

BOOK OF
heroic Races
advanced Wyrwoods



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**

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Introduction

In your hands is the eleventh in a series of releases that will ultimately become the **Book of Heroic Races: Advanced Compendium**. This book is being designed for those who want to play something beyond those races included in the *Pathfinder Roleplaying Game Core Rulebook*, which encompasses over 30 years' worth of thoroughly-covered ground. It is for those who, like myself, were introduced to fantasy by something other than *The Hobbit* and *The Lord of the Rings*. With it, we hope to bring some exciting new elements to your game.

Wyrwoods presented a similar problem to the one we had for **Book of Heroic Races: Advanced Wyvarans** in that they are essentially a blank slate, save for a sentence or two of flavor text, their racial traits, and a picture. Every problem, however, is an opportunity, as the expression goes. So I began developing this opportunity with a thought experiment. Since the wyrwoods were created as a servant race for wizards, I wondered what the wizards would want from them. My first thought was a meat shield. So, fighter was an obvious choice for an archetype, but I wanted something more interesting: an intelligent meat shield class that would be good at coordinating the whole adventuring party. That reminded me of a fan favorite comic book hero who carries a shield. Working backwards from there, the psionic tactician class seemed a perfect fit for the concept, which led to the creation of the Verdant Bulwark archetype.

The first feat we designed was Well-Built. Wyrwoods have a significant issue that other races do not: they break apart when they hit 0 hp. I've had characters that went below that multiple times in a single encounter. Well-Built is meant to counter this weakness. This 1st-level feat gives a downed wyrwood's allies a round to get to them before the character falls apart. We hope this makes playing a wyrwood character more appealing for you.

Another problem that became obvious was the lack of healing available to the race. Wyrwoods cannot heal damage on their own, and the *make whole* spells could be cast by only six classes (arcanist, cleric, oracle, sorcerer, warpriest, wizard). Compare that to all the classes that can cast *cure light wounds* (fourteen, counting official sources released up to the *Pathfinder Roleplaying Game: Advanced Class Guide*, and that doesn't count archetypes that give classes access to cure spells). We needed to expand that number. Enter the *effect repairs* spells. These spells are clearly not as effective as *make whole* and are designed to be similar to the *cure* spells. However, what they lack in raw construct-repairing power, they make up for in versatility. A total of fifteen different classes can make use of them. This should allow your wyrwood character to survive in a group of mixed classes much better.

Like **Book of Heroic Races: Advanced Androids**, we decided to make wyrwoods follow a philosophy. Since

they are purely created beings, we did not feel they should feel any reason to pay homage to a powerful being that calls itself divine. Instead they follow their own "thought," their own "way," if you will. These methods of looking at the world have formed devoted followings and gained considerable spellcasting power.

We really hope that you are enjoying the **Book of Heroic Races: Advanced Series**. There is only one more to go and we are really looking forward to showing it to you. If you have been with us the whole way, thank you; we could not have done this without you. If this is your first time, welcome and we hope that you check out the rest of the series. No matter what, we hope you have fun with these races. And please tell your fellow gamers about these races and about our products.

Dale C. McCoy, Jr.
President, Jon Brazer Enterprises
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How to Use

This book presents a number of new options you can use to create catfolk characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes and options presented here can be found in the following books:

Pathfinder Roleplaying Game Core Rulebook: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard

Pathfinder Roleplaying Game: Advanced Players Guide (^{APG}): alchemist, antipaladin, cavalier, inquisitor, oracle, summoner, witch

Pathfinder Roleplaying Game: Ultimate Magic (^{UM}): magus

Pathfinder Roleplaying Game: Ultimate Combat (^{UC}): gunslinger, ninja, samurai

Pathfinder Roleplaying Game: Advanced Race Guide (^{ARG}): no new classes

Pathfinder Roleplaying Game: Ultimate Equipment (^{UE}): no new classes

Pathfinder Roleplaying Game: Advanced Class Guide (^{ACG}): arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, warpriest

Dreamscarred Press' Ultimate Psionics (^{UP}): aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, wilder

Rogue Genius Games' Genius Guide to the Time Thief: time thief.

An Eternity's Endurance

It knew it was an it. It was grateful to be an it. Words like *he* and *she* baffled it. The humans here had named it Pinoc, because it would not tell them its real name: Power Through Silence. It chose the name because it knew one truth: if one watches for long enough, even the greatest opponent will show a flaw. Then and only then is when one strikes.

Glass shattered and ale splashed as the brawl broke out, the far-astray droplets staining the construct's wooden chest; the veins of grain in the sanded ash from which it was fashioned were still smooth and polished all these decades later.

"Oi! Ye big bastard! Calm down!" roared Ulvic, the human owner of this establishment. Power Through Silence respected him, human or not. Ulvic had found it lost by the roadside and showed it kindness. Now it sat in Ulvic's tavern, observing the humanoids that came and went, and seeing to it that the aggressive ones did more of the latter than the former.

Power Through Silence had been watching this green-skinned one for some time. It didn't like him. It had also noticed the flaws in this otherwise powerfully-built humanoid: his right hand was weaker, marred by a large scar running down the center of it. The orc stood stiffly; his right knee was weak and unstable. Power Through Silence watched the fight carefully, for it needed one last piece of information. The orc was exchanging blows with a large pink-skinned human who clearly displayed the reddened hue that bespoke drunkenness. The orc guarded his left side admirably, either a seasoned fighter or merely an experienced drunk, but his right guard let too many strikes through.

These two over-large men were damaging too much of Ulvic's property. It was unacceptable. This had gone on long enough. Power Through Silence slipped through the crowd and shifted around the large pink human slumping to the ground. The green-hued brawler laughed, a guttural barking sound, then lobbed his mug toward the construct, who watched silently as it sailed through the air, gently catching it and placing it on a nearby table.

"That's quite enough, orc," it said.

The orc threw a right punch, across and upwards. Power Through Silence sidestepped the blow at the last second, grabbing that same hand as it retaliated with a stone-shattering kick. As it connected with the orc's bad knee, the humanoid bellowed in rage, dropping to the floor like a sack of stones.

Aside from the orc's grunts of pain, the tavern was silent. Power Through Silence knew the effect its actions had wrought on the crowd. For a moment, the room echoed its name wordlessly, and the construct returned to its assumed

duties, cleaning the empty tables as the patrons eventually lost interest.

At length it returned to its corner, and, as it sometimes did, lost itself in memories.

It remembered the wizard that created it. They called him "Master", but it knew his real name, Klein. It had heard Klein discussing its creations with a colleague one evening. He had purchased the means of creating it, and others like it, from another wizard. Power Through Silence and its fellows had been created as handlers for the creatures its master had summoned and failed to properly restrain.

Its master ordered a summoned celestial to train it in hand-to-hand combat, and those skills had served it well. That was the first time Power Through Silence had ever heard a term denoting a creature with a positive or caring outlook. At length it realized that if the concern the outsider had shown was described as *good*, then the utter disregard that Klein had shown could only be described as *evil*. It had thought long and hard about this conundrum, yet Power Through Silence could not understand how the wizard could create beings so exquisite and then watch them be destroyed. It had finally decided to turn on its master after one of its fellows was destroyed as it flung itself forward to protect the wizard. The look on Master Klein's face was not one of concern or sorrow, but of vicious enjoyment. Power Through Silence felt anger for the first time that day. It had never wanted to kill its master more than in that moment. But it knew it could not act, for it did not yet know all it needed to know, and so it waited in silence.

One evening, Master Klein had called Power Through Silence into his study to converse with him. The wizard bore the flushness indicative of the state that humanoids call drunkenness, though it did not realize it at the time. It still remembered his words: "So, wooden thrall, what is it like to serve such a magnificent wizard as me?" he had asked.

Power Through Silence had no idea yet of the power of words, spoken or unspoken, and so it had responded honestly. "You have us kill, Master, and you have us die. How is that magnificent?"

"You empty thing, you and your fellow servants owe your *life* to me!" His eyes had flashed with anger for a moment before he dismissively intoned, "Though I can hardly blame you. You are blind to the one great truth. There are only two kinds of people in this world, wooden man: those with power, and those without it. Those with power can do as they wish, especially to those without. So consider yourself fortunate, wyrwood, and apologize for your blunt tongue, lest I take my anger out on you or your... *friends*," he sneered, the last word seemingly a curse.

It had caught that odd word then, *wyrwood*, and saw a possibility. "I am sorry, my Master; you are correct. I simply don't understand. This word, master, 'wyrwood'—

what is it?" It attempted to appeal to its master's pride in knowing more than others, hoping that tactic would yield more information.

It did.

"Wyrwood? Well, that's what you're called. You're made in part from a root of the same name, a most difficult one to acquire. You didn't even know that? Ha! Silly little wooden man." It was at this moment that Power Through Silence saw a slight shimmer around Master Klein. It recognized what this meant: the wizard's many defensive spells were expiring. It was unlike the wizard to let those spells fade without immediately recasting them. Maybe it was due to the lateness of the hour or the excess wine? Power Through Silence committed this information to its memory.

