

The Alternate Path Primal Characters

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**Little Red
Goblin Games**

Alternate Paths: Primal Characters

Credits

-PRODUCER-

SCOTT GLADSTEIN

-DESIGNERS-

SCOTT GLADSTEIN, DAYTON JOHSON, AND IAN SISSON

-EDITORS-

IAN SISSON AND CHRISTOS GURD

-ART-

RUI FERREIRA, MIGUEL SANTOS, DAVID REVOY, COREY "THALZON" HALLBERG, JOSEPH SERAPH, JUSTIN OPERABLE, MIROSLAV MARINOV, MARKEUS BRUMFIELD, ASH J.H, JONATHAN ACHEY, JUSTIN NICHOL, AND ANDREW "VIKING" BORTNIAK

-GRAPHIC DESIGN/LAYOUT-

SCOTT GLADSTEIN



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

OGL Compatible: Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license



A Product of Little Red Goblin Games, LLC

Questions? Comments? Contact us at:

ScottGladstein@littleredgoblingames.com

<http://littleredgoblingames.com/>

© 2017, All Rights Reserved

Introduction

What is This Book?

This book is designed for experienced players and presents alternate rules and classes that are more suited to their needs. Many of the variant rules, classes, feats, and other material presented in this book focus on primal characters (a term that will soon be defined for you). You will need the Pathfinder Core Rulebook in order to use this book and the others listed in Section 15 of the Open Gaming License (located at the end of this book) to gain the full benefit from it.

Pain & Gain

This book does not shy away from giving you a penalty as you advance in order to grant you a greater boon. Class features labeled with a (Pn) tag denote these drawbacks.

Why Use Exotic Classes?

Exotic classes often overlap with existing base classes. An elemental host and a sorcerer with an elemental bloodline occupy much the same role and a warmonger and barbarian not able to be distinguished between by the common man. So why use an exotic class? To sum it up in one word, “familiarity”. The paradigms established by the system have been around in one form or another since 1974. Players and the system are very familiar with the core classes. In this edition, barbarians rage, fighters have a good chance to resist fear effects, wizards must prepare spells, druids have an animal companion, and good clerics can heal (etc). Unless you are tapping into 3rd party material, you pretty much know what to expect when it comes to a specific character class. Even with archetypes you can generally tell one class from another.



What is “Primal”?

“Primal” is that feeling you get in your gut when someone punches you or insult you. It’s that inevitable heat that owns you the moment something offends you. It’s that lizard brain, your primitive ancestor lurking in your DNA. It’s a gorilla in a cage screaming to be let out when things go wrong. It is survival and it is that obsessive and selfish need to have it all. It is something basic, simple, and direct. It is your blood pumping in your veins- the realization that you can feel your heart beating in your chest, that you can control your breathing, that your fingers can touch themselves because you are a red-blooded creature with needs and wants!

...and it is the enemy.

It is your greatest strength and it is our greatest weakness. Our pain and our pleasure- our absolute shame in civilized society but it is also something so fundamental to our existence we can no more deny it than we could fail to draw breath. That is what “primal” is.

But, in terms of the game, what do we mean when we say something is “primal”. We mean it draws from that primitive, spiritual, natural place that many fear to tread.

A primal character typically is not:

- Entirely reliant on technology or advanced science. A primal character tends to shun these things.
- Overtly tied to polite society or high civilization. A primal character either does not partake in civilization for the most part or is part of a more tribal, basic, group that is primarily together for the sake of survival.
- Connected to a strict academic discipline. A primal character may learn trades and skills but it is often done holistically, through mentorship, or through personal exploration or experiences.
- Primal characters tend to rely on Wisdom or Charisma over Intelligence. This does not mean primal characters are stupid, just they tend to focus on practical and applicable knowledge (where to find food, how to dress wounds, which mushrooms are toxic, etc) rather than esoteric knowledge (cultural distinctions, magical theory, astrology, etc).

A primal character typically is:

- Strongly connected to, has respect for, or has reverence of nature, the spirits, and the natural state of things.
- Motivated, at least in part, by personal survival.
- One who often acts, not plans.
- Primal characters are often spontaneous casters, not prepared.
- Reliant on their instincts over rational thought.
- Most primal characters are of a chaotic (or, at least, non-lawful alignment).
- Connected to a shamanistic, naturalistic, or holistic spiritual practice.

