desired shapeshifter kingdom and size category; for example, a mimicker wishing to learn a Large canine shape must have direct contact with a Large creature whose physical description categorizes it as a member of the canine kingdom, such as a dire wolf. Each time she uses her change shape ability, she transforms into the single specific creature that she made direct contact with in order to learn that animal shape as per the mimicry adaptation (see below). This ability alters change shape and replaces the adaptation gained at 1st level.

Greater Mimicry (Su): At 1st level, a mimicker gains the mimicry and improved mimicry adaptations. This ability replaces the adaptation gained at 1st level.

Flexible Change Shape (Su): At 3rd level, a mimicker can add the shape of one single specific creature that she makes direct contact with to her list of animal shapes known as a fullround action. After doing so, she can use her change shape ability to assume the shape of that single specific creature for the next 24 hours. She can use this ability once per day at 3rd level, plus one additional time per day at 7th level and every 4 levels thereafter, to a maximum of five times per day at 19th level This ability replaces the adaptations gained at 7th 11th, 15th, and 19th levels.

Additional Animal Shapes: At 5th level and every 4 levels thereafter, a mimicker learns one additional animal shape. This ability replaces the adaptations gained at 5th, 9th, 13th, and 17th levels.

Selfshaper (Shapeshifter)

Where less imaginative shapeshifters tear flesh and sunder bone in order to assume drastically different forms, selfshapers alter themselves into a myriad of different shapes and sizes, indulging in and enhancing the perfection of their natural form.

Malleable Body: At 1st level, a selfshaper is always considered to be assuming an animal shape that belongs to the shapeshifter kingdom that matches her true form's race for the purpose of determining if the selfshaper gains a benefit from her shapeshifter class features. She doesn't gain this shapeshifter kingdom's abilities and cannot select adaptations or instincts that require her to know one or more animal shapes, such as the hybrid shape adaptation. This ability replaces shapechanger.

Stretch Shape (Su): At 1st level, a selfshaper gains the ability to alter her size category or her reach as a standard action. When using stretch shape to change her size category, the selfshaper can assume a size category of Tiny, Small,

or Medium. Her appearance at this size is unchanged; she effectively appears as a smaller (or larger) version of herself. At 5th level, the selfshaper adds Diminutive and Large to the list of size categories that she can assume. At 9th level, she adds Fine and Huge to this list. At 13th level, she adds Gargantuan to this list. At 17th level, she adds Colossal to this list.

When using stretch shape to change her reach, the selfshaper can increase her reach by 5 feet, causing her limbs to stretch and thin while her size remains unchanged. At 5th level, she can increase her reach by up to 10 feet. At 9th level, she can increase her reach by up to 15 feet. At 13th level, she can increase her reach by up to 20 feet. At 17th level, she can increase her reach by up to 25 feet. This ability replaces change shape.

Instinct: The following new instincts can be selected by a selfshaper.

Stretching Anatomy (Ex): A selfshaper with this instinct has a chance to ignore additional damage caused by critical hits and sneak attack damage equal to 10% x her savage spirit bonus (maximum 50%). A selfshaper must have the savage spirit ability before selecting this instinct.

Stretching Grab (Ex): When a selfshaper with this instinct attacks an opponent with a natural weapon or an unarmed strike as part of an attack action, her attack gains the grab universal monster ability. A selfshaper must be at least 6th level before selecting this instinct.

Stretching Grasp (Ex): A selfshaper with this instinct gains the constrict ability, dealing an amount of damage equal to one natural weapon she possesses or an unarmed strike. A selfshaper must be at least 10th level and have the stretching grab instinct before selecting this instinct.

Stretchy Body (Ex): A selfshaper with this instinct can stretch her body into impossible shapes and sizes. She gains the compression universal monster ability.

Versatile Stretching (Su): Starting at 7th level, a selfshaper can merge her ability to adjust her size and her ability to increase her reach together. At 7th level, whenever the shapeshifter uses stretch shape to adjust her size category, she increases her reach by 5 feet if she assumes a size category of Medium or smaller. Alternatively, whenever she uses stretch shape to increase her reach, her natural attacks and unarmed strikes deal an additional 1d6 points of damage.

At 11th level, whenever the selfshaper uses stretch shape to adjust her size category, she increases her reach by 10 feet if she assumes a size category of Medium or smaller, or by 5 feet if she assumes a size category of Large. Alternatively, whenever she uses stretch shape to increase her reach, her natural attacks and unarmed strikes deal an additional 2d6 points of damage.

At 15th level, whenever the selfshaper uses stretch shape to adjust her size category, she increases her reach by 15 feet if she assumes a size category of Medium or smaller, by 10 feet if she assumes a size category of Large, or by 5 feet if she assumes a size category of Huge. Alternatively, whenever she uses stretch shape to increase her reach, her natural attacks and unarmed strikes deal an additional 3d6 points of damage. At 19th level, whenever the selfshaper uses stretch shape to adjust her size category, she increases her reach by 20 feet if she assumes a size category of Medium or smaller, by 15 feet if she assumes a size category of Large, by 10 feet if she assumes a size category of Huge, or by 5 feet if she assumes a size category of Gargantuan. Alternatively, whenever she uses stretch shape to increase her reach, her natural attacks and unarmed strikes deal an additional 4d6 points of damage.

This ability replaces the adaptations gained at 7th, 11th, 15th, and 19th levels.

Vessel

Scions of the planes themselves, the powers that outsiders bequeath unto their vessels when they decide to act as a passenger to a mortal host are both innumerably diverse and unimaginably esoteric.

Fatespinner (Vessel)

Beholden to no one's fate save their own, the primordial forces of fate, fortune, and time are a fatespinner's to command, as is the burden of the end of times.

Fatespinner's Spells: A fatespinner adds the following spells to his vessel spell list and his list of vessel spells known at the indicated level: *ill omen*^{APG} (2nd), *augury* (5th), *borrow fortune*^{APG} (8th), *divination* (11th), *debilitating portent*^{UC} (14th), *lesser wish* (17th). These spells are of the highest level that fatespinner can cast at each level; for instance, *ill omen* is a 1st-level spell for a fatespinner, *borrow fortune* is a 3rd-level spell, and so on. This ability replaces the omen gained at 2nd level.

Fatespinner Omens: A fate spinner can select an oracle revelation in place of an omen. This does not allow the vessel to take the Extra Revelation feat. He can choose any omen from the apocalypse^{MC} or time^{UM} mystery, or from the following list: arcane archivist (lore mystery ^{APG}), gift of prophecy (seer archetype^{UM}), or natural divination (nature mystery^{APG}). Any revelation effects based on oracle level use the vessel's class level. If the omen has a prerequisite, the vessel must fulfill the prerequisite before taking that revelation. This omen can be selected once at 2nd level, plus one additional time at 8th level, 14th level, and 20th level.

Messiah (Vessel)

The product of relations between a passenger-driven vessel and an ordinary mortal, a messiah is heir to the terrible powers of the planes and can to bend the laws of the cosmos at his leisure.

Spells: A messiah casts psychic spells from the psychic class spell list augmented by a select set of additional spells (see Messiah Spells). Only spells from the psychic class spell list of 6th level or lower and messiah spells are considered to be part of the vessel's spell list. If a spell appears on both the messiah and psychic class spell list, the messiah uses the spell level from the messiah spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a messiah must have a Charisma score equal to at least 10 + the

spell's level. The DC for a saving throw against a messiah's spell is 10 + the spell's level + the messiah's Charisma modifier. A messiah can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as a bard of the same level. In addition, he receives bonus spells per day if he has a high Charisma score.

A messiah's selection of spells is limited. He has the same number of spells known as a bard of the same level, and can choose new spells to replace old ones at 5th level and every 3 class levels after that, just as a bard does. See the bard for more information on swapping spells known. This ability replaces the vessel's spells class feature.

Born of the Planes (Ex): A messiah counts as both an outsider with the native subtype and as a creature of its original type for the purpose of effects, such as the *bane* weapon special ability and the favored enemy class feature. This ability replaces the immunity to effects that possess or exorcise mental control that is granted by the passenger ability.

Messiah Spells: A messiah has all sorcerer/wizard spells from the necromancy (aging) and transmutation schools of 6th level or lower on his spell list (see *PACT MAGIC UNBOUND*, *GRIMOIRE*



oF Lost Souls for more information on the aging subschool). In addition, he adds the following spells to his spell list as 6th-level spells: *alter age^{GLS}*, *limited wish*, *polymorph any object*, *reverse gravity*, and *siphon sands^{GLS}*.

Phrenic Talent (Su): At 2nd level, a messiah gains a small pool of phrenic points equal to 1/2 his level, as well as one phrenic amplification, as the psychic class feature. This does not allow the messiah to qualify for the Extra Amplification^{OA} feat, although he can select this feat once in place of an omen. In addition, the messiah can select the Expanded Phrenic Pool^{OA} feat as an omen even though he doesn't meet that feat's prerequisites. This ability replaces the omen gained at 2nd level.

Blessings of the Planes (Su): At 8th level, a messiah can spend 1 point of grace to cast any spell on his spell list he does not know as if it were one of his vessel spells known, expending a vessel spell slot of the same level to cast the desired spell. Casting a spell with this ability always has a minimum casting time of 1 full round, regardless of the casting time of the spell. This ability replaces the omen gained at 8th level.

Planar Scribe (Vessel)

Possessed by passengers tasked with penning the word of the gods, planar scribes use their otherworldly talent with words to inspire others to play their part on the cosmic stage.

Inspiring Performance (Su): At 2nd level, a planar scribe gains the ability to use certain kinds of bardic performances. He can use this ability for a number of rounds per day equal to 3 + his Charisma modifier; this number increases by 1 round per vessel level thereafter. The planar scribe's effective bard level for this ability is equal to his vessel level. At 2nd level, the planar scribe can use countersong and fascinate. At 8th level, the planar scribe can use suggestion. At 20th level, the planar scribe can use mass suggestion. This ability otherwise functions as bardic performance; feats and other effects that affect bardic performance (such as the Extra Performance feat) apply to it. This ability replaces the omens gained at 2nd level, 8th level, and 20th level.

Scribe's Omens: The following new omens can be selected by a planar scribe.

Bardic Masterpiece (Su): A vessel can select a bardic masterpiece that relies upon Perform (Oratory) in place of an omen. Any masterpiece effects based on bard level use the vessel's class level. If the bardic masterpiece has a prerequisite, the vessel must fulfill the prerequisite before taking that bardic masterpiece. This omen can be selected multiple times; each time, it grants the vessel gains a new bardic masterpiece.

Inspire Courage (Su): The vessel can use his inspiring performance ability to inspire courage, as a bard with an effective level equal to his vessel level. The vessel must be at least 5th level before selecting this omen.

Inspire Heroics (Su): The vessel can use his inspiring performance ability to inspire heroics, as a bard with an effective level equal to his vessel level. The vessel must be at least 11th level and possess the inspire courage omen before

selecting this omen.

Inspire Greatness (Su): The vessel can use his inspiring performance ability to inspire greatness, as a bard with an effective level equal to his vessel level. The vessel must be at least 17th level and possess the inspire courage and inspire heroics omens before selecting this omen.

Greater Scribe's Lore (Ex): A vessel with this omen adds half his class level (minimum 1) to all Knowledge skill checks. A vessel must have the scribe's lore omen before selecting this omen.

Scribe's Lore (Ex): A vessel with this omen adds all Knowledge skills to his list of class skills and may make all Knowledge skill checks untrained.

Word of the Passenger (Su): Whenever a vessel with this omen maintains a bardic performance (including a bardic masterpiece), he can spend 1 point of grace in order to add a +2 bonus to the DC of Will saves made to resist the effects of his fascinate and suggestion bardic performance. Alternatively, he can spend 1 point of grace in order to increase any bonus to AC or on ability checks, attack rolls, damage rolls, saving throws, and skill checks by +1. These benefits last for a number of rounds equal to 1 + the vessel's Charisma bonus (minimum 1) or until the performance ends.

Witch

Although all witches dabble in the paranormal, some bargain with particularly esoteric forces.