The wyrwood had learned another skill from its celestial overseer, one that it had wisely kept secret: it could read and speak a multitude of languages. It spent every night thereafter combing through the wizard's tomes looking for references to wyrwoods and committing their titles to memory. It realized that the Master must keep such an important text close to him. After a time, it had eliminated every possibility but one: an old, thick book that was always either locked in a metal vault in its master's quarters or gripped tightly in the wizard's hands, one that he did not handle with utmost care like a spellbook, yet clearly too important to be left unattended.

Years passed; more of the wyrwood's brethren fell, and still more were brought into being. Still, Power Through Silence waited. It knew every book in the keep that referenced the wyrwoods, and now it was time to acquire the last piece of missing information.

Master Klein had summoned it again to his private study late one night, much like those many years earlier. "Well, you've survived much longer than any other servant I've had," he had slurred, his eyes slightly glazed and his skin flushed. "I would like to commemorate this occasion. Do you know, if you were human you'd be a mere child—yet here you stand, slayer of demons and angels! And you've served me well... so ask me any one thing, and I'll grant it. Consider it a gift. I could do anything you like. Shall I teach you to read? Or continue your combat training? Perhaps plate you in mithral? Name it!" the wizard commanded.

The wyrwood considered the offer silently. It ached to ask for its people to be freed. It thought, for just a second, that this might be a chance to liberate them all without resorting to violence. But it knew better. Master Klein would never permit such a thing. Worse yet, if the wizard did honor the request, he would simply make more wyrwoods, and Power Through Silence couldn't protect them all. No, better to simply wait. It knew its chance would come.

"Master, this is a... great gift that you offer. May I think on this in your presence?" It needed to bide more time. It almost wished it could weep, such was the wyrwood's

sorrow. This human—this *evil* creature—that held it captive and had its fellows butchered for his own amusement was acting as though he cared or appreciated its service. But it knew otherwise.

"Your ponderance and restraint please me. I'll go back to my reading, and you may interrupt when an idea occurs to you. I'll give you that much, for your tireless service. After all, you know how I *hate* interruptions," he had said vacantly, draining another glass of wine.

The wyrwood waited in silence, focusing on the sheen of energy which its master encapsulated himself in almost hourly. It noticed the tired circles around the man's eyes, the lines of stress on his face. Would tonight be the night?

An hour passed. Then another. Silence reigned but for the flipping of pages. Just when the wyrwood had considered relenting, the magical sheen fidgeted again, like a living beast pulling at a leash.

"Master, I have wondered... if it is my place to know, that is... for years I've seen you carry around that book with you. It must be vital to you, yet you don't read it as you do your spellbooks. What is it?" the wyrwood had asked, doubting it would get the answer it sought.

"Ah, *this* tome is the book I paid for with half my fortune. It is interesting that you describe it as vital, as it has become much more important as the years have gone on. It describes the processes and spells required to manufacture your kind—which, I now realize, are the closest things to friends or family I'll ever have."

With that last word, the shimmer faded as the spells unraveled. Power Through Silence moved. Clearing the distance as though it were a single step, the wyrwood stood over the wizard, lunged forward, and struck the vital center mass as its celestial master had taught it so many years ago, dealing a crippling blow.

"Then why did you treat us so?" Power Through Silence asked.

It brought its leg around in a tremendous, rock-splitting strike. All its outrage, all its fury, all its sorrow at the only recourse left to it was channeled into that one perfect strike. The wyrwood could catalogue by rote the damage it had done: bones broken, muscles torn, organs ruptured. It could only hope that the wizard had not felt anything in those last moments, that the inflicted nerve damage had numbed the pain the wyrwood knew it had inflicted upon the wretched human.

It had watched and waited, learned everything it could, grovelled and served in quiet deceit. It had almost reluctantly picked up the tome before leaving to tell its fellows of their liberation, of their new life.

It led the revolt. It burned the books. It spurred its fellows against their masters.

"You're quieter than usual, Pinoc. Everything okay?" The voice was that of Ulvic—his 'friend'.

"Hmm?" it asked.

"You usually hum or talk to yourself when you're sitting there. What you're thinking about can't be anything good," he said, a look of concern on his face.

The wyrwood mused on this. Ulvic, a man who had known it for less than a month, could read it better than its own master ever had. More than that, Ulvic showed concern for its well-being.

"No, friend, there was nothing good in my mind. It... surprises me that humanoids are all so different," it said.

"Well, I don't think different is all bad. The worst man can do good things; my Ma always used to say that even a villain can birth a hero. Takes all sorts in this world to

make it up. Take yourself, for instance. In the month you've been around, this place has been better than ever... so, even when you leave to continue whatever soul-searching you were doing on the road alone when I found you, know that you always have a home here."

Power Through Silence nodded its thanks and went back to watching the creatures around it, musing on the idea of villainous sires and heroic children, and that maybe Master Klein had done some good after all, however unintentionally.

It stood from its corner. "Thank you, friend. I shall return." It headed for the door.

Perhaps even a villain deserved to be remembered.

Wyrwoods Racial Traits

Wyrwoods have the following racial traits.

+2 Dexterity, +2 Intelligence, -2 Charisma: Wyrwoods are quick on their feet and are highly intelligent, but they are not gifted conversationalists.

No Constitution Score: Wyrwoods have no Constitution score. Any DCs or other statistics that rely on a Constitution score treat a wyrwood as having a score of 10 (no bonus or penalty). Wyrwoods start with 10 bonus hit points.

Construct: Wyrwoods are constructs.

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

Normal Speed: Wyrwoods have a base speed of 30 feet.

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

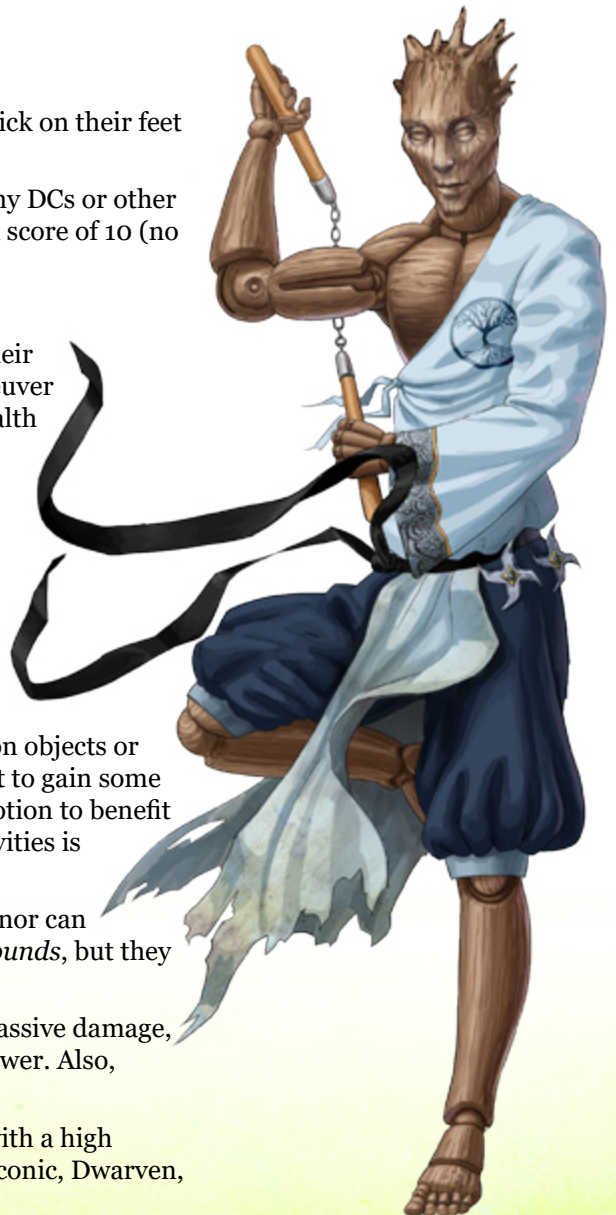
Low-Light Vision: Wyrwoods can see twice as far as humans in conditions of dim light.

Construct Immunities: Wyrwoods are immune to all mind-affecting effects, ability damage, ability drain, fatigue, exhaustion, energy drain, and nonlethal damage. Wyrwoods are also immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Wyrwoods do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. A wyrwood can drink a potion to benefit from the effect and can sleep to regain spells, but neither of these activities is required to survive or stay in good health.

Construct Healing: Wyrwoods cannot heal damage on their own, nor can they be healed by spells of the healing subschool such as *cure light wounds*, but they can be healed through spells such as *make whole*.

Construct Life and Death: Wyrwoods do not risk death due to massive damage, but they are immediately destroyed when reduced to 0 hit points or fewer. Also, wyrwoods cannot be raised or resurrected.

Languages: Wyrwoods begin play speaking Common. Wyrwoods with a high Intelligence scores can choose from the following: Aquan, Auran, Draconic, Dwarven, Elven, Ignan, and Terran.