Of the core character classes the barbarian, druid, and ranger are traditionally considered the “primal” classes. However, any character class can be primal depending on how you approach it.

BARD: A wild bard who learns their art through passion, throws caution to the wind, and lives on the razor’s edge in the wild can be a primal character. Think less “lute-playing swashbuckler” and more “blood-stained war drummer”.

CLERIC: Clerics of nature deities make great primal characters.

FIGHTER: Pit fighters, wandering mercenaries from savage lands, and even brutal warlords can be excellent primal fighters.

MONK: Their challenge with monks are that they are inherently lawful. While this is not a roadblock- it isn’t ideal. If your GM is willing to allow you to play a chaotically aligned monk, perhaps a drunken master or a feral martial artist, they make excellent primal characters.

PALADIN: Paladins, as they must be lawful good, are not good primal characters. However, a chaotically aligned paladin, if allowed, may be a champion of a good-aligned war god, a freedom deity’s champion, clan leader, or a shamanic nature paladin.

ROGUE: Badland rogues or vicious war scouts work excellently as primal characters. Primal rogues need to be careful to disassociate themselves with high society so the classic skeezy black-market rogue or the silver-tongued beguiler doesn’t often have a place as a primal character.

SORCERER: Many bloodlines fit this very well and, next to druids, sorcerers are the best fit for a primal caster character. They are spontaneous, deeply connected to their blood and their heritage and don’t have formal training in their art.

WIZARD: They are a difficult sell. Some hedge-wizards, self-taught pyromancers, and destructive necromancers can be iconic primal characters but wizards almost always are very reliant on their Intelligence, have some degree of formal education, and love to prepare things.

Making a Primal or Civilized Character

At the time of character creation you may declare your character as being either “primal” or “civilized”. The following are not hard and fast rules. With GM approval any character can be a primal character so long as they thematically fit the bill.

- A **primal character** typically isn't of lawful alignment and their highest mental ability score, at the time of character creation, typically isn't Intelligence (it is typically Charisma or Wisdom).
- A **civilized character** typically isn't of chaotic alignment and their highest mental ability score, at the time of character creation, typically isn't Wisdom (it is typically Charisma or Intelligence).

A character may be neither civilized or primal.

Primal and civilized characters gain some new options in regards to advancement. Some spells and abilities function differently on primal or civilized characters. In addition, they gain the following options when it comes to selecting their favored class bonus at any level.

TABLE 1-1: CIVILIZED/PRIMAL CHARACTERS ALTERNATE FAVORED CLASS BONUSES

CHARACTER TYPE	BONUS
Primal	+1 bonus on Survival and Handle Animal checks.
Primal	+1 bonus on Intimidate and Bluff checks.
Primal	+1/3rd bonus on initiative checks.
Primal	Add +1 to the primal character's base speed while in the wild. In combat this option has no effect unless the primal character has selected it five times (or another increment of five). This bonus stacks with class features that add to a character's base land speed.
Primal	+1/4th bonus on damage from spells cast spontaneously.
Civilized	+1 bonus on Heal and Stealth checks made when in urban environments.
Civilized	+1 bonus on Diplomacy and Sense Motive checks made when in urban environments.
Civilized	+1/2 to CMB (not CMD) while in urban environments.
Civilized	Add +1/4th to your caster level when casting prepared spells, but only to determine the spell's duration.

Wild Ascetic

A PRIMAL ARCHETYPE FOR MONKS IN THE PATHFINDER ROLEPLAYING GAME

Almost all monks are lawful. The discipline required often precludes the more ferally minded from studying it. Still, our fiction is filled with animalistic martial artists, drunken masters, and vagabond warriors of the fist. They learn differently- they often imitate animals or learn their style in savage ways. It might be that they were placed in an impossible survivalist situation and came out stronger for it- a slave fighting pit, a feral land where they could find no weapons, or literally hell. The also all have mastered a degree of spirituality- a mystic art that they can employ to enhance their fighting ability. This might be a more naturalistic, shamanistic, animalist art or enlightenment that they came upon naturally though their hardships.

Alignment: The wild ascetic must have a chaotic alignment

Wild Mind (Ex):

A wild ascetic of 3rd level or higher gains a +2 bonus on saving throws against illusion spells and effects. This ability replaces still mind.