Bookbonded Witch (Witch)

When a prospective witch needs little guiding to her fate as an arcane spellcaster, powerful patrons often make contact via a powerful, occult spellbook that acts as an implement for focusing and directing the patron's incredible powers.

Bonded Book (Su):At 1st level, the bookbonded gains a bonded spellbook instead of a familiar. This bonded spellbook functions like a wizard's arcane bond bonded item, and follows all of the rules of such an item.

A bookbonded witch must study her spellbook each day to prepare her spells. Unlike a mundane spellbook, a bonded spellbook has a near infinite number of pages within it. A bookbonded witch must study her spellbook each day to prepare her spells, as a wizard. A bookbonded witch's bonded spellbook begins play storing all of the 0-level witch spells plus three 1st level spells of the witch's choice. The bookbonded witch also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to the spellbook. At each new witch level, she adds two new spells of any spell level or levels that she can cast (based on her new witch level), plus any additional spells that she adds to her spell list as patron spells, to her spellbook. A bookbonded witch can also add additional spells to her spellbook in the same manner as a wizard. If lost or destroyed, the witch must perform a special ritual to replace her bonded spellbook before she can begin to add spells to it, exactly as if she were replacing a slain familiar. This ability replaces witch's familiar and the hex gained at 1st level.



Bookbonded Resonance (Su): At 3rd level, a bookbonded witch's bonded spellbook becomes an implement, as the occultist class feature. Unlike with an occultist's implements, a bookbonded witch doesn't need her bonded spellbook as a focus for her spellcasting, and her spellbook does not add or limit her access to her witch spells.

At 3rd level, the bookbonded witch chooses one school of magic to be an implement school for her bonded spellbook. In order to choose a school of magic, she must be able to cast at least one spell from that school. She chooses an additional school of magic at 8th level and every 6 levels thereafter, to a maximum of 4 schools at 20th level. Each day when she prepares her spells, the bookbonded witch chooses one of her implement schools known and treats her bonded spellbook as an implement of the chosen school. She gains the base focus power of that implement school, plus a number of points of mental focus, as the occultist class feature, equal to half her witch level. This ability replaces the hex gained at 2nd level.

Focus Powers (Su): Starting at 4th level, the witch can choose to learn a focus power from the list of



implement schools that he has chosen with the bookbonded resonance ability in place of a hex. Any focus power effects based on occultist level use the witch's class level. If a focus power has a prerequisite, the bookbonded witch must fulfill the prerequisite before taking that focus power.

Simultaneous Implements (Su): At 10th level, the witch can choose two of her implement schools whenever she prepares her spells. She gains the resonate powers and focus powers of both schools simultaneously, granting her the benefits of all focus powers that she possesses from both of the chosen implement schools. This ability replaces the hex gained at 10th level.

Songhexer (Witch)

Though most witches can use their voices to create magical effects, the songhexer is a master of using the power of audible song and sound to mesmerize and bewitch her victims.

Class Skills: A songhexer adds Perform (Cha) to her list of class skills. She does not gain Profession (Wis) as a class skill. This ability alters the witch's class skills.

Songhex (Su): At 1st level, a songhexer gains the ability to use certain bardic performances. She can use this ability for a number of rounds per day equal to 3 + her Charisma modifier; this increases by 1 round per witch level thereafter. The songhexer's effective bard level for this ability is equal to her witch level. At 1st level, the songhexer can use countersong and fascinate. At 8th level, the songhexer can use suggestion. At 18th level, the songhexer can use mass suggestion.

A songhex has audible components but not visual components. Affected creatures must be able to hear the songhexer for the songhex to have any effect. A deaf songhexer has a 20% chance to fail when attempting to use a songhex. If she fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to songhexes. This ability otherwise functions as bardic performance; feats and other effects that affect bardic performance (such as the Extra Performance feat) also apply to it. This ability replaces the witch hex gained at 1st level, 8th level, and 18th level.

Songhexer Patron: A songhexer replaces her patron spells with the following: 2nd–innocence^{4PG}, 4th–hideous laughter, 6th–exquisite accompaniment^{UM}, 8th–arcane concordance^{4PG}, 10th– glibness, 12th–serenity^{UM}, 14th–resonating word^{UM}, 16th–song of discord, 18th–deadly finale^{4PG}.

Bewitching Songhex (Su): At 10th level, a songhexer can use her songhex ability to make her voice irresistible to certain creatures that are already fascinated (see the songhex ability), functioning like *pied piping*^{4PG}. Using this ability does not end the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). This effect lasts for the fascinate effect's duration, plus 1 round per witch level the songhexer possesses. When she uses this songhex, it affects all fascinated creatures with the chosen physical trait during each individual performance. This ability replaces the hex gained at 10th level.

Favored Class Options

The rules below allow characters to take alternate rewards when they gain a level in a favored class chosen from among the classes in *PARANORMAL ADVENTURES*. Racial favored class options were introduced in *PATHFINDER ROLEPLAVING GAME ADVANCED PLAYER'S GUIDE*, and expanded upon in the *PATHFINDER ROLEPLAVING GAME ADVANCED RACE GUIDE*. This section includes racial favored class options for all classes from the *PATHFINDER ROLEPLAVING GAME ADVANCED RACE GUIDE*, as well as additional Pathfinder Roleplaying Game races, the dragon race from the *DRAGON COMPANION HANDBOOK* by Everyman Gaming, LLC, and the mutamorph and nashi races from *AGE OF ELECTROTECH* by Radiance House.

Each of these rewards replaces the normal reward for having a level in a favored class (gaining 1 extra hit point or 1 extra skill rank). Unlike those general rewards, these alternate favored class options speak directly to the features of specific classes and the general tendencies of various races.

Whenever you gain a level, you can choose which favored class option you take. Unless otherwise noted, these benefits always stack with themselves.

Many of these alternate class rewards add only 1/2, 1/3, 1/4, or 1/6 to a roll (rather than 1) each time the reward is selected, or add 1/2, 1/3, 1/4, or 1/6 to a class ability (such as a bloodrager's number of bloodrages per day or a swashbuckler's total number of panache points). When applying such a benefit to a die roll or a class ability, always round down (minimum 0). You might thus need to select such an option several times before the benefit applies.

Some options have a fixed numerical limit, after which selecting such a favored class reward again has no effect. In these cases, you can always select from among the standard rewards when taking a level in a favored class (gaining 1 extra hit point or 1 extra skill rank).

Everyman Options: In addition to the favored class options system from the *PATHFINDER ROLEPLAYING GAME ADVANCED CLASS GUIDE*, this section also includes class options for the shapeshifter and vessel classes using the Everyman favored class options system from *EVERYMAN UNCHAINED: Skills AND OPTIONS*.

Shapeshifter Options

Aasimar: Add 1 minute to the number of minutes per day that the shapeshifter can use the planar shape adaptation for.

Android: Gain 1/6 of an Extra Instinct feat.

Catfolk: While assuming a feline shape, the shapeshifter adds $\pm 1/3$ on Perception checks and on Reflex saves.

Changeling: Select one humanoid shape that the shapeshifter knows. Add +1/3 on damage rolls made with the shapeshifter's natural weapons and unarmed strikes while assuming the selected humanoid shape.

Dhampir: Select one bat or canine animal shape that the shapeshifter knows. Add +1/3 on damage rolls made with the shapeshifter's natural weapons and unarmed strikes while assuming the selected animal shape.

Dragon: Gain a +1/2 bonus on Bluff checks and Disguise checks while assuming a humanoid animal shape.

Drow: Gain 1/6 of a new adaptation.

Duergar: Select one animal shape that the shapeshifter knows. This animal shape must be associated with a creature that dwells in an subterranean environment. Add $\pm 1/3$ on damage rolls made with the shapeshifter's natural weapons and unarmed strikes while assuming the selected animal shape.

Dwarf: Gain 1/6 of an Extra Animal Shape feat.

Elf: Gain 1/6 of an Extra Instinct feat.

Fetchling: Add 1 minute to the number of minutes per day that the shapeshifter can use the planar shape adaptation for.

Gathlain: Gain a +1/2 bonus on Bluff checks and Disguise

checks while assuming a humanoid animal shape.

Gillman: Select one animal shape that the shapeshifter knows. This animal shape must have the aquatic base ability. Add +1/3 on damage rolls made with the shapeshifter's natural weapons and unarmed strikes while assuming the selected animal shape.

Ghoran: Gain 1/6 of an Extra Instinct feat.

Goblin: Select one Small or smaller animal shape that the shapeshifter knows. Add $\pm 1/6$ to the shapeshifter's ferocity bonus while assuming the selected animal shape (maximum ± 1).

Gnome: Gain 1/6 of an Extra Animal Shape feat.

Grippli: Add +1/2 on Acrobatics and Stealth checks while assuming a frog shape.

Half-Elf: Gain 1/6 of a new adaptation.

Half-Orc: Select one natural weapon. While assuming an animal shape that grants her the selected natural weapon, the shapeshifter gains a $\pm 1/2$ bonus on damage rolls with that natural weapon (maximum ± 2).

Halfling: Gain 1/6 of an Extra Instinct feat.

Hobgoblin: Select one natural weapon. While assuming an animal shape that grants her the selected natural weapon, the shapeshifter gains a $\pm 1/2$ bonus on damage rolls with that natural weapon (maximum ± 2).

Human: Gain 1/6 of an Extra Instinct feat.

Ifrit: Add 1 minute to the number of minutes per day that the shapeshifter can use the planar shape adaptation for.

Kasatha: Select one natural weapon. While assuming an animal shape that grants her the selected natural weapon, the shapeshifter gains a $\pm 1/2$ bonus on damage rolls with that natural weapon (maximum ± 2).

Kitsune: While assuming a canine shape or a humanoid shape, the shapeshifter adds +1/4 on all combat maneuver checks that she makes using instincts and kingdom abilities that are tied to her animal shape's natural weapons and unarmed strikes, such as the grab special attack.

Kobold: Select one Small or smaller animal shape. Add +1/6 to the shapeshifter's ferocity bonus while assuming the selected animal shape (maximum +1).

Lashunta: Gain 1/6 of an Extra Instinct feat.

Merfolk: Gain 1/6 of an Extra Animal Shape feat.

Mutamorph: Gain 1/6 of the Animal Shape Focus feat as a bonus feat.

Nagaji: Select one lizard or serpent shape that the shapeshifter knows. Add $\pm 1/2$ on damage rolls made with the shapeshifter's natural weapons and unarmed strikes while assuming the selected animal shape.

Nashi: Add +1/2 on Perception and Stealth checks while assuming a rodent shape..

Orc: Select one natural weapon. While assuming an animal shape that grants her the selected natural weapon, the shapeshifter gains a $\pm 1/2$ bonus on damage rolls with that natural weapon (maximum ± 2).

Oread: Add 1 minute to the number of minutes per day that the shapeshifter can use the planar shape adaptation for.

Ratfolk: Select one rodent shape that the shapeshifter knows. Add $\pm 1/2$ on damage rolls made with the shapeshifter's natural weapons and unarmed strikes while assuming the selected rodent shape.

Samsaran: Gain 1/6 of an Extra Animal Shape feat.

Skinwalker: Select one animal shape that the shapeshifter. Add $\pm 1/2$ on damage rolls made with the shapeshifter's natural weapons and unarmed strikes while assuming the selected animal shape and using the hybrid shape adaptation.

Strix: Select one natural weapon. While assuming an animal shape that grants her the selected natural weapon, the shapeshifter gains a $\pm 1/2$ bonus on damage rolls with that natural weapon (maximum ± 2).

Suli: Add 1 minute to the number of minutes per day that the shapeshifter can use the planar shape adaptation for.

Svirfneblin: Gain 1/6 of an Extra Animal Shape feat.

Sylph: Add 1 minute to the number of minutes per day that the shapeshifter can use the planar shape adaptation for.

Syrinx: Select one avian shape that the shapeshifter knows. Add +1/2 on damage rolls made with the shapeshifter's natural weapons and unarmed strikes while assuming the selected avian shape.