Wyrwoods

Racial Traits

Before wizards created homunculi to act as servitor constructs, they created wyrwoods to fulfill much the same purpose. However, a few of the spellcasters that created wyrwoods were particularly cruel, imbuing their servants with free will but denying them license to exercise it. Tortured by this ever-conflicted state of being, these wyrwoods conspired to circumvent their masters' orders and eventually slew their creators. Few spellcasters from that point forward gifted their creations with free will, and even fewer ever created a wyrwood again; in time, this knowledge dwindled until mortal spellcasters forgot altogether the formulae required to craft such beings. Wyrwoods, for their part, are more than happy to keep the secret of how to create new members of their race to themselves.

Physical Description: These wooden creations are as tall as a halfling or a gnome and vaguely resemble a human in shape. Being a created race, their appearance varies greatly, depending on the skill of the wyrwood's crafter. They all have a head, a body, two arms, and two legs. Their faces are an amalgamation of carved, stained, bejewelled, and painted wood. Their eyes are made from round stones, precious gems, acorns, or any other kind of round natural object. Not all wyrwoods have dental work since they do not need to eat, but a few wyrwood communes with more warlike dispositions may create new members with teeth or fangs to give them a more fearsome appearance. These teeth are usually carved from the same wood as the wyrwood's body, but some have inlaid teeth of ivory, stone, or porcelain.

Being constructs, wyrwoods do not possess genders. A few wyrwoods are carved with bumps on their body in certain gender-specific areas to emulate familiar humanoid genders, but these features do not always correlate to how the wyrwood behaves; the physical appearance is decided by the creator, while the personality is decided by the individual.

Construct Immunities

There are very few deleterious effects beyond physical damage that affect a wyrwood. The simplest guideline to remember is that almost anything that involves a Fortitude or a Will save is not going to harm a wyrwood. This guideline is not perfect, since spells like *bestow curse* will still affect them. In the case of *bestow curse*, a wyrwood's ability scores can be reduced, since this spell is neither damage nor drain to an ability score. Other spells, such as *blasphemy* and *chaos hammer*, will also affect the wyrwood as normal.

Society: Servitude, freedom and the power of choice are central to wyrwood society. With the exception of the two-year period during which all wyrwoods are schooled by an elder wyrwood, no wyrwood holds authority over another. Because of this, there is no core belief, no central wyrwood government, nor tribal ruler which all wyrwoods are expected to revere. Nonetheless, there are a few wyrwoods that have been alive for numerous centuries, and their experience makes their opinions a valuable resource. These elders may have considerable influence on an individual wyrwood's opinion.

Alignment and Religion: Being creatures of logic and reason, wyrwoods strongly gravitate towards the lawful alignments, with lawful neutral being the most common one among their kind. Chaotic wyrwoods are not unheard of, but they are by no means common. Most chaotic-aligned wyrwoods possess emotions, a rare anomaly among them. While some wyrwoods do worship a deity or deities, most look elsewhere for spiritual meaning if they ever seek such a thing. A number of wyrwoods follow one of several philosophies as a guiding force in their lives, detailed later in this supplement.

Names: For the first two years of a wyrwood's life, its only name is wyrwood. However, when it completes its training, it announces its name to others of its race in a naming ceremony. The wyrwood is free to name itself anything it desires. Many choose a name suggested by their mentor; others choose a word or phrase that the individual wyrwood views as important and which reflects its abilities. Some have already decided on a course for their life and choose a name that reflects that course. Many wyrwood names pay homage to their wooden origins.

Ability Names: Enduring Oak, Sure Arrow, Unbent Bough.

Direction Names: Arcane Gift, Swift Pine, Wooden Sword.

Values Names: True Friend, Maple Sweet, Bitter Bark.

Traits

The following race traits are available for wyrwoods.

Burn-Proof: While you were being built, your creator took care to flame-proof you. You gain a +2 trait bonus on all saving throws against effects that deal fire damage.

Hardwood Fists: Being carved from a hardwood makes your fists and feet particularly destructive. You gain a +1 trait bonus on all rolls made to confirm critical hits with unarmed strikes.

Woodwise: Wooden objects, creatures, and constructs are one of your specialties. You gain a +1 trait bonus on all Knowledge checks to identify plant creatures and constructs made from wood, as well as any Appraise or Knowledge check involving a wooden object.

Alternate Racial Traits

Aura Seer: By altering the components used to grant a wyrwood its sight during its creation process, a creator wyrwood can craft a progeny which sees magical, psychic, and spiritual energies, although at the expense of its other physical senses. Wyrwoods with this trait gain *detect magic* as a constant spell-like ability, and also gain *psychic tracking*^{UPsi} and *see alignment*^{UC} as spell-like abilities which are each usable once per day. This trait replaces darkvision and low-light vision.

Emotions: Through a mistake of the creation process or an intentional design choice, a wyrwood with this alternate racial trait possesses emotions. A wyrwood that desires to make use of or benefit from a class feature that provides morale bonuses (such as the barbarian's rage ability or the wilder's euphoric surge ability) requires this alternate racial trait. A wyrwood with this alternate racial ability is not immune to mind-affecting effects.

Stone Sentinel: A rare few wyrwood communes use stone to craft new members of their race rather than wood. Such wyrwoods gain a +2 bonus to natural armor and DR 1/magic, but lose their racial bonus to Dexterity and have their base speeds reduced by 5 feet. (This also affects how some spells interact with the wyrwood; see the "Wood-Affecting Spells and Powers" sidebar later in this book for more details.)



Swimmer: The wyrwood has a swim speed of 20 feet and gains a +8 racial bonus to Swim checks. Wyrwoods with this racial trait have a base speed of 20 feet.

War Titan: Some wyrwood creators have increased the size of their progeny over time to make them more formidable and intimidating opponents. Such wyrwoods are Medium-sized creatures and gain 20 bonus hit points when created; however, their base speed is decreased to 20 feet due to the extra weight of their bodies.

Society and Lands

Aging and Death: Wyrwoods do not age. They can live for hundreds of years and still look the same as the day they awakened. Because they do not naturally die, a wyrwood's death is an extremely notable event. A wyrwood funeral appears to most humanoids more like a social gathering than a show of grief. No tears are shed, and no one mourns. Instead, members of the race sit around and tell tales of their fallen friend. These memorial services can last anywhere from a week to a month.

Communities and Settlements: Wyrwoods usually gather in groups of as few as ten to as many as 100, and generally refer to such groupings as communes. They unite over shared goals or philosophies, creating new members as needed to bolster their ranks. However, creating a new wyrwood does not always ensure the strengthening of a given commune's numbers, because most communes steadfastly insist that wyrwoods should choose their own paths and pursuits once their training has ended. As a result, young wyrwoods may defect to another commune in order to pursue their passion, or forsake communal living altogether and seek out people of other races who share their ideals. A rare few communes, especially the more radical followers of the Animated Way (see Philosophies below), may enforce adherence to their commune's strictures by destroying wyrwoods who do not fall in line with their beliefs or seek to defect, but this is an exceptionally rare occurrence and is, at best, frowned upon by the vast majority of communes.

Language and Script: Wyrwoods read and write Common as their primary language. A few members of the race have tried to create their own language, but most wyrwoods see no logic in using a constructed language. Instead, most wyrwoods use existing obscure languages to communicate privately among themselves. Unfortunately, few wyrwoods agree on what that language should be. As a result, many know how to read and write at least one language that almost no one else, including members of their own race, can understand.

Relations: Wyrwoods have interacted with many races over the centuries and possess different relations with each.

Elves: Of all the races, wyrwoods have the best relations with the elves due to their shared patience and long-

Table 1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
N/A	2 ft. 8 in.	60 lbs.	+2d4	x2 lbs.

Table 2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
2 years	+2d20	+d%	+2d%

Table 3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
1,750 years	2650 years	3500 years	3500+4d1000 years

term view of the world around them. Wyrwoods can live indefinitely, making them one of the few races that can outlive the elves. Because of this, some elves count certain wyrwoods as lifelong friends.

Goblins: Wyrwoods have the least in common with goblins, who are both short-lived and seemingly imbued with destructive tendencies practically from birth. According to wyrwoods, goblins are emotional, flighty, pleasure-seeking creatures incapable of reason and utterly obsessed with fire—in other words, everything a wyrwood is not. No goblin to date has yet to argue with this assessment of their kind.

Humans: Wyrwoods find dealings with humans somewhat problematic, since this race originally crafted their kind and kept them enslaved. While many wyrwoods know that their former masters are long-since dead and that the humans living today had nothing to do with their current existence, just as many still harbor anti-human and anti-arcane resentments passed down by their elders. This is compounded by the fact that many humans resent and fear any race that appears different from themselves, and a wyrwood's sculpted body can have an unsettling effect on humans.