Ki Pool (Su):

This functions as per the monk's ki pool class feature but at 10th level, a chaotic monk's unarmed attacks are also treated as chaotic weapons for the purpose of overcoming damage reduction rather than lawful. This ability modifies the monk's ki pool.

Perfect Self (Su):

This functions as per the monk's perfect self class feature, except the chaotic monk gains DR 10/ lawful, instead of DR 10/ chaotic. This ability modifies the monk's perfect self class feature.

Game Mastery: Using the Environment

Using the environmental rules adds spice to an otherwise typical game. It's an often overlooked aspect of play and can really set your game apart without being needlessly complex. Out in the wild, it isn't always the wild animals or roving barbarians that can bring a man down. Sometimes the weather is the most dangerous part of the wild. From blizzards freezing the party to the bone to the brutal desert heat, in a primal game where the fight takes place should be as important as who the fight is against.

Be aware that these rules can especially brutal to certain types of characters. The paladin in full plate will usually sink like a rock in water, and the ranger can't fire his longbow in powerful winds. Before implementing certain rules or environmental effects, consider how it will affect the entire party; if it effectively removes one or more players from the encounter, you may want to consider redesigning the encounter or at least giving them another option so they can still feel like they are contributing (give the paladin a raft where he must protect a chalice from enemy hands, make the windy encounter in the ranger's favored terrain, give a longer path to run up if a character doesn't have Climb). Environmental rules should make the encounter more fun- not detract from it. Use them when dramatically appropriate.

Encounter Highlights:

The following rules can make an otherwise easy or unremarkable encounter more interesting. These rules can either be added to a particular encounter, or act as a constant effect that lasts for the session (or longer).

LAKES, RIVERS AND WATERWAYS

From Chapter 13: Environment in the Pathfinder Core Rulebook:

"Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires Swim skill checks with a DC of 10. Trained swimmers can just take 10. Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult (see the Swim skill description).

By contrast, fast-moving water is much more dangerous. Characters must make a successful DC 15 Swim check or a DC 15 Strength check to avoid going under. On a failed check, the character takes 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades)."

Most water encounters assume the water is deep enough for swimming, but not every water encounter needs to involve swimming. Having an encounter set in the middle of a knee-deep, or even waist-deep, river would provide for an interesting challenge. Both knee-deep and waist-deep water should be considered difficult terrain in regards to movement, although a character could attempt a Swim check (appropriate to the rivers intensity) to move in waist-deep water easily.

As per the rules, faster-moving water would require Strength or Swim checks to avoid being dragged away at the end of your turn, moving anywhere from 30 to 60 feet downstream depending on how fast the water is moving.

Not every water encounter needs to have the players in the water. The threat of flooding an area can stir a party to action, especially if they can't escape the area before the water hits (particularly if they are a fighter in full plate). When sudden flooding occurs, creatures caught in the floodpath need to make a DC 18 Strength check or be swept downstream, taking 1d6 points of lethal damage. A successful save allows a creature to maintain its relative position and reduces the damage to 1d3 nonlethal damage. If the water is high enough, creatures may also need to start making Swim checks to avoid drowning (treat floodwater as rough water).

Keep in mind that even creatures with a natural swim speed need to make Swim checks when dealing with extremely rough water.

Example Encounters:

- The party is ambushed by zombies while fording a swollen river.
- The party is tasked with guiding a raft of supplies down river, through dangerous rapids. They need to keep the raft from overturning or crashing on the rocks while fending off goblin raiders from the tops of the canyon walls.
- Lizardfolk are attacking a dam that keeps a raging river from swamping a village downstream. The party needs to defeat the lizardfolk before they destroy the dam.

FOG

From Chapter 13: Environment in the Pathfinder Core Rulebook:

"Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance)."

The important thing to note here, beyond the concealment rules, is that fog blocks almost all vision. This means that dwarves, or other characters with darklight vision, are just as blind as humans in a thick fog. Use this to increase the difficulty of an otherwise unremarkable encounter. Have animals or other creatures with extrasensory abilities like scent attack the party under the cover of fog.

Example Encounter:

- Dire wolves attack the party under the cover of a thick fog as they move through a forest. The wolves move in and out of the fog, using hit and run tactics to wear the party down.
- An enemy army tries to send sappers and spies into your camp under the cover of fog since it will be harder to pick out friendly faces- aiding in Disguise checks.
- A crazed alchemist has hidden bombs around a foggy glade, making it difficult to find them before they go off at sunrise. Stopping the party is the alchemist and his apprentices.