Tengu: Select one avian shape that the shapeshifter knows. Add $\pm 1/2$ on damage rolls made with the shapeshifter's natural weapons and unarmed strikes while assuming the selected avian shape. **Tiefling**: Add 1 minute to the number of minutes per day that the shapeshifter can use the planar shape adaptation for.

Traxian: Gain 1/6 of an Extra Instinct feat.

Trox: Gain 1/6 of an Extra Instinct feat.

Undine: Add 1 minute to the number of minutes per day that the shapeshifter can use the planar shape adaptation for.

Vanara: While assuming an ape shape or a humanoid shape, the shapeshifter adds +1/4 on all combat maneuver checks that she makes using instincts and kingdom abilities that are tied to her animal shape's natural weapons and unarmed strikes, such as the grab special attack.

Vishkanya: Select one animal shape that the shapeshifter knows that has the poison or toxic ability. Add +1/3 to the save DC of the selected animal shape's poison or toxic ability.

Wayang: Gain 1/6 of an Extra Instinct feat.

Wyrwood: Gain 1/6 of a new adaptation.

Wyvaran: Select one natural weapon. While assuming an animal shape that grants her the selected natural weapon, the shapeshifter gains a $\pm 1/2$ bonus on damage rolls with that natural weapon (maximum ± 2).

Vessel Options

Aasimar: Add +1/4 to the vessel's caster level when casting spells with the good descriptor.

Android: Gain 1/6 of an Extra Omen feat.

Catfolk: Add +1/3 on Perception Stealth checks and Reflex saves while the vessel has 2 or more points of grace.

Changeling: Add one spell from the sorcerer/wizard spell list that isn't on the vessel's spell list to the list of spells the vessel knows. The spell must be at least 1 level below the highest level of spell the vessel can cast and must have the curse descriptor.

Dhampir: Add +1/3 to the damage reduction granted by the vessel's passenger while benefiting from the grace overfloweth class ability.

Dragon: Add +1/4 to the vessel's natural armor bonus while benefiting from the grace overfloweth class ability.

Drow: Add +1/3 to the vessel's spell resistance while benefiting from the grace overfloweth class ability.

Duergar: Add +1/3 to the vessel's spell resistance while benefiting from the grace overfloweth class ability.

Dwarf: Add +1/6 to the total number of points of grace that the vessel can accept each day.

Elf: Add a +1/2 bonus on caster level checks made to overcome the spell resistance of outsiders.

Fetchling: Add one spell from the sorcerer/wizard spell list that isn't on the vessel's spell list to the list of spells the vessel knows. The spell must be at least 1 level below the highest level of spell the vessel can cast and must have the darkness descriptor.

Gathlain: Add one spell from the druid spell list that isn't on the vessel's spell list to the list of spells the vessel knows. The spell must be at least 1 level below the highest level of spell the vessel can cast. **Gillman**: Add +1 to the vessel's swim speed while the vessel has 2 or more points of grace. In combat this option has no effect unless the vessel has selected it five times (or another increment of five). This bonus stacks with any other bonuses to swim speed that the vessel gains.

Ghoran: Gain 1/6 of an Extra Omen feat.

Goblin: Choose one specific kind of canine, humanoid, or equine creature. Add $\pm 1/3$ to the bonus on damage rolls that the vessel gains from the grace overfloweth class ability whenever he successfully hits a creature of the chosen kind with a melee attack or his passenger's touch ability.

Gnome: Add +1/6 to the total number of points of grace that the vessel can accept each day.

Grippli: Add +1 to the vessel's climb speed while the vessel has 2 or more points of grace. In combat this option has no effect unless the vessel has selected it five times (or another increment of five). This bonus stacks with any other bonuses to climb speed that the vessel gains.

Half-Elf: Add +1/2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against creatures with a creature subtype that matches the vessel's passenger's subtype.

Half-Orc: Add $\pm 1/2$ to the amount of damage that the vessel deals when using the passenger's touch omen.

Halfling: Add +1/4 on all saving throws while the vessel has 2 or more points of grace.

Hobgoblin: Add +1/2 on Perception and Stealth checks while the vessel has 2 or more points of grace.

Human: Gain 1/6 of an Extra Omen feat.

Ifrit: Add one spell from the sorcerer/wizard spell list that isn't on the vessel's spell list to the list of spells the vessel knows. The spell must be at least 1 level below the highest level of spell the vessel can cast and must have the fire descriptor.

Kasatha: Add +1/6 to the vessel's AC as a dodge bonus while the vessel has 2 or more points of grace.

Kitsune: Add one spell from the sorcerer/wizard spell list that isn't on the vessel's spell list to the list of spells the vessel knows. The spell must be at least 1 level below the highest level of spell the vessel can cast and must belong to the enchantment school.

Kobold: Add +1/2 on Perception and Stealth checks while the vessel has 2 or more points of grace.

Lashunta: Gain two additional languages.

Merfolk: Add +1 to the vessel's swim speed while the vessel has 2 or more points of grace. In combat this option has no effect unless the vessel has selected it five times (or another increment of five). This bonus stacks with any other bonuses to swim speed that the vessel gains.

Mutamorph: Gain 1/6 of an Extra Omen feat.

Nagaji: Add +1/4 to the vessel's natural armor bonus while benefiting from the grace overfloweth class ability.

Nashi: Gain 1/6 of an Extra Omen feat.

Orc: Add +1/2 to the amount of damage that the vessel deals when using the passenger's touch omen.

Oread: Add one spell from the sorcerer/wizard spell list

that isn't on the vessel's spell list to the list of spells the vessel knows. The spell must be at least 1 level below the highest level of spell the vessel can cast and must have the earth descriptor.

Ratfolk: Gain 1/6 of an Extra Omen feat.

Samsaran: Add $\pm 1/2$ to the amount of hit point damage that the vessel heals when using the passenger's touch omen.

Skinwalker: Add +1/6 to the total number of points of grace that the vessel can accept each day.

Strix: Add +1 to the vessel's fly speed while the vessel has 2 or more points of grace. In combat this option has no effect unless the vessel has selected it five times (or another increment of five). This bonus stacks with any other bonuses to fly speed that the vessel gains.

Suli: Add +1/2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against creatures with a creature subtype that matches the vessel's passenger's subtype.

Svirfneblin: Add +1/6 to the total number of points of grace that the vessel can accept each day.

Sylph: Add one spell from the sorcerer/wizard spell list that isn't on the vessel's spell list to the list of spells the vessel knows. The spell must be at least 1 level below the highest level of spell the vessel can cast and must have the air descriptor.

Syrinx: Add +1 to the vessel's fly speed while the vessel has 2 or more points of grace. In combat this option has no effect unless the vessel has selected it five times (or another increment of five). This bonus stacks with any other bonuses to fly speed that the vessel gains.

Tengu: Add +1/3 on Perception, Stealth, and Linguistic checks while the vessel has 2 or more points of grace. For every +1 bonus that the vessel gains from this option, he learns one additional language, as if he had also gained a rank in Linguistics.

Tiefling: Add +1/4 to the vessel's caster level when casting spells with the evil descriptor.

Traxian: Gain 1/6 of an Extra Omen feat.

Trox: 1/6 times per day, the vessel can use his frenzy racial trait while benefiting from the grave overfloweth class feature without it counting against his number of daily uses.

Undine: Add one spell from the sorcerer/wizard spell list that isn't on the vessel's spell list to the list of spells the vessel knows. The spell must be at least 1 level below the highest level of spell the vessel can cast and must have the water descriptor.

Vanara: Add +1/2 on Acrobatics and Stealth checks while the vessel has 2 or more points of grace.

Vishkanya: Add +1/2 to the save DC of the venom created by the vessel's toxic racial trait while she has 2 or more points of grace.

Wayang: Add one spell from the sorcerer/wizard spell list that isn't on the vessel's spell list to the list of spells the vessel knows. The spell must be at least 1 level below the highest level of spell the vessel can cast and must belong to the shadow subschool.

Wyrwood: Add $\pm 1/3$ to the damage reduction granted by the vessel's passenger while benefiting from the grace overfloweth class ability.



Wyvaran: Add +1/4 to the vessel's natural armor bonus while benefiting from the grace overfloweth class ability.

Everyman Class Options

These favored class bonuses are available to characters that have selected the indicated class as their favored class. For example, only a character that has selected gunslinger as her favored class can select the favored class options listed as gunslinger options.

Shapeshifter

- » Gain 1/6 of an Extra Animal Shape feat.
- » Gain 1/6 of an Extra Instinct feat.
- » Gain 1/6 of a new adaptation.
- » Select one animal shape that the shapeshifter knows. While assuming an animal shape that grants her the selected natural weapon, the shapeshifter gains a +1/2 bonus on damage rolls with that natural weapon (maximum +2).
- » Select 2 shapeshifter class skills. Add +1/2 on skill checks made with both skills.

Vessel

- » Add +1/6 to the total number of points of grace that the vessel can accept each day.
- » Gain 1/6 of an Extra Omen feat.
- » Add +1/2 to the amount of damage healed or the amount of damage dealt by the vessel's passenger's touch ability.
- » Add one spell from the druid spell list or the sorcerer/ wizard spell list that isn't on the vessel's spell list to the list of spells the vessel knows. The spell must be at least 1 level below the highest level of spell the vessel can cast.
- » Select 2 vessel class skills. Add +1/2 on skill checks made with both skills.

Variant Multiclassing

Introduced in *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*, the variant multiclass system allows a character to trade out half her feats in order to gain the benefits of a secondary class. These rules enable characters to gain some benefits of multiclassing without sacrificing advancement in their primary class.

Shapeshifter

A character who selects shapeshifter as her secondary class gains the following secondary class features.

Change Shape: At 3rd level, she gains the change shape class feature using her character level as her effective shapeshifter level. She gains one animal shape at 3rd level, and gains additional animal shapes at 7th level and every 4 levels thereafter, rather than getting new animal shapes every level. She never qualifies for feats that list the change shape class feature as a prerequisite.

Eldritch Shape: At 7th level, she gains the eldritch shape class feature using her character level –2 as her effective shapeshifter level.

Adaptation: At 11th level, she gains one adaptation, using her character level as her effective shapeshifter level.

Improved Adaptation: At 15th level, she gains one additional adaptation.

Greater Adaptation: At 19th level, she gains one additional adaptation.

Vessel

A character who selects vessel as her secondary class gains the following secondary class features.

Passenger: At 1st level, she chooses a passenger. She never qualifies for feats that list the passenger class feature as a prerequisite.

Auspicious Grace: At 3rd level, she gains the auspice and grace class features.

Grace Boon: At 7th level, she gains the grace overfloweth class feature and her passenger's 3rd-level grace boon, using her character level as her effective vessel level.

Additional Grace Boon: At 11th level, she gains her passenger's 6th-level grace boon.

AdditionalGraceBoon: At 15th level, shegains her passenger's 9th-

level grace boon. Additional Grace Boon: At 19th level, she gains her passenger's 12thlevel grace boon.

Feels & Treffs

The following feats and traits are detailed in this section. These options are designed to be appropriate for paranormal investigations and adventures.

Feats: Feats represent special tricks or abilities that characters have acquired. Although many different types of feats exist, *PARANORMAL ADVENTURES* only includes general feats, which do not belong to any special category of feat.

Traits: Traits are abilities that aren't tied to a character's race or class. They enhance skills, racial abilities, class abilities, or other statistics, allowing further character customization. Most traits focus on aspects of a character's background and upbringing. Traits are broken down into multiple categories. With the exception of family traits, a character cannot select multiple traits from the same category. The following categories of traits are detailed in *PARANORMAL ADVENTURES*

Combat: These traits focus on martial and physical aspects of your background.

Family: These traits focus on your relationships with family members, especially parents and siblings. Unlike other categories of character traits, you can choose as many family traits as you want.

Animal Shape Focus

Select one animal shape. You can assume the selected animal shape with greater accuracy and speed.

Prerequisites: change shape class feature.

Benefit: You can use your change shape ability to assume the selected animal shape as a swift action.