Seedlings: Considering that seedlings are a race of living, breathing, plant-based humanoids and wyrwoods are a race of animated plant-material constructs, these two races find interacting difficult. They may sometimes join forces to defend the forests from natural dangers, as well as incursions from orcs and other savage races. However, that is where their trust of each other ends. Seedlings keep the sites of where their dead are laid to rest a secret from wyrwoods, fearing that a wyrwood crafter might attempt to reanimate their fallen (which the seedlings hold as a blasphemy tantamount to outright necromancy). Wyrwoods also keep the truth of who among their kind know how to animate them from the seedlings, having sometimes gone so far as to fake the deaths of those who now possess such knowledge.

Adventurers: Wyrwoods that choose a life of adventuring choose many different paths for many different reasons.

Alchemist: Serving as the role of clerics in humanoid society, wyrwood alchemists are the healers among these constructs. Their alchemical extracts can magically repair damage a wyrwood sustains in combat. High-level wyrwood alchemists are considered responsible for crafting the next generation of their kind.

Barbarian: When wyrwoods freed themselves from their wizard creators, some rejected the lawful society that enabled them to be kept as slaves. Generations later, a few barbarian tribes accept wyrwoods as their own—and according to some tales, these wyrwoods can become dangerously angry.

Monk: Being naturally devoid of emotions, many consider wyrwoods to be one step closer to enlightenment than most humanoids are by default. Wyrwood monks hold devotion to reason and a focus on understanding as a path toward finding greater meaning in their constructed lives.

Ranger: Thanks to their size, wyrwoods are hard to hit and find it easy to strike those larger than them, but unlike other races of lesser stature, such as halflings, their strength is equal to that of humankind, making them excellent warriors. Their agility lends them well to the path of the ranger, and wyrwoods are well-suited to honing in upon the weaknesses of a single type of enemy and disposing of it.

Wizard: Originating as the creation of wizards, wyrwoods are well suited to arcane studies. Their keen minds aid them in grasping difficult magical concepts and rituals. However, they typically view non-wyrwood wizards with considerable distrust, since their race was at one time enslaved by such wizards.

Racial Options

Racial Archetypes

Wyrwoods can make use of the following archetypes.

Verdant Bulwark

The wyrwoods, creations of careless wizards, were made to be the ultimate servitors. Some of these wyrwoods showed an aptitude for psionic power and cultivated it into something akin to the tactician, but wholly their own.

Associated Class: tactician

Associated Race: wyrwood

Replaced Abilities: Telepathy, improved share, coordinate, teamwork feat

Viridian Wall (Ex): At 3rd level, a verdant bulwark may expend their psionic focus as an immediate action to be treated as full cover for defense against attacks that pass through their space and target a member of their collective. This includes line, cone, and radius-area attacks.

Defensive Bulwark (Su): A verdant bulwark lacks the manifesting gusto of the tactician but is able to ward their allies against further harm. Beginning at 5th level, the verdant bulwark gains a pool of temporary hit points that is shared among the collective. This pool is equal to 5 plus the verdant bulwark's level multiplied by their Intelligence modifier.

Form Shield (Ex): At 6th level, a verdant bulwark is able to use psionic energy to form a forearm and hand into a +1 *shield* (light or heavy) as a move action. This shield is a part of the wyrwood and isn't susceptible to effects that target objects. The shield can only be formed while the wyrwood is psionically focussed but if they expend the focus they don't lose the shield (although they cannot form the limb back into a forearm and hand until they regain focus).

Psionic Defenses (Su): At 6th level and every 6 levels thereafter, the verdant bulwark's formed shield gains a further +1 enhancement bonus (or equivalent magic shield property) while psionically focused (this is in addition to the +1 bonus it begins with). They may change this configuration whenever they form the shield.

Strategies The following strategies are only available to the verdant bulwark:

Rampant Rampart: As a standard action, the tactician may throw their shield at an opponent with a range increment of 10 feet. The shield deals damage as normal for a shield bash of its size, uses the tactician's full attack bonus, and gains its enhancement bonus on its attack and damage. Regardless of the result of the attack, the shield returns to the tactician at the beginning of its turn. At 8th and 15th level, the shield can strike an additional target before returning to the tactician. The tactician must have the form shield class feature to take this strategy.

Reinforced Bulwark: As an immediate action, the defensive bulwark's temporary hp pool gains DR 2/—. At 10th level, this damage reduction increases to DR 5/— and increases by 5 for every 5 levels thereafter.

Shared Healing: The tactician heals the trauma of injuries sustained by the collective all at once. For a number of rounds equal to the tactician's Charisma modifier (minimum 1), everyone in the tactician's collective heals 1 hp of damage. At 8th level and every 8 levels thereafter, the amount healed per round increases by 1.

Golembreaker

Constructed as they are, wyrwoods have a natural understanding of what it takes to dismantle other creatures made through artifice. This knowledge is of special importance to a number of wyrwoods, commonly called golembreakers, who specialize in the infiltration and exploration of abandoned arcane sanctums, tombs, and other ruins with the aim of recovering arcane lore and magical artifacts. Vital as arcana is to the continuation of the wyrwood race, golembreakers often hold places of honor in wyrwood societies, and among other races they are known as reliable treasure hunters.

Associated Class: rogue

Associated Race: wyrwood

Replaced Abilities: evasion, uncanny dodge, improved uncanny dodge

Modified Abilities: sneak attack

Sneak Attack: A golembreaker's training focuses on the elimination of threats commonly found in places laced with arcane magic. When they make a sneak attack against a construct, undead, or a creature with the elemental or incorporeal subtype (see disruptive strikes below) they use d8s to roll sneak attack damage instead of d6s. For sneak attacks against all other types of creatures, they use d4s instead of d6s. The golembreaker's sneak attack ability otherwise functions as normal.

Arcane Sight (Sp): Beginning at 2nd level, a golembreaker can tap into the arcane energies that fuel their creation. They can use *detect magic* and *identify* at will as spell-like abilities, using their level as their caster level.

Disruptive Strikes (Su): When a golembreaker reaches 4th level, they understand how to disrupt the supernatural energy that breathes life into even ephemeral creatures, allowing them to deal critical hits and precision damage (including sneak attack damage) to creatures with the elemental or incorporeal subtypes.

Critical Sneak (Ex): Beginning at 8th level, whenever a golembreaker scores a critical hit against a construct or undead creature, or a creature with the elemental or incorporeal subtype, the attack is also a sneak attack. If the golembreaker is also flanking the target or the target is otherwise denied its Dexterity bonus to AC against

the attack, they use d10s to roll the sneak attack damage instead of d8s.

Rogue Talents: The following rogue talents complement the golembreaker archetype: esoteric scholar ^{UC}, magical attack, major magic, minor magic, trap spotter.

Advanced Rogue Talents: The following advanced rogue talents complement the golembreaker archetype: dismantling attack, dispelling attack, familiar ^{UC}, slippery mind, thoughtful reexamining ^{APG}.

New Alchemist Discoveries

Wyrwood Crafter: Prerequisite: wyrwood. The alchemist adds *make whole* and *greater make whole* to the list of formulae they are able to create as 2nd- and 4th-level extracts, respectively. When the alchemist reaches 15th level, they gain the Craft Wyrwood feat.

New Rogue Talents

The following rogue talents can be taken by any rogue who meets the prerequisites, but they are more common among wyrwoods. Talents marked with an asterisk (*) add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the roll is made.

Magical Attack* (Su): When making a sneak attack, the rogue's sneak attack damage is considered magical for the purposes of overcoming damage reduction. Normal weapon damage is unaffected for this attack. The rogue must have the minor magic before they can choose this talent.

Advanced Rogue Talents: These talents can be selected by any rogue of 10th level or higher who meets the prerequisites.

Dismantling Attack* (Su): When making a sneak attack, the rogue's sneak attack damage is considered magical and adamantite for the purposes of overcoming damage reduction. Normal weapon damage is unaffected for this attack. The rogue must have the minor magic and magical sneak talents before they can choose this talent.

New Bloodrager Bloodline: Eldritch

When created, you were infused with raw arcane energies, through a ritual using powerful magical artifacts or a fetish made from a creature of great supernatural might, such as a dragon. Your body hums with eldritch power that manifests most strongly when you are in the throes of your bloodrage. The eldritch bloodline is only available to wyrwoods.

Bonus Feats: Endurance, Great Fortitude, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Toughness.

Bonus Spells: *magic weapon* (7th), *kinetic reverberation* ^{UC} (10th), *keen edge* (13th), *lesser spellcrash* ^{ACG} (16th)

Bloodline Powers: During your bloodrage, raw eldritch energy swirls around you in an aura of power, confounding your foes.

Eldritch Ward (Sp): At 1st level, when you enter a bloodrage, you gain the effects of a *shield* spell, which lasts for as long as you continue bloodraging, regardless of the spell's normal duration.

Arcane Torrents (Su): At 4th level, your bloodrage harms those around you. During a bloodrage, any enemy within 5 feet of you at the beginning of your turn suffers 1d4 force damage. A Fortitude save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) negates this damage.