TABLE 2-1: WIND FORCE

WIND FORCE	WIND SPEED	RANGED ATTACKS	CHECKED SIZE	BLOWN AWAY SIZE	FLY PENALTY
Strong	21-30 mph	-2	Tiny	-	-2
Severe	31-50 mph	-4	Small	Tiny	-4
Windstorm	51-74 mph	Impossible	Medium	Small	-8
Hurricane	75-174 mph	Impossible	Large	Medium	-12
Tornado	175+ mph	Impossible	Huge	Large	-16

STRONG WINDS

Chapter 13: Environment in the Pathfinder Core Rulebook describes Table 2-1: Wind Force, as reprinted above, in regards to strong wind.

The most obvious effect of extreme winds is the penalty to ranged attacks. Placing an encounter during a bout of severe winds gives archers and spellcasters who focus on rays a much harder time. Beyond blowing arrows of course, strong winds can also lock characters in place (the 'checked' portion of the chart above), forcing them to make DC 10 Strength checks to move.

Extremely powerful winds can even knock players off their feet, sending them reeling if they fail a Strength check. From Chapter 13: Environment in the Pathfinder Core Rulebook; "Creatures on the ground are knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check." Use the threat of long drops, along with areas of shelter from the wind, to create a harder encounter where the parties movement is constrained.

Example Encounters:

- The party battles a cyclops along a narrow causeway over a deep gorge while powerful winds tear through the area. Crumbling parapets offer shelter from the winds, but those in the open risk being blown over the edge.
- An evil druid has created a hurricane to destroy a city, and now travels in the center of the storm under magical protection. He must be stopped.
- A group of air elementals create a storm to delay the party's advancement up the slope of an icy peak where a great treasure is rumored to be hidden.

UNEVEN GROUND

Flat surfaces may be the norm in civilized areas like cities, but out in nature it isn't easy to find areas of perfectly level terrain. Forests are awash with natural gullies, fields rise and fall with small hillocks, and even icy tundras have icy chasms that can swallow the unwary. Don't assume every battlefield is a flat surface, only different from a castle or dungeon by there being trees and shrubs around. Natural terrain is full of small divots, small rises, roots, and entrances to animal burrows. Don't be afraid to place difficult terrain around during encounters. Use difficult terrain only when it's dramatically appropriate though.

CAMPAIGN/SESSION HIGHLIGHTS

The following rules don't work well when applied to a single battle, but instead work best when used as an overall setting rule. These rules can serve as a constant enemy, something the players have to deal with in addition to normal foes. Most of these rules can also deal damage to the party between encounters, meaning that the party may walk into encounters already weakened. Keep in mind these rules may require more bookkeeping and dice rolls.

COLD WEATHER

From Chapter 13: Environment in the Pathfinder Core Rulebook:

"An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure."

Cold weather, be it the bitter winter sweeping the tundra or the blizzard winds of a mountain gale, creates an environment when the party needs to bundle up. While cold weather gear takes most of the bite out of the bitter cold, it doesn't deal with other effects. Heavy snowfall can slow the party down (treat as difficult terrain, or for heavy snow require 4 squares of movement), and blizzards can provide concealment with blinding snow. Especially heavy snow can create snowbanks high enough for a creature to hide inside; perfect for an ambush.

Caves and housing can provide shelter from cold weather, but finding an uninhabited area is rare. Cave bears will try to force the party out of their caves, snowbound bandits will defend their hut, and the white dragon will batter the lone wooden shelter that the party hides inside.

HOT WEATHER

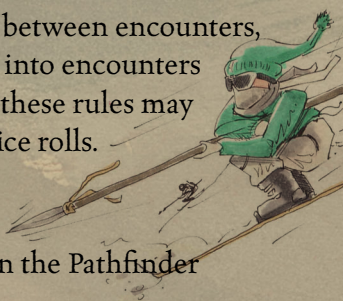
From Chapter 13: Environment in the Pathfinder Core Rulebook:

"A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat."

Dealing with hot weather acts in almost exactly the same as dealing with cold weather with one notable difference; anyone wearing armor has a much harder time. That means anyone relying on weighty armor to stay safe has to hope their Fortitude saves can handle things, or pray they don't get ambushed while unarmored.