Special: You gain Animal Shape Focus multiple times. Each time you take the feat, it applies to a new animal shape.

Normal: Assuming an animal shape using change shape is a standard action.

Animal Shape Specialization

Your can quickly adapt a specific animal shape to your needs.

Prerequisites: Animal Shape Focus with the selected animal shape, adaptation class feature, change shape class feature.

Benefit: While assuming the selected animal shape, you can alter your current adaptation as a swift action.

Special: You can gain Animal Shape multiple times. Each time you take the feat, it applies to a new animal shape.

Cooperative Kin

Your family is capable of astounding feats of teamwork.

Prerequisites: Character level 5th.

Benefit: Your ability to work in tandem with your family is impressive. You treat all of your family members that you have a good relationship with as though they possessed the same teamwork feats as you do for the purpose of determining whether you receive a bonus from your teamwork feats. Your family members don't gain any of the bonuses from these feats unless they actually have the teamwork feats. You and your family members' positioning and actions must still meet the prerequisites listed in a teamwork feat's description in order to gain the teamwork feat's listed bonus.

Enduring Invocation

You are able to cling to your passenger's powers for longer than most other mortals.

Prerequisites: Invocation class feature, vessel level 5th.

Benefit: Whenever you utter an invocation, increase the number of rounds that your invocation lasts for by a number of rounds equal to your Charisma bonus (if any).

Normal: After uttering an invocation, you gain the benefits of the chosen invocation for a number of rounds equal to your vessel level.

Extra Animal Shape

Through hard work and practice, you have learned to assume the form of a new creature.

Prerequisites: Change shape class feature.

Benefit: You learn one additional animal shape.

Special: You can gain Extra Animal Shape multiple times.

Extra Instinct

You have learned how to manifest your animal shape's abilities in new ways.

Prerequisites: Instinct class feature.

Benefit: You gain one additional instinct. You must meet all of the prerequisites for this instinct.

Special: You can gain Extra Instinct multiple times.

Extra Omen

You have learned to draw upon your passenger's occult power in new ways.

Prerequisites: Omen class feature.

Benefit: You gain one additional omen. You must meet all off the prerequisites for this omen.

Special: You can gain Extra Omen multiple times.

Greater Ritual Specialization

You can rush your occult rituals, performing them faster but also making them more difficult.

Prerequisites: Int 13, Greater Ritual Specialization, character level 15th.

Benefit: When acting as the primary spellcaster for the

selected ritual, you can increase the DC of all skill checks required by the ritual by an amount up to 5 times your Intelligence bonus. For every 5 that you increase a ritual's skill check DC by, you reduce the amount of time to perform the ritual by 10 minutes (or 1 hour, if the ritual is measured in hours), to a minimum casting time of 10 minutes (or 1 hour).

Ritual Focus

You are skilled at performing occult rituals.

Prerequisites: Character level 7th.

Benefit: You get a +2 bonus on all skill checks made while casting an occult ritual. If you have 10 or more ranks in such a skill, the bonus increases to +4 for that skill.

Ritual Specialization

Select one occult ritual. When acting as the primary spellcaster for that ritual, you cast it with greater than normal power.

Prerequisite: Int 13, character level 7th.

Benefit: Select one ritual that you know. When acting as the primary spellcaster for this ritual, you treat your caster level as being two higher for all level-variable effects of the ritual.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different ritual.

Studied Guard

You can predict and ultimately thwart the attacks of your studied opponents.

Prerequisite: Studied target class feature.

Benefit: When you use studied target to study one or more opponents, choose one of those opponents. You add your studied target bonus to your CMD and as a dodge bonus to AC when attacked by the chosen target.

Special: You can gain this feat up to five times. Each time you take this feat after the first, you increase the number of studied opponents that you can choose to apply the benefits of this feat against by one, up to the maximum number of opponents that you can maintain your studied target bonuses against at the same time.

Tenacious Resolve

You stubbornly cling to consciousness regardless of the amount of punishment dealt to you.

Prerequisite: Endurance.

Benefit: Whenever your nonlethal damage exceeds your current hit points, you can attempt a DC 10 Constitution check to remain conscious. You take a penalty on this check equal to the number of nonlethal hit points that your nonlethal hit point total exceeds your current hit points by. If you fail the Constitution check, you fall unconscious.

Special: This feat ignores the usual restrictions on the burn and grace class features that prevent you from benefiting from abilities that alter or ignore the effects you receive from nonlethal damage. **Normal**: When your temporary hit point total exceeds your current hit points, you fall unconscious.

Combat Traits

Monster Hunter: You were raised as a monster hunter and have a knack for identifying monsters. You can attempt Knowledge (arcana), Knowledge (dungeoneering), and Knowledge (planes) checks to identify the abilities and weaknesses of creatures untrained. If you have at least 1 rank in any of these skills, you gain a +1 trait bonus for that skill.

Family Traits

Fiercely Individualistic: For as long as you can remember, you have dreamed of a life of freedom from the demands of your family and did everything in your power to seize that dream when you came of age. Although you may maintain ties with your family, you act as your own agent. You gain a +2 trait

bonus on Will saves against charm and compulsion effects.





Rules

7:5

"So does the rock say what's nabbing those people's souls, Sally?" Drake asked, peering over his brother's shoulder. Strange objects and effigies decorated the dim lair, the only other sound coming from the jars of writhing, squid-like creatures that lined the shelves. Sal sighed in exasperation, shaking his head.

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"Honestly, I don't have a clue what's written on this thing."

"Well isn't that swell?" Drake fumed, slamming his hands onto the table where his brother sat. "I guess we're stuck in this dump while some creature nabs every man, woman, and child in town. Hell, let's play picturades with the damn thing!"

"I don't understand," Camael remarked. "Why would we play picturades when so many innocent lives are in danger?" Drake rolled his eyes.

"Shut it, Cam."

Greature Templates

A template is a set of rules that you apply to a monster to transform it into a different monster. All templates give precise directions on how to change a monster's statistics to transform it into the new monster.

Acquired Templates: Some templates, like the lich (*PATHFINDER ROLEPLAYING GAME BESTLARY*), are the results of a creature's choice and desire to transform. Others, like the shapechanging template, are the result of an external force acting upon a creature (for example, when a tormented person dies and becomes a ghost). Yet in both cases, the template changed a creature well after its birth or creation—these types are called "acquired templates," and can be added to a creature at any time during its existence.

Inherited Templates: Some templates, such as the half-dragon and half-fiend templates, are part of a creature from the beginning of its existence. Creatures are born or created with these templates already in place, and have never known life without them. These types of templates are called "inherited templates."

Simple Templates: Simple templates can be applied during the game with minimal effort. This makes it easy, for example, to deal with celestial and fiendish creatures conjured in the heat of battle by summon monster spells.

All simple templates have two categories of changes. The "quick rules" present a fast way to modify die rolls made in play to simulate the template's effects without actually rebuilding the stat block—this method works great for summoned creatures. The "rebuild rules" list the exact changes you make to the base stat block if you have the time to completely rebuild it—this method works best when you have time during game preparation to build full stat blocks. The two methods result in creatures of similar, if not identical, abilities.

Simple Class Templates

Simple class templates function in much the same way as all other simple templates. They enable GMs to customize creatures by giving them the flavor and abilities of classes without the complexity of adding class levels.

All simple class templates have two categories of changes. The "quick rules" present a fast way to modify a creature's abilities and statistics without having to actually rebuild the stat block. The "rebuild rules" list the exact changes to make to the base stat block if you have the time to completely rebuild it, such as between sessions when you are planning the next game. The two methods result in creatures of similar (if not identical) abilities. These templates grant their respective classes' class features, which are denoted by a dagger (†). Many of these function slightly differently than the original class ability, as noted in the templates.

Spellcasting: A number of these templates grant the ability to cast spells as a member of the class on which the template is based. These templates only grant spells for the three highest spell levels the creature has access to. If the creature casts all of the spells of its higher levels, you can keep the combat challenging by adding lower-level spells—denoted by a double dagger (‡)—but no more than two for any given spell level.

Shapeshifter Creature (CR +1 or +2)

A shapeshifter creature can assume the shape of a specific animal. A shapeshifter creature's CR increases by 2 if the creature has 10 or more HD.

Quick Rules: +2 on all rolls based on Str; gains change shape[†] and 4 animal shapes, with a maximum shape size as a shapeshifter of its HD (maximum Colossal at 17 HD); gains ferocity[†], one adaptation[†], and one instinct[†] (if the creature has 10 or more HD, it gains a second instinct and savage spirit^{\dagger} with a bonus equal to 1/4 its Hit Dice, up to +5 at 20th level).

Rebuild Rules: Special Qualities change shape[†] (4 animal shapes with a maximum shape size as a shapeshifter of its HD), ferocity, one adaptation[†], one instinct[†], if the creature has 10 or more HD, it gains a second instinct and savage spirit[†]; Ability Scores +4 Strength.

Vessel Creature (CR +1 or +2)

A vessel creature harbors a powerful outsider known as a passenger within its body. A vessel creature's CR increases by 2 if the creature has 10 or more HD.

Quick Rules: +2 on all rolls based on Cha; gains auspice[†], grace[†], invocation[†] (using its HD -2 as its vessel level), and passenger[†], can cast a small number of vessel spells using its HD as its CL and gaining two spell slots of each level for every level of spells known; if the creature has 10 or more HD, it gains two omens[†].

Rebuild Rules: Special Attacks auspice[†], invocation[†] (treating its HD -2 as its vessel level); Special Qualities grace[†], passenger[†] (treating its HD -2 as its vessel level), if the creature has 10 or more HD, it gains two omens[†]; Ability Scores +4 Charisma.

Vessel Spells Known							
HD	0	1st	2nd	3rd	4th	5th	6th
1-4	2	1	‡	‡	‡	‡	‡
5-8	2	2	1	‡	‡	‡	‡
9-12	‡	2	2	1	‡	‡	‡
13-16	‡	‡	2	2	1	‡	‡
17-20	‡	‡	‡	2	2	1	‡
21+	‡	‡	‡	‡	2	2	1



Shapechanging Creature

The features of the young man standing before you slowly rot away, leaving behind dull, purple skin, emaciated limbs, and a writhing, forked tongue in their wake.

CR 4

	HA						

XP 400 CE Medium undead (shapechanger) Init +2; Senses darkvision 60 ft.; Perception +7 DEFENSE AC 14, touch 12, flat-footed 12, (+2 Dex, +2 natural) hp 13 (2d8 +4) **Fort** +2, **Ref** +2, **Will** +5 Defensive Abilities channel resistance +2 OFFENSE Speed 30 ft. Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws (1d6+1 plus paralysis) Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect) **STATISTICS** Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 14 Base Atk +1; CMB +2; CMD 14 Feats Weapon Finesse Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3SQ change shape (cannibalistic shapechanger; human) Languages Common ECOLOGY Environment any urban Organization solitary, gang (2-4), or pack (7-12) Treasure standard SPECIAL ABILITIES

Cannibalistic Shapechanger (Su): After eating human flesh, the ghoul can use its change shape ability assume the appearance of the specific individual whose flesh it consumed as a full-round action. This grants the ghoul all of the consumed creature's memories, as well as a +20 circumstance bonus on Bluff checks to act liked the consumed creature and on Disguise checks to appear as the consumed creature. This ability functions like alter self.

Disease (Su) Ghoul Fever: Bite—injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charismabased. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

As its name implies, a shapechanging creature possesses a limited ability to assume another, specific form. The creation of shapechanging creatures is somewhat pragmatic; whether because of continual exposure to transmutation magic or other mutative agents, shapechanging creatures are most likely to arise from creatures that would benefit the most from an extra degree of clandestine stealth or espionage.

Unlike dopplegangers, which possess near limitless versatility in their ability to change their shape, a shapechanging creature is often restricted in how it changes shape or what it can change its shape into. The most common kind of shapechanging creatures are limited to a single, alternate appearance such as a shapechanging worg with an orc form or a shapechanging ghoul with a human form. Such shapechanging creatures are limited to a single, specific appearance that does not change from transformation to transformation, making the discovery of such a shapechanger easier for an experienced paranormal hunter or investigator.