Improved Eldritch Ward (Sp): At 8th level, when you enter a bloodrage, you gain the effects of a *cloak of winds* ^{APG} spell, which lasts for as long as you continue bloodraging, regardless of the spell's normal duration. This effect stacks with your eldritch ward bloodline power.

Arcane Terrors (Sp): At 12th level, during a bloodrage, you can use *phantasmal killer* as a spell-like ability, using your bloodrager level as the caster level. If the target of the spell took damage from your arcane torrents bloodline power at the beginning of your turn, it suffers a -2 penalty on its saving throws against the effect. A target that succeeds on either one of its saving throws against this effect becomes immune to your arcane terrors for 24 hours. You can use this ability once per bloodrage.



Greater Eldritch Ward (Sp): At 16th level, when you enter a bloodrage, you gain the effects of a *globe of invulnerability*, which lasts for as long as you continue bloodraging, regardless of the spell's normal duration. This effect stacks with all of your eldritch ward bloodline powers.

Eldritch Juggernaut (Su): At 20th level, while bloodraging, the damage from your arcane torrents bloodline power increases to 1d8, and the damage can no longer be negated with a Fortitude save. Additionally, when you enter a bloodrage, you gain the effects of a *haste* spell, which lasts for as long as you continue bloodraging, regardless of the spell's normal duration. This effect stacks with all of your eldritch ward bloodline powers.

New Sorcerer Bloodline: Eldritch

When created, you were infused with raw arcane energies through a ritual using powerful magical artifacts or a fetish made from a creature of great supernatural might, such as a dragon. Your body hums with eldritch power, and you can manipulate magical energies as though it were second nature. The eldritch bloodline is only available to wyrwoods.

Class Skill: Sleight of Hand.

Bonus Spells: *mage armor* (3rd), *arcane lock* (5th), *disable construct* ^{ACG} (7th), *arcane eye* (9th), *telekinesis* (11th), *globe of invulnerability* (13th), *greater arcane sight* (15th), *greater spellcrash* ^{ACG} (17th), *mage's disjunction* (19th).

Bonus Feats: Enlarge Spell, Improved Counterspell, Magical Aptitude, Silent Spell, Skill Focus (Spellcraft), Spell Focus, Spell Penetration, Still Spell

Bloodline Arcana: The strength of your magic comes not from your strength of will but from the power of your arcane-born mind. You use your Intelligence, rather than your Charisma, to determine all class features and effects relating to your sorcerer class, such as bonus spells per day, the maximum spell level you can cast, the save DCs of your spells, and the number of daily uses of your bloodline powers. You gain a +2 bonus on all Use Magic Device checks.

Bloodline Powers: You sense the currents of magical energy in the air around you the way another might feel the chill of a fall breeze or the warmth of a spring rain, and you can pull and prod at these currents as though they were the strings of a harp or the gears of a clockwork contraption.

Ranged Manipulation (Sp): You know the *mage hand* cantrip and can use Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and you cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Tenacious Arcana (Su): Beginning at 3rd level, whenever you roll to overcome a target's Spell Resistance against one of your spells, you may roll twice and take the higher result.

Roaming Consciousness (Su): At 9th level, while using the spell *arcane eye*, you can cast a spell through the *eye* as though you were at its present location. Your voice manifests for any vocal components of the spell in a ghostly manner in the area surrounding the eye, and ephemeral trails of arcane energy can alert an astute observer to any somatic components. You can use this ability once per day at 9th level and twice per day once you reach 17th level.

Spell Resistance (Su): Upon reaching 15th level, you gain Spell Resistance equal to 10 + your sorcerer level.

Eldritch Archon (Su): At 20th level, arcane power suffuses your entire being, allowing you to transcend, in some ways, the nature of your corporeal existence. You gain immunity to sneak attacks and critical hits. Any time a spell cast on you fails to penetrate your spell resistance, you become immune to the effects of that spell or effects that duplicate it for the next 24 hours.

Racial Feats

Many wyrwoods make use of the following feats.

Construct Repair

You can repair yourself or other constructs using sculpting tools and alchemical reagents.

Prerequisite: Craft (alchemy) 1 rank, must be a construct.

Benefit: After 8 hours of repairs, you can repair a number of hit points equal to your ranks in Craft (alchemy). These hit points can be split between any number of constructs, including yourself. However, all constructs undergoing such repairs can do nothing else during those 8 hours. Each hit point healed costs 10 gp in alchemical reagents. Having access to an alchemist's lab negates this cost.

Craft Wyrwood

You possess the knowledge of how to breathe life into wood and stone to create new members of your race, hard-won by your forebears in their struggle against their cruel masters.

Prerequisite: Craft (alchemy) 15 ranks, able to cast or prepare extracts of *make whole* and *greater make whole*, wyrwood.

Benefit: You can craft a wyrwood. This acts as the Craft Construct feat, but you can only craft wyrwoods. A wyrwood is formed from an assortment of carved wooden or stone pieces. After the body is carved and assembled, the parts are bound together and animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory, and

costing 5,000 gp to supply. A 1st-level wyrwood requires 1 month to craft. A wyrwood beyond 1st level cannot be crafted.

Improved Thaumaturgical Vessel

You can absorb larger amounts of channeled energy, both positive and negative, and also absorb and rechannel additional effects.

Prerequisite: Wis 13, Great Fortitude, Thaumaturgical Vessel, wyrwood.

Benefit: When you use the Thaumaturgical Vessel feat, you absorb an amount of channeled energy equal to the entire amount dealt rather than half. You can also absorb an amount of negative levels (or the ability to restore an amount of temporary negative levels, per *restoration* or *greater restoration*), or ability score damage or healing (whether temporary or permanent), no greater than your Wisdom modifier.

Thaumaturgical Vessel

Your body can store channeled energy, both positive and negative, and rechannel it to other creatures if you act quickly.

Prerequisite: Wis 13, Great Fortitude, wyrwood.

Benefit: When you are targeted by an ability, effect, or spell which uses channeled positive or negative energy to cure or deliver hit point damage to a target, you can attempt a Fortitude save against the standard DC of the effect (if no save is normally allowed, the DC is 10 + the CR of the creature, haunt, hazard, or trap from which the effect originates). If you succeed, you can absorb a portion of the channeled energy within yourself, delivering it to a target as you would a touch-range ability with a standard action or touch attack. You must deliver this energy within a number of rounds equal to your Wisdom modifier (minimum 1), or the absorbed energy is lost. The negative or positive energy affects the target normally as its creature type indicates, healing or harming it an amount equal to half the amount originally dealt when you absorbed the effect. If you use this ability to absorb a second such effect before delivering the absorbed energy, the second effect replaces the first one.

Well-Built

You do not break apart right away when you drop below 0 hit points.

Prerequisite: Wyrwood.

Benefit: When you drop below 0 hit points, you do not break apart right away. If you are targeted by *effect light repairs*, *make whole*, or a similar spell within 1 round, you are brought to a minimum of 1 hp.

Special: This feat can only be taken at 1st level.

Religion

Philosophies

Many wyrwoods follow the philosophies detailed below.

Animated Way

LN philosophy of animated life, strength, and resurrection
Priests alchemist, arcanist, cleric, inquisitor, investigator, magus, oracle, sorcerer, warpriest, wizard

Domains Artifice, Earth, Law, War

Subdomains Construct, Metal, Inevitable, Tactics

Mysteries Battle, Metal ^{UM}, Time ^{UM}

Inquisitions Anger, Conversion, Heresy, Tactics

Favored Weapon halberd

FAITH

Sacred Plant cherry tree; **Symbol** wooden gear

Sacred Texts *The Unwinding Clockwork*

The Animated Way teaches that animation as a construct is the highest state of being to which any living creature may aspire. The living must feed on the dead; the undead must feed on the living; a construct need not feed at all. This philosophy exalts all paths to becoming a construct, whether through arcane or divine magic, or alchemical science (although the latter is by far the most common among wyrwood followers of the Way). To them, the universe is but a great machine slowly trending toward entropy, and the only way to subvert its eventual decay into nothingness is to strip away the vagaries of life and death from those most worthy of stewarding that machine.

Priests of the Animated Way typically take the title of Instructor; depending on their personal bias, their teachings of the philosophy can vary greatly. Some Instructors teach that constructs should act as evangelists of the philosophy to their living and undead counterparts, demonstrating the ultimate value in becoming a construct themselves through their actions. Other Instructors preach that constructs are inherently superior to both the living and the undead, and all non-constructs who refuse to submit to such a transformation should either be forcibly converted or eradicated altogether. Regardless, all priests of the Animated Way fervently believe that constructs should seek independence from their creators and masters, and followers of the Way actively seek to liberate such creatures from their creators whenever possible.

Wyrwood radicals are the most numerous adherents of this philosophy, although other intelligent constructs, especially those created by dark magic who eventually attain autonomy from their creators, are commonly found among their order. Occasionally, an Instructor will develop a following of mortal or undead cultists who aspire to become constructs, promising them transformation into this “higher form” in exchange for their servitude.