Finding shaded areas or cool springs can reduce the effects of hot weather. As such, those areas are prime areas for encounters. Desert raiders set up camp around an oasis, a pack of jackals wait out the heat in the shelter of a canyon wall, and an efreet entices travelers to their doom with an illusionary lake.



HUNGER AND THIRST

From Chapter 13: Environment in the Pathfinder Core Rulebook:

"A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed- not even magic that restores hit points heals this damage."

This is the biggest between-battle killer, and does require more bookkeeping. Be sure to check with the group before making starvation and dehydration rules a highlight. Players need to keep track of food supplies they have with them, and having a source of water (or a divine spellcaster with the *create water* spell) becomes much more important. Having ranks in the Survival skill becomes a big help in keep the party fed. Be prepared to have players ask what that animal they just killed tastes like (dragon steaks anyone?).

Keep in mind that party members aren't the only ones that can get hungry. Wild animals may attack if they smell food, and thieves may attempt to raid an unsuspecting party for supplies. In this way, the use of starvation rules can be used to create encounters.



Game Mastery: Enemies in a Primal Game

Not every enemy fits well into a primal game, and others can be used in novel ways to challenge the primal adventurer.

Aberrations

Aberrations work best in a primal game when used to convey sheer 'wrong-ness', impressing on the players that this is something that should not be allowed to exist on the mortal plane. Aberrations aren't likely to be a common occurrence in a primal game, unless the GM wants to have a strong theme of protecting nature against corruption. In this case, aberrations can serve as prime villains, the epitome of unnatural existence.

Animal/Magical Beast/Plant/Vermis

Animals, magical beasts, plants, and vermin have no issue working in a primal game. In fact, these will likely be the bread and butter for the early part of any primal game. These creatures types work best when used in two distinct ways. The first way is to have a creature largely devoid of malice, simply acting on instinct. Plants and animals generally have don't have any moral investment in a given fight, instead working of a desire for survival. This can take the action away from "I need to kill this because it is evil" and opens up the option of "I can scare this off because it just wants to eat, like me". The other method is to have the creatures of nature actively targeting the party. This feeds into the Nature's Revenge narrative (see The Narrative and Suggested Enemies below), and can help explain why normally passive creatures are suddenly hyper-aggressive and hostile.

Constructs

If using constructs, they often represent "civilization" as a negative concept. You can invoke images of giant clunky machines with black-smoke belching from thick smoke stacks crushing trees with animals running about underfoot. They can be the cause of your issues with the civilized world. They are artificial, they are a symbol of man's hubris, and the dangers of technology run amok. If not taking that route, ask if the feel of a construct couldn't be achieved by a different creature, such as replacing a stone golem with an earth elemental or a iron golem with a heavily armored giant. A third option is that the construct could act as a guardian of a ruined civilization, perhaps hinting at lost knowledge once possessed or ancient cataclysms that destroyed entire cultures.

Dragons

Dragons are a great example of primal power, and serve as wonderful enemies in a primal game. Dragons have always been large, memorable figures in folk tales and mythology, and continue to serve as a gold standard for representing a test of prowess. Pitting a primal party against a dragon helps the group prove to their community that they are truly powerful.

Fey

Fey are a fantastic fit for a primal game, as they are deeply rooted in nature and can serve as wonderful magical enemies. Even good-aligned fey can arise to harass the players, serving as an interesting break from the common trend of 'all enemies are evil or stupid'. Folklore often has the fey treating humans as playthings or sources of amusement, not really becoming concerned with the well-being of mortal races most of the time. There may be instances of a fey taking a liking to a certain mortal, in which case the result is often the kidnapping of said mortal back to their own plane. The fey are a race that found it amusing to kidnap children and replace them with small fey, referred to as a changeling. And this is to say nothing of the infamous 'Winter Court', the grouping of fey who actively seek to inflict pain and misery upon others. While some modern fairy tales gloss over these details, in a primal game the mercurial nature of the fey can be taken to whatever length the GM wishes.