Less common and significantly more dangerous are cannibalistic shapechangers, who are able to transform into a specific creature by consuming its flesh. This kind of shapechanging creature is most common among creatures that consume the flesh of sentient creatures, especially the undead.

Creating a Shapechanging Creature

"Shapechanging" is an inherent template that can be added to any corporeal creature with an Intelligence score of 3 or higher (referred to hereafter as the base creature). A shapechanging creature uses all of the base creature's statistics and special abilities except as noted here.

CR: Same as base creature.

Type: Creature gains the shapechanger subtype.

Special Abilities: A shapechanging creature retains all the special attacks of the base creature and gains the change shape ability, plus one of the following modifications to change shape. This ability functions as alter self for humanoid forms, beast shape II for animal forms, form of the dragon I for dragon forms, giant shape I for humanoid forms with the giant subtype, or vermin shape II for vermin forms unless noted otherwise.

Cannibalistic Shapechanger: The shapechanging creature can only assume the appearance of a creature of a specific type (animal, dragon, giant, humanoid, or vermin) and only when it is able to consume the flesh of a creature of that kind. After consuming the flesh of a creature that the shapechanging creature is able to assume the appearance of, it assumes the appearance of that single, specific creature that it consumed and gains a +20 circumstance bonus on Bluff checks to act like the consumed creature and on Disguise checks to appear as the consumed. Furthermore, the creature gains access to all of the consumed creature's memories with perfect clarity. Changing shape is a full-round action that provokes attacks of opportunity.

Limited Shapechanger: The shapechanging creature can only assume the appearance of a specific single Diminutive, Tiny, Small, or Medium animal, humanoid, or vermin of the same sex. The creature always takes this specific form when it uses this ability. Changing shape is a standard action.



Born from the discarded blood of a destroyed monster, levialogi are cruel beings that wish to reunite the scattered fragments of their race's ancient progenitor, combining themselves within it so they might appease their ravenous hunger by devouring creation.

When the eldest of gods were young and the universe newborn, a monstrous creature known as Leviathan prowled the planes. First and greatest of the behemoths, Leviathan swam through the currents of reality as easily as a shark swims through an open sea. Immense, ageless, and very nearly invincible even from deific assaults, Leviathan was older than fear or remorse and knew only hunger; insatiable, gnawing, maddening hunger.

Plane by plane, Leviathan swallowed creation faster than the gods could dream it. When reality finally lay barren before Leviathan's appetite, it turned to the gods as a source for its final, most savory meal. Although none know for sure who struck Leviathan down, all agree that the beast could only be defeated, never truly slain. Without a means to end its threat permanently, the gods ripped the insatiable monster asunder, casting its head into the heart of the Maelstrom, its broken carapace into the aether that would become the Material Plane, and its rotted blood into the deepest pits of Purgatory. When their work had ended, the gods left Leviathan's prison praying none would ever know Leviathan's terror. But even gods are capable of harboring futile hopes, for no matter how hard they tried, Leviathan hungered. Even in death.

Festering within its prison in Purgatory, the blood of Leviathan devoured any souls unfortunate enough to wander too close to its foul prison. Over countless aeons, the power of the souls that Leviathan's blood consumed caused it to develop a myriad of independent, sentient personalities of its own, resulting in the birth of the sanguinary levialogi.

Levialogi are the festering, rotted remains of Leviathan's primordial blood, having developed sentience during countless eons of imprisonment. Scarcely three feet in diameter and colored like a starless night, levialogi are little more than globes of blood like ooze in their true form. When fully submerged in water, they are able to move by twisting and contorting their bodies with snakelike undulations, but collapse into ichor if brought upon dry land. As a result, most levialogi make the acquisition of a more suitable vessel first among their tasks upon escaping from Purgatory, their favorite being the corporeal shells of creatures that are mostly comprised of water. Upon locating such a creature, a levialogi enters its body through its pores or orifices, painfully devouring its blood and vital organs as it surges throughout the victim's body in a matter of moments. When its new home has been thoroughly cleansed, a levialogi ensures its solidarity within its new shell by devouring the creature's soul, gaining all of its memories and many of its powers and abilities.

Although they can appear in a myriad of diverse shells taken

from creatures dwelling across the planes, all levialogi possess a number of features that identify them as a member of their kind. When its vessel is damaged, a levialogi's body oozes inky, black ichor. Furthermore, all levialogi are able to quickly alter their corporeal shell's form with a number of horrific natural weapons that originate from Leviathan itself, including an array of tentacles and a wicked maw with teeth strong enough to crush adamantine. Finally, a levialogos is able to swim through the planes almost effortlessly, and they need neither air nor water nor sustenance in order to survive though they crave the taste of blood and meat, especially that of sentient creatures.

Each in possession of an eons-old intellect, levialogi are far more ruthless and cunning than Leviathan ever was. Despite their ravenous hunger, levialogi work to keep themselves thoroughly checked with careful calculation and patience, often drafting clandestine schemes that stretch for generations. Although nearly impervious even to the wrath of the gods, the levialogi have learned firsthand that brute force will not enable them to restore Leviathan's carapace, as the gods and their servants are many and more than capable of eradicating decades of work in mere moments by moving and hiding what remains of Leviathan. Still, the levialogi see all of creation as little more than their livestock, a candle before the oncoming tide of their insatiable hunger and when given the opportunity, they take great delight in carnage and the consumption of all that the gods have wrought since their imprisonment.

Levialogos Paralogi

The most ancient of the levialogi are the paralogi, influential speakers among the levialogi who possess glimpses of Leviathan's memory and visions of the esoteric places were the gods have hidden its remains. Although the realms of the paralogi aren't infinitely vast, they are nearly infinite in number, as the paralogi have been creating small demiplanes from which they rule for countless eons, only to abandon them whenever the chill of paranoia descends upon them. As a result, countless vacant demiplanes stretched across a million worlds owe their existence to the paralogi, each of which bares signs of the foul taint that once resided within it.

Unlike other creatures, a levialogi cannot ascend to the rank of paralogi without the consent of another paralogi, as it is the power of Leviathan's undiluted memories that creates a paralogi. The act of creating a new paralogi dilutes the memories and visions that empower and guide the original, however, and as a result, paralogi loathe helping other levialogi ascend, as doing so weakens their personal and political power. Each paralogi is a unique creature ranging in power from CR 26 to CR 30.

Levialogi Subtype

Levialogi are chaotic evil aberrations. Unless otherwise noted in a creature's entry, levialogi possess the following traits.

- » Amorphous.
- » Darkvision 60 ft.
- » Immunity to ability damage and drain, bleed, diseases, energy drain, mind-affecting effects, and poison.
- » Resistance to cold 20, electricity 20, fire 20, and sonic 20.
- » Class Affinity: Each levialogi has an affinity for a specific class, granting it a number of special abilities. This ability grants the levialogos one specific simple class template^{MC} as noted in the creature's stat block. The CR increase from this template is always included in the levialogos's CR.
- » Devour Appearance (Ex): All levialogi have two appearances—a mundane appearance and their true form. In mundane form, a levialogos appears as a specific, individual creature with an Intelligence of 3 or higher. This ability functions like the change shape universal monster ability, tied to greater polymorph, except the levialogos can only assume the form of that single specific creature. A levialogos possesses all of the memories of this specific, individual creature with perfect accuracy, granting it a +10 bonus on Bluff and Disguise checks in addition to the usual +20 bonus that using a polymorph effect to assume the shape of another creature provides. A levialogos can change its mundane appearance to that of another creature.
- » *Invincibility (Ex)*: A levialogos is nearly impossible to permanently slay. This ability functions as both damage reduction and regeneration for the indicated amount. No form of attack can overcome or suppress a levialogos's invincibility—it regenerates even if disintegrated or slain by a death effect. If a levialogos fails a save against an effect that would kill it instantly, it rises from death 1 hour later with 1 hit point if no further damage is inflicted upon its remains. If a levialogos's head is removed from its remains, it cannot rise from the dead until its head is returned. In such situations, the head uses the same statistics as a crawling hand^{B2}, except it also possesses the invincibility ability.
- » Levialogos Acclimation (Ex): A levialogos's home plane is always that of the single specific creature whose appearance it assumes using its devour appearance ability.
- » Planar Adaptation (Su): Levialogi are nearly impervious to environmental hazards, including lack of air and most types of energy damage. This ability functions like a constant planar adaptation^{APG} effect, but its benefits apply even while the levialogos is on its native plane. In addition, the planar adaptation effect grants the levialogos cold resistance 20, electricity resistance 20, fire resistance 20, and sonic resistance 20 instead of resistance to a single energy type.
- » Spell Resistance (Ex): Levialogi are resistant to magic and have an SR equal to 13 + their CR.
- » A levialogos's bite attack ignores all damage reduction and hardness.
- » Levialogi speak Aklo, plus any language spoken by the single specific creature whose form they assume using their devour appearance ability.



Levialogos, Erythologos

The upper torso of this ordinary-looking human male suddenly explodes with writhing, black ooze as stone-hard scales sprout across his body and his head is consumed by a massive, tooth-filled maw.

ERYTHOLOGOS CR 20

XP 153,600

CE Medium aberration (levialogos)

Init +7; Senses darkvision 60 feet; Perception +19

DEFENSE

AC 30, touch 18, flat-footed, 22 (armor +3, Dex +7, natural armor +10)

hp 384 (24d8+264); invincibility 15

Fort +21, Ref +21, Will +20

Defensive Abilities amorphous, evasion, improved evasion, improved uncanny dodge, uncanny dodge; **Immune** ability damage, bleed, disease, energy drain, gaze attacks, mindaffecting effects, permanent wounds, poison, polymorph; **Resist** cold 20, electricity 20, fire 20, sonic 20; **SR** 33

OFFENSE

Speed 30 ft.

Melee bite +30 (2d6+22), 4 tentacles +25 (1d4+6), +1 keen kukri +30/+25/+20 (1d4+14/15-20), or bite +28 (2d6+22), 4 tentacles +23 (1d4+6), +1 keen kukri +28/+28/+23/+23/+18/+18 (1d4+14/15-20)

Special Attacks pull (tentacle, 10 feet), sneak attack +10d6 Spell-Like Abilities (CL 20th; concentration +24)

1/day-interplanetary teleport^{UM} (self plus 50 lbs.), plane shift (self plus 50 lbs.)

STATISTICS

Str 35, Dex 24, Con 32, Int 24, Wis 21, Cha 18 Base Atk +18; CMB +30; CMD 47

- Feats Combat Expertise, Critical Focus, Dastardly Finish, Deceitful, Double Slice, Improved Two-Weapon Feint, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Improved Critical (kukri), Power Attack, Stunning Critical, Two-Weapon Feint, Two-Weapon Fighting, Weapon Focus (kukri)
- Skills Acrobatics +21, Bluff +22 (+32 to act appropriately for its mundane form), Climb +26, Disguise +22 (+52 to appear in its mundane form), Fly +21, Intimidate +18, Knowledge (planes) +21, Perception +19, Stealth +21, Survival +19, Swim +26
- **SQ** class affinity (rogue), devour appearance (human), rogue talents (fast stealth, improved evasion), planar adaptation

Languages Aklo, Common

ECOLOGY

Environment any

Organization solitary, duo, scout team (3-6), troop (7–14)

Treasure incidental (clothing, leather armor, two +1 keen kukris)

SPECIAL ABILITIES

Leviathan's Maw (Ex): An erythologos's bite attack ignores hardness and damage reduction.

Spies and assassins of the levialogi, the erythologi are elite infiltrators among a race of shapechangers. As with all levialogi, erythologi feel the constant, maddening pains of the Leviathans' ravenous appetite, but are able to control their hunger better than any other levialogi, consuming only when absolutely necessary for their survival or completion of their objectives.