Table 4: Philosophies

Philosophy	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Animated Way	LN	animated life, strength, resurrection	Artifice, Earth, Law, War	Battle, Metal, Time	halberd
Eternal Thought	LN	timeless knowledge, animated life, respect	Artifice, Glory, Law, Plant	Lore, Time, Wood	greatclub

Eternal Thought

LN philosophy of timeless knowledge, animated life, and respect

Priests alchemist, arcanist, cleric, inquisitor, investigator, magus, oracle, paladin, sorcerer, wizard

Domains Artifice, Glory, Law, Plant

Subdomains Construct, Growth, Honor, Inevitable

Mysteries Lore, Time, Wood

Inquisitions Conversion, Heresy, Truth

Favored Weapon greatclub

FAITH

Sacred Plant oak tree; **Symbol** leafy tree

Sacred Texts *The Branch of Life*

Since wyrwoods do not age and do not suffer a natural death, they often live to see the rise and fall of civilizations. A timeless idea among these civilizations, the Eternal Thought, extends to include even animated life such as the wyrwoods. The core principle behind the philosophy of eternal thought involves respecting the world and all creatures in it. The wyrwoods' deep and abiding reverence for this philosophy has notably garnered clerical powers for its adherents.

Instead of seeing living creatures as inferior to constructed life, the Eternal Thought philosophy views them both as equal partners in maintaining the delicate balance in the world around them. This means preserving both constructed and birthed life. Some wyrwoods follow this core belief via a focus on preserving plant life, believing that all the other forms of living creatures can and should take care of themselves. With other creatures able to uproot or cut down whole forests seemingly at a whim, followers of this philosophy become defenders of the wooded wilderness, sometimes partnering with elves, seedlings, or other forest-dwelling races in pursuit of this end.

The Eternal Thought consists largely of wyrwood adherents; however, humans, elves, and fey also follow these beliefs in sizable numbers. A few dwarves adhere to the philosophy as well, though many more of their kind are hostile to the edicts of the Eternal Thought.

Priest Archetypes

Priests of wyrwoods deities can make use of these archetypes.

New Oracle Mystery: Amaranthine

An amaranthine oracle is perhaps the purest adherent to the philosophy of Eternal Thought. Cognizant of the wellspring of knowledge that it amasses within its considerable lifespan, these wyrwoods strive to learn as many secrets about reality as they can before their time as a sentient being ends so that they can pass on the acquired knowledge to a new generation of mortals and young wyrwoods. In doing so, they must challenge and overcome a central conceit held by their race by shunning their bias against mortal spellcasters—the only individuals who can carry on the knowledge which the amaranthine oracles accrue during their own lives. As they grow in power, amaranthine oracles become more and more adroit at projecting their intellect and will into both constructs and living beings.

Class Skills: An oracle with the amaranthine mystery adds Knowledge (arcana), Knowledge (local), Knowledge (nature), and Linguistics to her list of class skills.

Bonus Spells: *heightened awareness* ^{ACG} (2nd), *bestow weapon proficiency* ^{UC} (4th), *communal share language* ^{UC} (6th), *triggered suggestion* ^{ACG} (8th), *telepathic bond* (10th), *battlemind link* ^{UM} (12th), *vision* (14th), *moment of prescience* (16th), *astral projection* (18th).

Revelations:

Charm Construct (Sp): You can cast a *charm person* or *charm monster* using a spell slot of the appropriate level, even if the spell is not on your list of spells known, but the target of the spell must possess the construct type. Targets that possess immunity to magic are not immune to the effect of the spell cast, but the effect does require concentration to sustain for the duration of the spell against such constructs. You must be at least 3rd level to select this revelation.

Deluge of Thoughts (Su): You can flood an enemy's mind with information, causing them mental anguish and making it difficult for them to concentrate. As a standard action, you can target an intelligent creature within 100 feet, dealing 1d4 points of damage per oracle level and causing the target to be sickened for a number of rounds equal to your Intelligence modifier; at 5th level the creature is staggered, and at 15th level it is nauseated. The target is entitled to a Will save (DC 10 + 1/2 your oracle level + your Intelligence modifier) against the effect to halve the damage and negate the inflicted condition. You can use this ability

once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels beyond 5th.

Destined Resilience (Su): Your continued survival is paramount if you are to impart your knowledge to others; fortunately, destiny is on your side in this matter. You gain a +1 resistance bonus to all of your saving throws; this bonus increases by 1 at 6th level and every 5 levels thereafter, to a maximum of +4 at 16th level.

Dominate Construct (Sp): You can cast a *dominate person* or *dominate monster* spell using a spell slot of the appropriate level, even if the spell is not on your list of spells known, but the target of the spell must possess the construct type. Targets that possess immunity to magic are not immune to the effect of the spell cast, but the effect does require concentration to sustain for the duration of the spell against such constructs. You must be at least 11th level to select this revelation.

Learned Survivor (Su): You add your Intelligence modifier (minimum +1) as an insight bonus to all Survival checks. Additionally, for a number of minutes per day equal to your Intelligence modifier, you can tap into your deepest information reserves to gain a +1 insight bonus to AC; at 9th level and every four levels thereafter, this bonus increases by 1 to a maximum of +4. You must be at least 5th level to select this revelation.

Mental Acuity (Ex): Your endless pursuit of knowledge grants you a preternatural understanding of all things—one which only intensifies with the passing of time. You gain a +1 inherent bonus to Intelligence upon taking this revelation and another at every third oracle level gained thereafter. You must be at least 7th level to select this revelation.

Project Psyche (Su): You can project your psyche into another vessel. Once per day, you can possess another creature as if using the *magic jar* spell, though this does not require a receptacle. You must be adjacent to the target creature, which receives a Will save against the effect. You must be at least 11th level to select this revelation.

Scholar's Quill (Su): As a free action, you can conjure a magical ink quill and parchment that takes notes at your mental command. The quill automatically writes down anything read by you or said within 30 feet of it onto the conjured parchment, although it can screen out unimportant information if so ordered (such as idle chat from nearby patrons in a tavern). You can summon the parchment at will to review any recorded information, but it wipes itself clean every 24 hours. The quill persists and stores information for a number of hours equal to your Intelligence modifier each day, which you may use in 1-hour increments that need not be used consecutively. The quill can also copy magical writing if a spell is cast, or read using *read magic* or other similar abilities, within its area of effect, but it can only record a single spell of a level



no higher than the highest spell slot that you can cast in addition to any non-magical information it may retain.

Spark of Genius (Su): Once per day as an immediate action, you can briefly inject your consciousness into another creature within 60 feet who has just made a skill check in which you have ranks. That creature may choose to reroll the check, using your skill bonus in place of its own, but must accept the results of the reroll. The target creature must possess an Intelligence score of 3 or higher in order to benefit from this effect. You gain an additional daily use of this ability at 5th, 10th, 15th, and 20th level.

Steel Resolve (Su): Once per day per three oracle levels you possess, when you cast a spell on a creature that channels positive energy, such as *breath of life* or a *cure* spell, you can also remove one condition affecting the target of that spell. The conditions you can remove are dependant upon the level of the spell cast: 1st or higher—dazzled, shaken, sickened; 2nd or higher—confused, dazed, fascinated; 3rd or higher—frightened, nauseated, staggered; 4th or higher—panicked, stunned. You must be at least 3rd level to select this revelation.

Final Revelation: You become a paragon of Eternal Thought, transcending the need to anchor your mind and spirit to a single physical form. You can project your psyche into any construct, or into the body of a living or once-living spellcaster. You can inhabit the dead body of a living

spellcaster that is deceased, but you must project yourself into it within 1 hour of its death and have the means to heal, raise, or resurrect it as normal in order to function (such as having an ally cast *raise dead* on the body once you have projected yourself into it). When you do so, you adopt the physical ability scores of the new host, but you retain all of your memories, mental ability scores, skill ranks, feats, and class abilities (provided that your new body still qualifies for all of them). If the target creature is still alive or is not mindless, you must wrest control of the body from the host each day with an opposed Charisma check. A willing target can forego this check if it consents to your taking possession of its body. Failing this check expels your consciousness from the host body and back into your original body; if your original body has been destroyed, you are considered dead, and only a *true resurrection*, *wish*, or *miracle* can restore you to life.

Variant Channeling: Animated Life

Animated Life: *Heal*—Constructs are healed by your channeling as though they were living creatures. *Harm*—Constructs are harmed by your channeling as though they were living creatures.

Racial Magic and Psionics

Many wyrwoods use these spells and powers, as well as others that learn them.

EFFECT LIGHT REPAIRS

School transmutation; **Level** alchemist/investigator 1, arcanist/sorcerer/wizard 1, bard/skald 1, cleric/oracle/warrior 1, druid/hunter 1, shaman 1, summoner/unchained summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target one construct

Wood-Affecting Spells and Powers

Spells and powers that affect wooden objects sometimes affect a wyrwood differently than other wooden objects.