Amusingly, while most fey are chaotic in some regard, classical literature paints fey culture as astoundingly rule-heavy. For example, a fey that makes a deal is expected to follow through, no matter what, or else face scorn and possible harm. Another famous example is the giving of a gift or favor; the fey always expect something in return, which may end up costing more than the favor (this does work both ways, so most fey hate it when someone does them a favor or gives them something nice). Because of the stringent rules of their society, fey are master rules-lawyers and loophole-finders. Anyone making a bargain with the fey should be very careful and consider not only each word the fey has said, but how they said the words and anything they may have left out.

Bear in mind that few fey are going to oppose the party in direct combat. Instead, the fey method is more to bewilder and confound. Nearly all fey have some form of illusionary ability, and this should be played up to allow the fey to be perfect magic foils. If an encounter calls for a cunning magical opponent, a fey should often be the go-to choice in a primal game.

Here are a few examples of fey plots, and other ways to include the fey in your game:

- Pixies lure the party in a mist-shrouded enchanted hedge maze that changes shape every few minutes, stymieing any effort to map a way out.
- A gang of bored fey nobles descend each night to harass a tribe, seeking to provoke an attack so they can have their sport. The tribe leader asks the party to drive the fey off.
- A fey lord offers to save a blighted village, but demands a party member serves as his champion for a year in return.



Humanoid/Monstrous Humanoid

As with any game, humanoids and monstrous humanoids have no difficulty fitting in a primal game. Savage humanoid races like orcs, the various goblinoids, and lizardfolk all fit wonderfully into a primal game as enemy tribes, and even standard player races are fertile ground for rival groups. The only time it may be an issue is when the race in questions has a clear civilized leaning, but this issue can be easily swept aside by either saying they are lost explorers or an advanced scouting group.

Ooze

While natural oozes do exist, most oozes are assumed to be the byproduct of magical or alchemical experimentation. Play this up in a primal game, using the ooze as an example of something that defies natural reason. Alternatively, the alchemic nature of the oozes can create a wonderful 'folly of man' setup where the primal party must contend with the destructive byproduct of a nearby magical culture.

Outsider

Outsiders can be a mixed bag in regards to a primal game. The various elemental outsiders have no difficulty working a primal game, be it acting as guardians of magical groves and landmarks or serving as nature's angry avengers. In addition, alignment-based outsiders still work fine as well. Evil acts can be done regardless of civilization, with fell shamans calling out to dark powers for strength and demons whispering into the ears of merciless warlords. And just as evil occurs, so does nobility, with angelic beasts guard sacred ground, and noble warriors sent on vision quests to stop demonic incursion.

On the other hand, some outsiders may not fit well in a primal game because there simply isn't anything to catch their attention. The average oni isn't likely to find much interest in a rural hamlet, and unless summoned for a specific reason most celestials aren't going to care about a border squabble between rival tribes. In short, while outsiders can work well in a primal game, there has to be a reason for an outsider to be hanging around.

Here are a few reasons (beyond being summoned) to have outsiders in a primal setting:

- Celestial beasts guard the path up a sacred mountain, and the party must defeat them to prove their worth in pursuit of their goal.
- A gang of hezrou demons has turned the local forest into an abyssal mire, and demand worship from nearby tribes.
- The sacred crystal stolen from their shrine, earth elementals of all sizes arise all across the region and go on a rampage. The party must not only find the thief, but defend against the raging elementals.

Undead

Undead can serve as another example of evil and unnatural locations. Blighted mires filed with risen corpses, battlefields where lost spirits refuse to rest, and ancient tombs protected by skeletal warriors all fit well into a primal game if given a little context. Maybe that swamp has been a taboo area for generations, said to be cursed by the spirits. Perhaps that battlefield saw powerful magic invoked, and it tore the boundaries sealing the land of the dead. And maybe those tomb guardians swore an oath to protect their tribal chieftain, even beyond death. Similar to placing outsiders, make sure there is some context or reason to their being an undead encounter. Undead rarely just 'happen', so give some background.

The Narrative and Suggested Enemies

Based on the story you're trying to tell, different enemy types may work better or worse than others. Listed here are a few narrative 'styles', each with an overview of what it entails and suggested enemy types to use.

CLASSIC PATHFINDER

Re-create the folk tales and mythology of old. Heroes clash with powerful beasts, match wits with the fey, and do battle with invading warlords. The only change from typical Pathfinder is the word choice (tribal chief instead of king, elder shaman instead of wizard, etc).