Erythologi typically devour the appearances of mundane individuals; common men and women of average build and physique who are unlikely to garner any significant amount of notice from the general populace. In a confrontation, an erythologi assumes its true form only as a last resort, far content to kill its enemies with whatever weapons its current form has at its disposal and unwilling to risk a perfectly good disguise simply to end the suffering of its assaulter quickly.

Immortal and virtually indestructible, erythologi often find it necessary to permanently abandon its station to tie up loose ends by staging elaborate deaths before disappearing into the night, seldom seen again.

Levialogos, Leucologos

The guard's head and back erupt into a writhing mass of black ooze that hardens into scales and four wicked-looking tentacles as durable as iron, its head tearing apart into a howling, tooth-filled maw.

LEUCOLOGOS CR 25

XP 1,638,400

CE Medium aberration (levialogos)

Init +9; Senses darkvision 60 feet; Perception +39

Defense

AC 44, touch 24, flat-footed, 35 (armor +6, deflection +5, Dex +9, natural armor +14)

hp 578 (34d8+408); invincibility 20

Fort +28, Ref +30, Will +28

Defensive Abilities amorphous, sanguinary deflection; Immune ability damage, bleed, disease, energy drain, gaze attacks, mind-affecting effects, permanent wounds, poison, polymorph; Resist cold 20, electricity 20, fire 20, sonic 20; SR 38

OFFENSE

Speed 30 ft.

- **Melee** bite +38 (2d6+16), 4 tentacles +36 (1d4+18), unarmed strike +38/+33/+28/+23 (1d4+18) or bite +36 (2d6+16), 4 tentacles +34 (1d4+18), unarmed strike +36/+36/+31/+26/+21 (1d3+18)
- Special Attacks pull (tentacle, 10 feet), weapon training (natural +4)
- **Spell-Like Abilities** (CL 20th; concentration +38)

1/day-interplanetary teleport^{UM} (self plus 50 lbs.), plane shift (self plus 50 lbs.)

STATISTICS

Str 42, Dex 28, Con 34, Int 24, Wis 21, Cha 18

- **Base Atk** +22; CMB +28 (+32 grapple and trip); CMD 47 (47 vs grapple and trip)
- **Feats** Combat Expertise, Combat Reflexes, Disruptive, Eldritch Claws, Furious Focus, Improved Grapple, Improved Trip, Improved Unarmed Strike, Greater Grapple, Greater Trip, Greater Weapon Focus (tentacle), Greater Weapon Focus (unarmed), Pin Down^{uc}, Power Attack, Rapid Grappler^{uc}, Spellbreaker, Stand Still, Teleport Tactician^{APG}, Two-Weapon Defense, Two-Weapon Fighting, Vicious Stomp^{uc}, Weapon Specialization (tentacle), Weapon Specialization (unarmed), Weapon Focus (tentacle), Weapon Focus (unarmed)
- Skills Acrobatics +32, Bluff +30, Climb +26, Disguise +30, Intimidate +25, Knowledge (arcana) +11, Knowledge (planes) +28, Perception +39, Sense Motive +21, Spellcraft +14, Stealth +32, Survival +27, Swim +26, Use Magic Device +19
- SQ armor training 4, class affinity (fighter), devour appearance (human), planar adaptation Languages Aklo, Common

ECOLOGY

Environment any

Organization solitary, duo, raid (3–6), invasion (7–14) **Treasure** incidental (clothing, mithral lamellar)

SPECIAL ABILITIES

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- Leviathan's Maw (Ex): An leucologos's bite attack ignores hardness and damage reduction.
- **Sanguinary Deflection (Su)**: A leucologos is protected by the profane remnants of the Leviathan's blood, granting it a +5 deflection bonus to AC.

Among the most imposing of the levialogi, leucologi are known for their ravenous appetites and their overwhelming strength, which some say is able to contend with opponents far larger than themselves. Often acting as military leaders and in similar positions of authority among both the levialogi as well as the mortal creatures they impersonate, leucologi are cold and calculating in their pursuits. Although controlled and poised, leucologi are among the most bloodthirsty of their kin and especially enjoy dining on physically powerful specimens of mortal races, believing the taste of an apex predator to be especially exquisite.

Occult Rituals

Occult rituals are special incantations that anyone can cast, even characters who are unable to cast spells. Rituals involve a number of esoteric components and sometimes allow one or more secondary casters to assist the ritual's primary caster, but despite this they function like spells in most regards. Rituals must be learned before they can be cast, though only the primary caster needs to fully understand the ritual's intricacies. Rituals cannot be cast without cost, and include both a harsh penalty if the ritual's casting fails as well as a backlash that befalls its casters regardless of success or failure. All rituals include one or more material components as well as focus components that harness and focus the ritual's power; even if a ritual's component doesn't include a cost, it is seldom easy to procure and is never assumed to be easily available or within a spell component pouch.

For more information regarding the discovery and casting of occult rituals, consult the occult rituals section in Chapter 5 of *Pathfinder Roleplaying Game Occult Adventures*.

Banish By Blood

School abjuration [variable; see text]; Level 7

Casting Time 1 minute

- **Components** V, S, M (blood of a humanoid with an Intelligence of 3 or higher, as described by the ritual), F (see the *banishment* spell), SC (one; see text)
- **Skill Checks** Knowledge (arcana or planes) or Spellcraft DC 39, 1 success; Linguistics DC 39, 3 successes

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

Targets one or more extraplanar creatures of the chosen type, no two of which can be more than 30 ft. apart.

Duration instantaneous

Saving Throw Will negates; SR yes (see text)

- **Backlash** The caster whose blood was used as a material component in the ritual takes 2d6 points of bleed damage. This damage can be halted by a DC 15 Heal check or any amount of magical healing.
- **Failure** All casters become nauseated and the caster whose blood was used as a material component in the ritual takes 2d6 points of Constitution drain.

EFFECT

This ritual is simple to perform, requiring only the drawing of a single, ancient sigil in the blood of a sentient humanoid (Intelligence 3 or greater). This blood must be freshly offered by either the primary caster of the ritual or a secondary caster, meaning that one of the two casters must be a sentient humanoid.

As part of performing the ritual, the primary caster writes an ancient sigil in blood that represents one specific race of outsiders, such as angels, demons, or psychopomps. The effects of this ritual only target outsiders of the race that you choose. The ritual gains the opposite descriptors of any alignment subtypes possessed by the targeted outsider race; for example, the ritual has the chaotic and evil descriptors if the chosen race is archon, which have the lawful and good descriptors.

Once the sigil is complete, the primary caster must touch his (or the secondary caster's) still-bleeding wound to the sigil. Doing so attempts to force all creatures of the chosen outsider race out of the immediate area, sending them to the far corners of their home plane and disabling their ability to use teleportation effects or plane shifting effects for up to 10 minutes. As many as 2 Hit Dice of creatures per caster level can be banished at once.

Like the *banishment* spell, the primary caster can improve this ritual's chance of success by presenting at least one object or substance that outsiders of the chosen race hate, fear, or otherwise oppose. For each such object or substance, the primary caster gains a ± 1 bonus on the ritual's skill checks, a ± 1 bonus on caster level checks to overcome the target's spell resistance (if any), and the ritual's save DC increases by ± 2 . Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a ± 2 bonus on the ritual's skill checks and on caster level checks against spell resistance as well as increasing the ritual's save DC by 4).

BLOODWORD

School evocation; Level 5

Casting Time 50 minutes

Components V, S, M (one or more pints of fresh blood from creature with an Intelligence of 3 or higher, as described by the ritual), F (an ornate chalice etched with dark sigils worth 5,000 gp)

Skill Checks Knowledge (arcana) or Spellcraft DC 26, 2 checks Range see text

Target one creature

Duration 1 round; see text

Saving Throw Will negates (harmless); SR yes (harmless)

Backlash The caster takes 1d6 points of Constitution damage.Failure The caster permanently loses the ability to speak. This is a curse effect that can be removed by *remove curse*.

Effect

You pour blood taken from a sentient creature (Intelligence 3 or higher) into a chalice, swirling it with your primary hand's index finger while chanting an incantation that evokes the lingering traces of the creature's soul to fuel the ritual. This blood must be taken from such a creature no more than 5 rounds prior to the casting of the ritual and it must be taken from a dead creature that has been dead for no more than 5 rounds.

When you finish the ritual, you immediately send a message that is up to 25 words long per pint of blood used in casting the ritual, to a maximum of 125 words. Otherwise, this ritual functions like *sending*.

CONTRACT AT THE CROSSROADS

School conjuration (calling) [evil, lawful]; Level 6

Casting Time 60 minutes

- **Components** S, M (black cat bone, graveyard dirt, an iron box with a good lock worth 100 gp, a piece of the primary caster, yarrow, offerings worth 1,250 gp)
- Skill Checks Diplomacy DC 28, three successes; Knowledge (arcana) or Spellcraft DC 28, one success, Linguistics DC 28, one success

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

Effect one called contract devil

Duration instantaneous

Saving Throw none; SR no

Backlash The primary caster becomes exhausted

Failure A devil with a CR equal to the primary caster's CR +4 is summoned instead of a contract devil. This devil may take whatever actions against its summoners that it sees fit before returning to Hell, otherwise functioning like *planar ally*.

EFFECT

The primary caster etches ancient Infernal runes into an iron box and fills it with a bone from a black cat, graveyard dirt from a dead man's grave, petals from a yarrow flower, assorted offerings to the devil to be summoned, and a piece of the primary spellcaster. When all of the ingredients are placed within the box, the primary caster locks it and buries it exactly six feet beneath the ground. This ritual can only be completed at night and only at the center of a crossroad.

If the ritual is successful, it attracts a contract devil^{B3}, functioning like *planar ally* except with the following differences. Instead of asking the contract devil to perform a task for it, this ritual allows the primary caster to negotiate an infernal contract with the contract devil, using its infernal contract ability. The contract devil refuses to accept any payment less than the primary caster's immortal soul or an object of greater value. Most contract devils offer 10 years of life to those who would sell their souls to them before coming to collect, but canny individuals may be able to negotiate for more favorable terms. A contract devil needed offer the same deal to each summoner when bartering for souls; it may offer fewer than 10 years in exchange for the summoner's soul if it senses that the summoner is particularly desperate.

The contract devil is under no obligation to strike a deal with the primary caster and can choose to return from whence it came at will unless blocked from extradimensional travel, such as by *dimensional anchor*. Contract devils typically use their *detect thoughts* spell-like ability as well as the Bluff Diplomacy, and Sense Motive skills in order to assess their summoner in an attempt to discern how to trick her into the least favorable deal possible, or a deal that further the devil's agenda or the agenda of its master. Immediately after the deal is struck, the contract devil returns to Hell.

DRINK THE **B**LOOD OF THE **P**LANES

School necromancy [variable; see text]; Level 4 Casting Time 10 minutes

Components V, S, M (one or more gallons of blood from a specific outsider race or a creature that was possessed by a member of such a race when the blood was extracted), F (a chalice wrought with stone or metal from the native plane that the outsider whose blood is used in the ritual hails from, worth 5,000 gp)

Skill Checks Knowledge (arcana) or Spellcraft DC 46, 1 success; Knowledge (planes) DC 46, 1 success

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; SR no

Backlash All casters become exhausted

Failure All casters and the target gain one temporary negative

level and the target's blood addiction worsens by one step (none to minor, minor to moderate, or moderate to severe)

EFFECT

The primary caster chants an ancient verse in the language of the outsider whose blood is to be consumed; for instance, if the target is imbibing demonic blood, this verse must be recited in Abyssal. If the primary caster doesn't speak the required language, all skill check DCs associated with the ritual's casting increase by +4.