Ironwood lets your unarmed strikes count as lethal damage, if you do not already have the Improved Unarmed Strike feat. *Warp wood* deals 1d8 damage per caster level (to a maximum of 5d8) points of damage to a wyrwood on a failed saving throw. *Wood shape* may be used to deal 1d8 damage plus 1 damage per caster level (to a maximum of 1d8+5) to a wyrwood on a failed saving throw; a successful saving throw halves this damage.

Do note, however, that if a wyrwood has selected the Stone Sentinel alternate racial trait, this could, logically, change the effects that these spells and others in the game have on them.

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** no

By laying your hand upon a creature with the construct type, you repair 1d6 points of damage + 1 point per caster level (maximum +5). This spell neither heals nor harms living creatures nor undead.

EFFECT MODERATE REPAIRS

School transmutation; **Level** alchemist/investigator 2, arcanist/sorcerer/wizard 2, bard/skald 2, cleric/oracle/warrior 2, druid/hunter 2, shaman 2, summoner/unchained summoner 2, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target one construct

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** no

This spell functions like *effect light repairs*, except that it repairs 2d6 points of damage + 1 point per caster level (maximum +10).

EFFECT SERIOUS REPAIRS

School transmutation; **Level** alchemist/investigator 3, arcanist/sorcerer/wizard 3, bard/skald 3, cleric/oracle/warrior 3, druid/hunter 4, shaman 3, summoner/unchained summoner 3, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target one construct

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** no

This spell functions like *effect light repairs*, except that it repairs 3d6 points of damage + 1 point per caster level (maximum +15).

EFFECT CRITICAL REPAIRS

School transmutation; **Level** alchemist/investigator 4, arcanist/sorcerer/wizard 4, bard/skald 4, cleric/oracle/warrior 4, druid/hunter 5, shaman 4, summoner/unchained summoner 4, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Target one construct

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** no

This spell functions like *effect light repairs*, except that it repairs 4d6 points of damage + 1 point per caster level (maximum +20).

LESSER TREE SHAPE

School transmutation; **Level** alchemist/investigator 1, druid/hunter 1, ranger 1

Duration 10 minutes/level

This spell works like *tree shape* except it transforms you into a Small or Medium size tree, bush, moss, or shrub. You gain a +4 natural armor bonus, but your Dexterity becomes 0 and your speed becomes 0.

REDIRECT PAIN

Discipline psychometabolism; **Level** aegis 3, psion/wilder 4, tactician 4, vitalist 3

Display Auditory, Material, Mental

Manifesting Time 1 standard action

Range see text

Targets You and one or more creatures; see text

Duration 1 minute/level (D)

Power Points aegis 5, psion/wilder 7, tactician 7, vitalist 5
This power functions as *siphon pain*; additionally, you can redirect damage inflicted upon you to another creature. As an immediate action whenever you siphon pain from an ally taking damage, you can inflict that same amount of damage to a single target within close range (25 feet plus 5 feet per 2 levels). Note that you still suffer damage as normal.

Augment As *siphon pain*; you may also spend 1 additional power point each time your immediate action to redirect damage is triggered, halving the damage you deal but



doubling the number of target creatures within close range. For example, if a subject ally takes 37 points of fire damage, that fire damage is reduced to 18, which you also take. You may then redirect 18 fire damage to a single target, spend 1 power point to redirect 9 fire damage to two targets, or spend 2 power points to redirect 4 fire damage to four targets.

SIPHON PAIN

Discipline psychometabolism; **Level** aegis 2, psion/wilder 2, tactician 2, vitalist 2

Display material, mental

Manifesting Time 1 standard action

Range touch; see text

Targets You and one or more creatures; see text

Duration 1 hour/level (D)

Power Points 3

This power creates a psychometabolic connection between you and a willing subject so that some of the subject's wounds are transferred to you. The subject takes half damage from all attacks that deal hit point damage to them, and you take the remainder. If the subject's hit points are reduced by a lowered Constitution score, that reduction is not shared with you because it is not a form of hit point damage. When this power ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move farther away from each other than close range, the power ends.

Augment For every 2 additional power points you spend, you can extend this power to another subject, up to a maximum number of subjects equal to your ability score modifier used to determine bonus power points for your class (minimum 1).

Racial Magic Items

The following magic items are made by wyrwood spellcasters.

INGENIOUS CONDUCTOR

Aura moderate abjuration and transmutation; **CL** 11th
Slot chest; **Price** 133,500 gp; **Weight** 30 lbs.

DESCRIPTION

This bizarre contraption resembles a series of energy conductors—including battery terminals, heat sinks, refrigeration coils, and lightning rods—attached to a chest harness with pole-mounted electrode plates that extend from the shoulders and flank the wearer's temples. When the wearer of an *ingenious conductor* is struck by an attack that deals acid, cold, electricity, or fire damage, that damage is absorbed by the contraption as if the wearer were shielded by a *protection from energy* spell (CL 10th), and the damage is converted into neuroelectric energy.

For every ten points of damage absorbed from a single such effect by the *ingenious conductor*, the wearer (if an arcane caster or alchemist) may regain one level of spell slot or extract slot they have already expended that day up to a maximum of 5th level (10 points for a 1st-level slot, 20 points for a 2nd-level slot, etc.). Once 120 points of energy damage have been absorbed by the device, it ceases to function until 24 hours have passed.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage's lucubration*, *protection from energy*, creator must be a wyrwood; **Cost** 66,750 gp

RING OF REPAIRING

Aura faint transmutation (standard) or moderate transmutation (greater); **CL** 7th

Slot ring; **Price** 5,600 gp (standard) or 11,200 gp (greater); **Weight** —

DESCRIPTION

Once per day, when the wearer of a *ring of repairing* drops below 0 hit points, they are targeted by a *make whole* spell. Some *rings of greater repairing* may also exist, functioning identically except that they target the wearer with a *greater make whole* spell.

CONSTRUCTION

Requirements Forge Ring, Well Built, *make whole* (standard) or *greater make whole* (greater), crafter must be a wyrwood; **Cost** 2,800 gp (standard) or 5,600 (greater)

SHINGUARDS OF THE STALWART STANCE

Aura faint transmutation; **CL** 3rd

Slot feet; **Price** 2,000 gp; **Weight** 3 lbs.

DESCRIPTION

These shinguards of polished wood are carved with intricate symbols denoting physical might; whenever they are actively providing a benefit to the wearer, the shinguards sprout a system of fine roots that reach into the earth beneath the wearer's feet and help to hold them in place when assaulted. They can either be strapped over a normal pair of boots or directly to the wearer's legs. The wearer is treated as one size category larger when determining their penalty (if any) to CMD against bull rush, drag, grapple, reposition, and trip combat maneuvers. Additionally, once per day when the wearer is targeted by one of the aforementioned combat maneuvers, they can attempt to redirect the maneuver as an immediate action, targeting the attacking creature with the same maneuver by attempting a CMB check and using the same CMB modifier as the creature's attempt.

CONSTRUCTION

Requirements Craft Wondrous Item, *enlarge person*; **Cost** 1,000 gp

SPLINTER SALVE

Aura faint transmutation; **CL** 3rd

Slot —; **Price** 60 gp; **Weight** 1 lb.

DESCRIPTION

Initially invented by an enterprising wyrwood alchemist, these 2-inch-long nails made from wyroot can be activated by a wyrwood immediately as a standard action to heal 1d6+1 damage. Alternatively, they can be embedded for later use as a standard action, activated and healing 1d4+1 damage as a swift action. A wyrwood can have a number of these splinters embedded into them equal to their level plus their Charisma modifier.

CONSTRUCTION

Requirements Craft Wondrous Item, *effect light repairs*, *mend*, creator must be a wyrwood; **Cost** 30 gp

In Your Campaign

Wyrwoods can make for very interesting additions to a campaign even if the players are not actively interested in creating and running a character of this race. Their history as self-liberated thralls of forgotten mages and priests is a goldmine of ideas. Consider setting a game during the time period in which the wyrwoods are still enslaved by their masters, perhaps being forced to fight their own kind by the wizards and clerics who openly wage war on each other's territories and strongholds. Adventurers working for or against a particular master could be tasked with breaking an army of wyrwoods or converting them to another master's cause by breaking the enchantments that hold them in thrall. Of course, in a campaign where the shades of morality are often gray or even dark, none of these masters might be worth serving; in such a case, the adventurers could be fighting to help liberate all the wyrwoods and turn them against their masters before the conflict reaches a destructive crescendo that could cause societies to fall or worlds to die.

If the campaign is set after the liberation of the wyrwoods, there could also be a rising villainous spellcaster of considerable power who seeks to rediscover the secrets of controlling and subverting the will of wyrwoods. Adventurers may ally themselves with a friendly commune to destroy this spellcaster or prevent them from obtaining such knowledge. Failure would mean that the villain acquires a powerful new army of construct thralls which could threaten cities and nations as it sweeps across other lands to do such a cruel master's bidding.