Once the verse is complete, the primary creature touches the target, who must immediately imbibe one or more gallons of blood, as noted in the ritual's component description. The ritual gains the descriptors of any alignment subtypes possessed by the creature whose blood is imbibed; for example, the ritual gains the chaotic and evil descriptors if demonic blood is imbibed. The blood rapidly seeps into the target's body as it is consumed, allowing her to consume as much blood as she wishes. 1 minute after the target finishes, it must attempt a Fortitude save. If it fails the save, the ritual fails. If it succeeds on its saving throw, the creature gains the psychic magic universal monster ability^{B5} and gains psychic energy (PE) equal to twice the number of gallons of blood that it drank, up to a maximum of 26 PE. The target can use its PE to cast the following spells as psychic spells with the indicated PE cost: dismissal (5 PE), entrap spirit^{0A} (5 PE), mind thrust VI^{OA} (6 PE), psychic crush V (9 PE)^{OA}, telekinesis (5 PE), and telekinetic maneuver⁰⁴ (4 PE). The target's caster level when casting these psychic spells is equal to its Hit Dice, and it cannot cast a psychic spell granted by this ritual whose PE cost exceeds half its Hit Dice. Any saving throws allowed by these spells increases by +2 when used against the creature whose blood the target imbibed. The PE granted by this ritual is permanent until spent and it cannot be replenished except by performing the ritual again.

Drinking the blood of an outsider (or a creature possessed by an outsider) is dangerous. After being the target of this ritual, a creature must succeed on a Fortitude save or become addicted to outsider blood (DC 14 + the total number of PE granted to the



target from the ritual). The first time the creature fails its saving throw, it gains a minor addiction to outsider blood, regardless of the outsider's race or kind. (See the drugs and addiction section in Chapter 8 of PATHFINDER ROLEPLAYING GAME GAMEMASTERY GUIDE for more information regarding drug addiction.) The second time and third time the creature fails its saving throw, the addiction advances in severity by one step, to moderate or severe as appropriate. Each additional time a creature fails its saving throw beyond the third, the creature takes 1d4 points of Constitution and Charisma drain, and any time the target fails a saving throw to cure its addiction of outsider blood, it gains 1 additional point of Constitution and Charisma drain. Ability drain caused as a result of this ritual cannot be cured as long as the target is addicted to outsider blood, and spells and effects that cure or suppress diseases cannot cure its addiction with the exception of a miracle spell cast by a 20th level caster.

Locate the Hidden

School divination; Level 5

- Casting Time 50 minutes
- **Components** V, S, M (a map of the area to be searched and mixed herbs).
- Skill Checks Knowledge (arcana) or Spellcraft DC 33, 1 success, Survival DC 33, 2 successes Range personal

- **Effect** determines if a specified creature or object is within the confines of a specific area.
- **Duration** instantaneous
- Saving Throw none; SR no
- Backlash All casters take 2d6 points of fire damage
- **Failure** All casters take 2d6 points of fire damage and all objects within a 10-ft. radius catch on fire, including any equipment
- worn or carried by the casters.

Effect

The caster mixes together cedar, lilac, and mint while speaking an incantation aloud. Then, the herbal mixture is poured atop a map as a second incantation is chanted. Upon completing the ritual, the primary caster lights the map ablaze and speaks the name of a single specific creature or object, such as 'Kyr'shin Yilenzo' or 'the blade wielded by St. Adrian the Pious' and sets the map ablaze. Fire immediately engulfs the parchment and herbal mixture, reducing the entire map to ash save for a single portion that represents an area precisely 12 miles in radius, wherein the named creature or object can be found. If the map's scale is 12-miles in radius or small, the map doesn't burn. If the map's scale is too large, the creature or object's location might be impossible to discern in this manner as a result of the bit of map remaining being too small to be of any use to the caster.

Because this ritual doesn't precisely locate the named creature or object for you, it doesn't receive a Will saving throw to fool the ritual and spell resistance doesn't apply. This ritual is a divination effect, and spells that prevent or fool divination effects of 5th level or lower can likewise fool the ritual; if the ritual is fooled, the entire map burns up without revealing anything. If the target is warded by such an effect, the primary caster can attempt a caster level check saving throw as usual to overcome the effect. If it allows a caster level check, she uses the same caster level that she cast the ritual at.

Microclysm

School transmutation; Level 9

Casting Time 9 hours

- **Components** V, S, M (a mixture of powdered magnesium and quicksilver worth 1,250 gp, plus a mixture of dew of lunacy and crushed rubies; see text), F (gum arabic and a *crystal ball* worth at least 42,000 gp), SC (up to 16)
- Skill Checks Heal DC 53, 1 success, Knowledge (arcana) or Spellcraft DC 53, 4 successes; Knowledge (nature) DC 53, 1 success; Linguistics DC 53, 1 success

Range any distance

Area cylinder 100-ft. radius, 40-ft. high; see text)

Duration instantaneous

Saving Throw see text; SR see text

Backlash All casters become exhausted.

Failure The ritual's targeted

Effect

This ritual causes creatures within its targeted area to diminish rapidly in size, becoming microsized creatures (see *MicRosiZED Adventures* by Everyman Gaming, LLC). The casters draw a geometric pattern from a combination of powdered magnesium, crushed rubies, and quicksilver that is 5 feet in diameter and begin chanting the incantation. They then place a bit of gum arabic shaped like a humanoid of roughly the chosen size category into the circle while scrying upon the location to be targeted using a crystal ball, reciting one final incantation as the magic contained within the circle are drawn into the *crystal ball* and released at the viewed location.

When the ritual is complete, all creatures within the area viewed by the *crystal ball* are diminished in size, instantly reducing all creatures within the affected area in size by one size category and affecting their height and weight accordingly. The casters can choose to exclude specific creatures from this ritual's effects, or they can choose to affect or exclude creatures that are identified by a specific physical trait, such as hair color, age, type, or race. The area affected by this ritual as well as the number of size categories that creatures within this area are reduced by can be increased by increasing the value of certain material components used in the ritual, as shown on Table: Microcylsm Augmentations. The cost modifiers shown are cumulative.

Alternatively, a mythic character can expend uses of mythic power when performing this ritual instead of paying gold. For every 3 uses of mythic power that she expends while casting this ritual, a mythic character can increase the number of size categories reduced by the ritual by up to one step per mythic tier

Table: Microclysm Augmentations

Size Categories Reduced	Cost Modifier
1	+0 gp
2	+4,000 gp
3	+6,000 gp
4	+9,000 gp
5	+13,500 gp
6	+20,250 gp
7	+30,375 gp
8	+45,562 gp
9	+68,343 gp
Shape of the Cylinder	Cost Modifier
100 ft. radius, 40-feet high	+0 gp
1-mile radius, 100-feet high	+100,000 gp
12-mile radius, 1-mile high	+150,000 gp
100-mile radius, 5-miles high	+225,000 gp
2,000-mile radius, 10-miles high	+337,500 gp
Planetary	*

*As the 2,000-mile radius, 10-mile high price, plus the primary caster must possess a *rod of reduction*. (See the minor artifacts section of *Microsized Adventures*, by Everyman Gaming, LLC.)

or increase the size of the ritual by one step per mythic tier. Each time she expends her mythic power in this manner, she chooses which of these statistics it applies to.

Mind Exchange

School enchantment (compulsion) [mind-affecting]; Level 9 Casting Time 9 hours

Components V, S, M (purified quicksilver worth 2,500 gp), F (seven flawless ioun stones consisting of two *pink and green spheres*, two *scarlet and blue spheres*, two *incandescent blue spheres*, and one *pale orange rhomboid*, costing a total of 248,000 gp)

Skill Checks Knowledge (arcana) or Spellcraft DC 37, 4 successes; Heal DC 37, 1 success; Diplomacy DC 37, 1 success Range touch

Target up to two creatures touched

Duration instantaneous

Saving Throw Will negates; SR no

- **Backlash** The caster and the target become exhausted for 1 minute and gain 1 temporary negative level.
- Failure The caster takes 3d6 points of Intelligence, Wisdom, and Charisma damage.

Effect

This ritual allows the primary caster to permanently swap the target's mind with that of another; herself or a second target. Because of the length of the ritual's casting time, it can only be performed on willing or helpless creatures. The primary caster begins the ritual by sending one set of *ioun stones* consisting of one *pink and green sphere*, one *scarlet and blue sphere*, and one *incandescent blue sphere* into orbit around each of the targets. As she prepares the ritual, the primary caster utters numerous incantations while directing the flow of occult power into the final *ioun stone*, a *pale orange rhomboid*. When the ritual's casting is

complete, she sets this *ioun stone* into orbit around both targets for a single revolution, during which it pulls each target's mind from its body and swaps them, functioning like *major mind swap*⁰⁴ except the targets don't need to be of the same race. The ritual's effects can be reversed with *miracle*, *wish*, *major mind swap* (if both targets are of the same race), or a second casting of this ritual. Mind exchange can also be used to reverse the effects of the *major mind swap* spell.

In addition to swapping the minds of two living targets, the primary spellcaster can swap one target's mind with the mind of a dead creature or a creature that has been magically restrained or imprisoned, such as by binding, imprisonment, or trap the soul, causing the target to befall the same fate as the dead or trapped creature; its mind moves on to the afterlife if it swaps places with the mind of a dead creature or it inhabits the restrained body if it swaps places with a creature under such an effect. If one of the targets is dead, the primary caster must have a piece of that creature in order to target it with the ritual. If one of the targets is restrained or imprisoned, she must be able to touch the target's prison or the place where it was imprisoned. If she provides a diamond worth 25,000 gp in addition to the spell's other material components, the primary caster can swap the bodies and minds of both targets. When used to return a dead creature to life, this ritual functions like true resurrection except the number of years since the target's death doesn't matter.

PENSIVE PROCUREMENT

School enchantment [mind-affecting]; Level 7

Casting Time 7 hours

- **Components** V, S, M (salve made from crushed forget-menots, a vial of purified quicksilver worth 20 gp), F (a stone basin intrinsically carved with runes worth 5,000 gp)
- Skill Checks Diplomacy DC 30, 4 successes, Knowledge (arcana) or Spellcraft DC 30, 1 success

Range personal

Effect 1 vial of quicksilver capable of removing and storing a memory from a creature's mind.

Duration instantaneous

Saving Throw see text; SR no

- **Backlash** All casters take a -4 penalty to Intelligence, Wisdom, and Charisma, as if from touch of idiocy with a duration of 1 hour per caster level of the primary caster
- **Failure** All casters gain 1 permanent negative level and lose 1d20 x 5 minutes of memories, chosen randomly.

EFFECT

The caster mixes the forget-me-not salve with the quicksilver within a stone basion that has been etched with ancient runes derived from ancient philosophies regarding memory and thought while chanting an incantation. When the casting time is complete, the quicksilver glows with white light, transforming it into a solution with the ability to absorb up to 5 minutes of memories .from any creature with an Intelligence score unless it succeeds on a Will saving throw with a DC equal to the ritual's save DC. In order to absorb a creature's memories, the quicksilver solution must be poured upon the creature's brow. The most recent 5 minutes of events are always absorbed by the quicksilver unless the caster uses the quicksilver solution upon herself, in which case she can choose which 5 minutes of memories are absorbed. Additionally, the caster can use the hypnosis occult skill unlock, the *suggestion* spell, or a similar effect in order to coax different memories into the creature's mind, allowing her to absorb those memories instead. As a result, the caster must have some knowledge of the events to be taken in order to absorb them with this ritual's effects.

A creature that fails its Will save does not instantly lose access to any memories affected by the quicksilver solution created by this ritual; only the caster can speak the final incantation that allows her to coalesce the poured solution into a single, threadlike substance and remove it from the creature's mind, likewise removing the memory from the creature's mind as well. The memory can be stored in a 1 ounce vial and if poured into the basin used to create it, any creature that knows the pensive procurement ritual can pour the memory into a frothy, alchemical solution consisting of peppermint extract, vinegar, and a pinch of baking powder and perform an incantation as a full-round action that allows her to view the memory with perfect clarity and detail, as if she had experienced it herself. This ritual does not remove any effects that have tampered with the memory, like the modify memory spell, but anyone viewing the memory in this manner can attempt a DC 20 Sense Motive check to get a hunch that something isn't right with the memory. After viewing a memory, it can be easily withdrawn from the basin and returned to storage.

Any memory removed from a creature by use of this ritual can only be returned by *wish* or *miracle* or by having the memory's owner find and drink it, after which the memory is digested by the creature's body and returned to its mind as soon as the creature's digestive track has fully absorbed it, a process that usually takes 6 to 8 hours, although this can take more or less time based upon how long the creature was separated from its memory and the nature of the memory in question, as well as other factors based upon the GM's decision.

Twisting of Flesh and Soul

School transmutation (polymorph); Level 8 Casting Time variable [see text]

- **Components** V, S, M (thirteen candles made from alchemical wax, each with a wick crafted from a *scroll of polymorph*, worth a total of 13,250 gp and a transmutative balm made with crushed cinnabar, gum arabic, and alchemical oils worth 5,000 gp), F (a piece of the creature that is chosen), SC (up to 16)
- Skill Checks Knowledge (arcana) or Spellcraft DC 33, 1 success; Heal DC 30, 4 successes

Range touch

Target creature touched

Duration instantaneous

Saving Throw Fortitude negates; SR yes



Backlash All casters become exhausted

Failure All casters take 2d6 points of Intelligence, Wisdom, and

Charisma drain and the target is reduced to -1 hp and begins dying. It can attempt to stabilize on each of its turns as normal.

EFFECT

Using this ritual, the primary caster warps the target's body and mind, transforming it into an entirely different creature. This ritual can be used to transform the target into any creature of your choice, provided that the caster has an appropriate focus component. This ritual takes 8 hours to perform, plus a number of additional hours equal to the difference in CR between the target's kind and the creature that the primary caster is transforming it into (minimum 0). Do not include increases to CR due to wealth when determining a creature's CR for this purpose. Because of the length of its casting time, this ritual can only be performed on a helpless or willing creature.

The casters prepare the ritual by arranging the candles in a circle around the target. Each hour, transformative balm is rubbed onto the creature's body while the incantations are performed. The primary caster can include one or more pounds of powdered magnesium into this balm when she prepares it; for every 200 gp of magnesium iron used in the preparation of the balm, any spell resistance that the target has is reduced by 1 against the effects of this ritual (minimum 0).

At the conclusion of the ritual, the target permanently transforms into the indicated creature, functioning as if it had died and had been returned to life in its new body via the *reincarnate* spell. This transformation only affects the target's body unless the primary caster substitutes the indicated amount of cinnabar for purified quicksilver when preparing the ritual, increasing the transformative balm's cost from 5,000 gp to 7,500 gp and causing the target to take 2d6 points of Intelligence, Wisdom, and Charisma drain if the ritual fails. If successful, the transformation alter's the target's memories and alignment, causing it to gain the Intelligence, Wisdom, and Charisma scores of its new body.

The effects of this ritual are difficult to remove. A second casting of this ritual can restore the target to its true form if an unaltered piece of the target's body remains, but its memories remain lost forever if the mental version of this ritual is performed, though deific intervention or the casting of the mental override ritual (see above) can restore the target's memories to it.

WICKED LONGEVITY

School necromancy (aging) [evil]; Level 8 Casting Time 70 minutes

- **Components** V, S, M (saliva from a basilisk, pus from an adolescent's boils, the toes of a dead adult, a pinch of ground meat from a creature that died of pox), F (a *cauldron of brewing*), SC (up to four)
- Skill Checks Knowledge (arcana) or Spellcraft DC 35, 2 successes; Craft (alchemy) DC 35, 4 successes

Range one creature

Effect 1d10 potions that allow the consumption of mortal souls.

Duration instantaneous; see text

Saving Throw see text; SR no

Backlash The casters gain one temporary negative level.

Failure The cauldron explodes, causing all casters to take 4d6 fire damage and 4d6 points of bludgeoning, and piercing damage and destroying the *cauldron of brewing*^{APG}.

Effect

This ritual can only be cast at nighttime under the glow of a full moon. First, you fill the cauldron of brewing with water and bring it to a boil. Next, you mix in the saliva, pus, toes, and ground meat into the cauldron while chanting an incantation. When the cauldron bubbles, all casters involved in the ritual spit once into the cauldron and utter the final incantation, causing the mixture to glow with ghostly translucence. For the next 12 hours (or until the sun rises, whichever occurs first), this mixture dissolves the tethers that hold the soul of any creature that imbibes at least 1 ounce of mixture to its body, allowing any creature that spat into the mixture during the ritual's casting to consume its soul. The mixture only affects creatures with a type that matches the type of creature whose pus, toes, and ground meat are used in the mixture; for example, if the pus of an adolescent human, the toes of a dead halfling, and a pinch of ground meat from an elf who died of pox are used, then the mixture can dissolve the tethers that hold the souls of elves, halflings, or humans in place when imbibed by such a creature.

Each round, a caster can attempt to consume part of the soul of a creature that consumed the mixture that is willing or helpless, or that she is grappling. The creature gains one permanent negative level unless it succeeds on a Fortitude save against the ritual's save DC. Each time she bestows a negative level onto a creature in this manner, the caster gains one of the following benefits, chosen when the creature gains the negative level:

Defy Death: At any point within the next year, if the caster would die as a result of Hit Point damage, she automatically returns to life as if *breath of life* had been cast upon her by a 20th level caster. Alternatively, this ability can prevent a single death effect from killing her.

Expand Lifetime: The caster's maximum age at each of her age categories increases by 100 years. For example, a human would become Middle Aged at 135, Old at 153, Venerable at 170, and her maximum age would be equal to 170 + 2d20 years. Multiple selections of this benefit stack.

Rejuvenate: The caster becomes one age category younger. She can choose her precise age when she gains this benefit, so long as it falls within her new age category. Multiple selections of this benefit stack.

Attempting to consume a willing or helpless creature's soul is a standard action; if she is attempting to consume the soul of a creature that she is grappling, she can attempt to consume part of the creature's soul as part of the action spent to maintain her grapple against the creature. Souls unfettered from their bodies as a result of imbibing this ritual are vulnerable to consumption for 12 hours after the potion was imbibed or until the sun rises; whichever happens first.

Paranormal Investigations

The paranormal investigation plot arc is the most basic setup for a paranormal adventure: the PCs learn of something suspicious at an adventuring site, they gather information and search for clues, they have a run-in with paranormal phenomena, they hone their research to a given location, and finally they deal with the source of the paranormal phenomena once and for all. This section provides tips for Game Masters and players when adventuring in this sort of adventure structure.

It is difficult to imagine what is considered paranormal in the context of a world where wizards slinging spells and shapeshifters transforming into fantastic creatures is considered normal. At its core, the word "occult" refers to mysteries kept hidden and powers left buried from the likes of mortal men, meaning anything branded as "occult" in a fantasy world is far stranger than anything imaginable in the real world. After all, what mysteries are unknown to those who can commune with the gods and what powers are better left buried when spellcasters capable of conjuring miracles already exist? Paranormal investigations serve as a means for Game Masters and PCs to answer and explore such questions for themselves within the context of their *PATHFINDER ROLEPLAYING GAME*.

A paranormal investigation is a simple narrative device that focuses on gathering information about some occult phenomena. Most paranormal investigations possess a simple plot structure that centers around logic, puzzle-solving, and clue gathering. As a result, paranormal investigations often favor skill-focused characters early on. However, conflict is an intrinsic part of this method of storytelling, and as a result more combative personalities ultimately earn their keep when the PCs come to blows with the occult menace at hand.

The following sections describe each major step of the paranormal investigation plot device in detail, providing basic hooks and ideas surrounding each step of the story.

Finding the Scent

Every paranormal investigation begins with the setup, the moment where the PCs "find the scent" of whatever occult phenomena is at play. The PCs are introduced to the setting and often meet most of the major characters. Typically, a paranormal investigation's introduction gives the PCs their first taste of whatever oddities are occurring around them, such as a body or a crime scene to inspect.

The introduction to a paranormal investigation heavily relies on the creation of an air of mystery. Developing this atmosphere does not require the PCs to be kept in the dark initially; rather, being able to immediately sense that something strange is afoot is often the calling card of a well written paranormal investigation, as it serves as a beacon that provides purpose for the rest of their actions during the investigation. Instead, GMs should focus on creating an air of mystery by giving the PCs too much misleading information, with only some (or even none) of it being correct. For instance, if investigating the remains of a person whose heart was removed by a hag for its occult rituals, offering the PCs the idea that werewolves and worgs commonly eat the hearts of their victims gives the PCs options to work with and explore without spoiling the true culprit.

Exploration

Armed with basic information, the next step of a paranormal investigation is to investigate. Giving the PCs leads to explore is an important part of any investigation, and the importance of this tactic is amplified in a paranormal investigation. Although good GMs will seed their introduction with plenty of leads that are obvious to the PCs, a paranormal investigation should also include leads that are less obvious to those who aren't versed in occult lore while also allowing the PCs to go off and explore at their own leisure.

Exploration takes many forms in a paranormal investigation. It can mean literally exploring, such as in breaking into an abandoned house where a monster was reportedly seen. It can also mean gathering information from the locals by interviewing them, spying on them, or breaking into their homes. Perhaps most important of all, a strong paranormal adventure doesn't have just one place to explore; information is scattered all around for people willing to look for it, and that information isn't localized in a single, obvious place. A true paranormal investigation must involve multiple scenes in different locations, allowing the PCs the luxury of being sure beyond reasonable doubt of their conclusions.

The Surprise

Whether attackers come for the PCs to defend their secrets or a startling discovery is made regarding the nature of the paranormal event being investigated, all paranormal investigations need startling surprises that appear throughout the exploration stage of the adventure. In many cases, these surprises are entanglements with whatever occult phenomena is being investigated, and often serve to fully cement the threat of the paranormal into the minds of the PCs.

Just as important as the "what" of the surprise, however, is the "why." Did someone (or something) taken notice of the PC's attempts to drudge up information? Have they stumbled unwittingly into matters far graver then they had previously imagined? Perhaps they stuck around long enough for the chain of events surrounding the paranormal activity to continue? Whether the truth takes all of these factors or none of them into account, every surprise should lead the PCs ever closer to the true nature of the paranormal event that they are witnessing, giving them better insight and understanding of the occult events that are transpiring around them.

Research

Before rushing to the investigation's ultimate conclusion, most paranormal investigators take the time to use the information that they have uncovered during their investigation to try and determine just what, exactly, they're dealing with. Whether they learn that the ghost of a werewolf is haunting the local manor, a hag is plotting to turn all of the townsfolk into chickens to cook in her stew, or a deranged occultist is plotting on unleashing a microclysm ritual upon an unsuspecting kingdom, this information is ultimately meaningless without a means to thwart their foes and ultimately set things right.

Most paranormal investigators keep a sizable trove of occult works with their belongings or have a number of contacts that they can turn to for help in their studies. Other times investigators will discover materials ripe for studying during their exploration of the paranormal site or receive clues from conversations with locals or monsters that they have interrogated. When GMing a paranormal investigation, it is important to give the PCs ample time to prepare for their final confrontation with whatever is causing the occult phenomena, but at the same time the PCs need to be made aware of stakes, typically by enforcing some sort of time limit. Tying such limits to the movements of nature is an effective way to set a hard, but somewhat flexible, constraint on PC activities. For instance, a ritual that must be performed by the end of the final night of the harvest festival allows you to flexibly determine just how long the harvest festival lasts, allowing you to give your PCs just enough time to race to the finale.

The Finale

With the mystery solved and their final goal in sight, all that remains is for the PCs to do is to put an end to the paranormal disturbances once and for all. Finales differ vastly based upon the nature of the adventure, and follow drastically different plot structures. Some finales are a race in which the PCs must complete an objective before something happens; for instance, the PCs must race to save the life of a farmer before he is bled dry by vampires, or they must disrupt a ritual before its completion. Other finales simply require the PCs to take out a threat before it strikes again. Regardless of the nature of the threat, the most important element of the finale is the energy surrounding it. The PCs have been gathering clues and evidence for the entire paranormal investigation, and the finale is their opportunity to put their sleuthing to the ultimate test.

In some situations, the finale isn't at all what the PCs expect it to be, especially if they fell for one or more dupes during their investigation. As a result, having one final twist or surprise for the PCs at the climax of their adventure can be an effective strategy if used intelligently rather than whimsically.



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