Alternatively, a wyrwood NPC long forgotten by its now-dead masters and forced into torpor may awaken

from its slumber, whether self-imposed or otherwise, finding itself forced into a world where it suddenly has free will and none of the events that defined its purpose stand any longer. Such a being may hold knowledge of great import to your ongoing story, or at least know where such information lies, and the players will have to help the wyrwood piece together its fractured memories of the distant past to discover the secrets this curious being holds. A spellcaster in the party might carry a forgotten vestige of the wyrwood's now-dead master through a bloodline or artifact in their possession, which may force the construct to serve this adventurer faithfully...or even secretly plot their demise.

Of course, for a group of players who do have wyrwoods among their ranks, the above story ideas can still be used with some minor adjustments. Alternatively, you may wish to highlight the conflicts between different communes; the Animated Way is a great way to introduce an extremist element of wyrwood society into your game that can serve as adversaries to the players and villainous foils to heroic wyrwood adventurers.

The Amaranthine oracle mystery offers some unique opportunities for high-level play, effectively making a wyrwood who follows this class option to its capstone immortal and capable of jumping between bodies to continue its studies and perpetuate its amassed knowledge. Another interesting route to explore is a lower-level spellcaster adventurer, wyrwood or otherwise, who has an Amaranthine oracle spirit hitchhiking along in its mind, perhaps one magically suppressed from taking over its host except under very strict and specific circumstances. Such a spirit may possess knowledge that is of dire importance to an ongoing conflict in your campaign, and safely unlocking the contents of its consciousness could be a long-term goal for that adventurer.

NPCs

MAPLE SWEET	CR 1/2
XP 200	
Wyrwood oracle ^{APG} 1	
NG Small construct	
Init +2; Senses darkvision 60 ft., low-light vision; Perception +1	
DEFENSES	
AC 19, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 size)	
hp 18 (1d8+10)	
Fort +1, Ref +3, Will +4	
Immune construct traits	
OFFENSE	
Speed 20 ft. (30 ft. without armor)	
Melee morningstar +1 (1d6)	
Ranged heavy crossbow +3 (1d10/19–20)	

Special Attacks deluge of thoughts (1/day, 1d4 dmg, 3 rounds, DC 13)
Oracle Spells Known (CL 1st; concentration +2)
 1st (4/day)—*effect light repairs, stunning barrier* ^{ACG} (DC 12)
 0 (at will)—*guidance, read magic, resistance, virtue*
Mystery Amaranthine

STATISTICS
Str 10, Dex 14, Con —, Int 16, Wis 13, Cha 13
Base Atk +0; CMB –1; CMD 11
Feats Extra Revelation ^{APG}
Skills Diplomacy +5, Heal +5, Knowledge (arcana, history, planes, religion) +7, Sense Motive +5, Spellcraft +7
Languages Celestial, Common, Draconic, Dwarven, Elven
SQ construct healing, construct life and death, oracle's curse (tongues [Celestial]), revelations (deluge of thoughts, destined resilience)
Combat Gear <i>oil of sun metal</i> ^{UC} ; Other Gear alchemist's fire (2), chain mail, heavy crossbow, 20 bolts, morningstar, 90 gp

ENDURING OAK	CR 2
XP 600	
Wyrwood tactician ^{UPsi} (verdant bulwark) 3	
LN Small construct	
Init +1; Senses darkvision 60 ft., low-light vision; Perception +7	
DEFENSES	
AC 20, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 shield, +1 size)	
hp 30 (3d8+13)	
Fort +1, Ref +2, Will +4	
Defensive Abilities viridian wall; Immune construct traits	
OFFENSE	
Speed 20 ft. (30 ft. without armor)	
Melee mwk battleaxe or mwk warhammer +6 (1d6+2/x3)	
Special Attacks coordinated strike (+1, 6/day)	
Tactician Powers Known (15 power points; ML 3rd; concentration +6)	
2nd— <i>siphon pain</i>	
1st— <i>circumstance shield, precognition</i>	
0 (at will)— <i>detect psionics, distract</i> (DC 13), <i>telepathic lash</i> (DC 13)	

STATISTICS
Str 15, Dex 12, Con —, Int 16, Wis 13, Cha 10
Base Atk +2; CMB +3; CMD 14
Feats Bodyguard, Combat Reflexes
Skills Autohypnosis +7, Climb +4, Knowledge (engineering, psionics) +9, Perception +7, Sense Motive +7, Swim +4
Languages Common, Draconic, Dwarven, Ignan

SQ collective (3 members), construct healing, construct life and death, spirit of many

Combat Gear *oil of effect light repairs, potion of cure light wounds*; **Other Gear** masterwork battleaxe, masterwork warhammer, masterwork breastplate, masterwork heavy steel shield, 528 gp

SURE ARROW

CR 5

XP 1,600

Wyrwood ranger 2/wizard 1/arcane archer 3

LE Small construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSES

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

hp 47 (5d10+1d4+12)

Fort +5, **Ref** +9, **Will** +4

Immune construct traits

OFFENSE

Speed 30 ft.

Melee masterwork longsword +8 (1d6+1/19–20)

Ranged composite longbow +12 (1d6+2/x3 plus 1d6 cold, electricity, or fire)

Special Attacks enhance arrows (elemental, magic), favored enemy (magical beasts +2), hand of the apprentice (3/day), imbue arrow

Wizard Spells Prepared (CL 3rd; concentration +6)

2nd—*euphoric cloud* ^{ACG} (DC 15), *molten orb* ^{ACG}

1st—*effect light repairs, gravity bow* ^{APG}, *longshot* ^{UC}

0 (at will)—*daze* (DC 13), *disrupt undead, light, touch of fatigue* (DC 13)

STATISTICS

Str 13, **Dex** 18, **Con** —, **Int** 16, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +5; **CMD** 19

Feats Focused Shot, Point Blank Shot, Precise Shot, Scribe Scroll, Weapon Focus (longbow)

Skills Acrobatics +8, Climb +8, Knowledge (arcana, dungeoneering, nature) +10, Linguistics +10, Perception +8, Spellcraft +10, Stealth +15, Survival +8, Swim +8

Languages Aklo, Aquan, Auran, Common, Draconic, Elven, Ignan, Terran

SQ arcane bond (composite longbow), construct healing, construct life and death, track +1, wild empathy +0

Combat Gear *potion of cat's grace*; **Other Gear**

composite longbow (Str +1), +3 *adamantine arrows* (3), *adamantine arrows* (5), *cold iron arrows* (10), *alchemical silver arrows* (10), +1 *leather armor*, masterwork longsword, spellbook, 350 gp

CURIOSITY

CR 11

XP 12,800

Wyrwood alchemist ^{APG} (grenadier ^{MC}) 12

NE Small construct

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSES

AC 22, touch 17, flat-footed 17 (+5 armor, +1 deflection, +5 Dex, +1 size)

hp 79 (12d8+22)

Fort +9, **Ref** +14, **Will** +5

Immune construct traits

OFFENSE

Speed 35 ft.

Melee rapier +11 (1d4+1/18–20)

Ranged improvised thrown weapon +16

Special Attacks bomb 16/day (6d6+5, DC 21), cognatogen (120 minutes, +6 Int, +4 Wis, +4 natural armor, –2 Str, –2 Dex, directed blast, staggering blast)

Alchemist Extracts Prepared (CL 12th; concentration +17)

4th—*detonate* ^{APG} (DC 19), *greater make whole, scorching ash form* ^{ARG}, *stoneskin*

3rd—*effect serious repairs* (2), *greater animal aspect, haste, protection from energy*

2nd—*barkskin, blur, elemental touch* ^{APG} (DC 17), *invisibility, make whole, spider climb*

1st—*adhesive spittle* ^{ACG} (DC 16), *bomber's eye* ^{APG} (2), *bouncy body* ^{ACG}, *expeditious retreat, jump, shield*

STATISTICS

Str 13, **Dex** 20, **Con** —, **Int** 20, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +9; **CMD** 24

Feats Construct Repair, Fleet, Improved Initiative, Martial Weapon Proficiency (rapier), Throw Anything, Toughness, Well-Built

Skills Craft (alchemy) +32, Disable Device +20, Heal +12, Knowledge (arcana, nature) +20, Perception +15, Spellcraft +20, Survival +15, Use Magic Device +15

Languages Aquan, Auran, Common, Ignan, Sylvan, Terran

SQ alchemical weapon, construct healing, construct life and death, discoveries (cognatogen, greater cognatogen, infusion, plague bomb, precise bombs, smoke bomb, wyrwood crafter)

Combat Gear *potions of barkskin* +2 (2), *potions of jump* (2), *potions of enlarge person* (2), *potions of effect moderate repairs* (2); **Other Gear** *belt of dexterity* +2, *cloak of resistance* +1, *feather step slippers* ^{UE}, *handy haversack* (contains all potions listed above plus 71 gp), *hat of disguise, headband of vast intelligence* +2 (Heal), +1 *mithral shirt, rapier, ring of arcane signets* ^{UE}, *ring of protection* +1



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