VISION QUEST

The party is charged with a sacred mission. Perhaps a divine herald commands them, or the village elder reads omens of dark times ahead, or maybe one of the party is the chosen one who must defeat a great evil. Regardless, the party must now journey far and overcome ordained trials in order to prepare for a prophesied battle.

MAN VERSUS NATURE

The party is on their own, and has to survive in a hostile area, possibly a snowy mountainside or desert wasteland. Resources are scarce, and monetary rewards mean little; you can't eat money. This narrative style works well when combined with environmental rules.

- **Suggested enemies:** animals, magical beasts, plants, vermin

AFTER THE END: The world as we knew it has ended due to some magical or divine cataclysm. But people live on, and try to pick up the pieces and regain some sense of normalcy. Now the party must contend with the fallout, such as magically mutated creatures and war machines from before the fall.

- **Suggested enemies:** Aberrations, constructs, humanoids, magical beasts, monstrous humanoids, oozes, undead

GUARDIANS OF NATURE

The party serves as a bastion against the corruption and pollution of a supposed 'enlightened' culture. The offending culture may or may not be aware of their crimes, but the party must find a way to safeguard their chosen domain.

- **Suggested enemies:** Constructs, humanoids, oozes

NATURE'S REVENGE

The reverse of "Guardians of Nature", the natural world has become aggressive and hostile to almost everyone. The party must defend against hordes of animals and elementals as these paragons of nature attempt to grind civilization into the dust.

Suggested enemies: Animals, druids, elementals, fey, magical beasts, plants

Animal Gods

*"The Ethiops say that their gods are flat-nosed and black,
While the Thracians say that theirs have blue eyes and red hair.
Yet if cattle or horses or lions had hands and could draw,
And could sculpt like men, then the horses would draw their gods
Like horses, and cattle like cattle; and each they would shape
Bodies of gods in the likeness, each kind, of their own."
- Xenophanes*

When most people list the gods, they only consider the gods of the civilized races, and perhaps they add the gods of the savage folk if they feel generous. Few stop to think that beasts may have their own divine powers, their own gods to pray to for aid and protection. Animal gods are rarely discussed because they almost never pay attention to anyone beyond their subjects; the god of bears has little interest in worshipers, and only cares about those that she can hunt to feed her children.

EXAMPLE ANIMAL DEITIES

While the following list is by no means all-inclusive, it serves as a good starting point to introducing the concept of animal deities.



Great Bear Mother

Gods of bears and other ursine creatures.

Domains: Animal, Cave ^{UM}, Protection, Strength

Favored Weapon: Bite or Claws

Alignment: Neutral

The Great Bear Mother is the mother goddess of all bears and ursine creatures. A titanic dire bear, she dwells within a cave deep within a vast forest plane ripe with prey. She rests almost constantly, waking every decade or so to feed. Even in her sleep, she is able to send her aid to her followers in the shape of dreams and portents. She offers aid to her children by watching over them during their hibernation, showing them where to find food, and protecting cubs in particular. Many hunters meet their end while hunting on sacred ground when they threaten a bear cub only to anger Great Bear Mother.

SIDEBAR: ANIMAL GODS AND FAVORED WEAPONS

A worshiper of an animal god is assumed to be an animal associated with the deity. Should the GM allow a non-animal to worship an animal god, the character does not receive the deity's favored natural attack. The character would have to get the natural attack from some other source to benefit from effects that work off a deity's favored weapon.

Clever Pretty Bird

God of small birds.

Domains: Air, Animal (Feather Subdomain), Eagle ^{UM}, Trickery

Favored Weapon: Bite

Alignment: Neutral

Clever Pretty Bird is the patron deity of songbirds, magpies, and other small birds. A resplendent rainbow songbird the size of an albatross, he flits about the various planes of the Multiverse endlessly twittering to himself, hiding small treasures high in trees, deep in small nooks, and anywhere else he cares to hide his trinkets. His followers attempt to curry his favor by offering shiny trinkets, singing pretty songs, and developing the most elaborate displays. In return Clever Pretty Bird protects his flock by confounding predators and arranging good matings. Interestingly, Clever Pretty Bird seems to be the only animal god able to talk, and he delights in taunting others from on high. It is by this method that his name was discovered, for he always opens his speech with "I'm a clever pretty bird". It has yet to be determined whether or not Clever Pretty Bird actually understands what he is saying or if he is simply mimicking others.

The Highhorn Ram

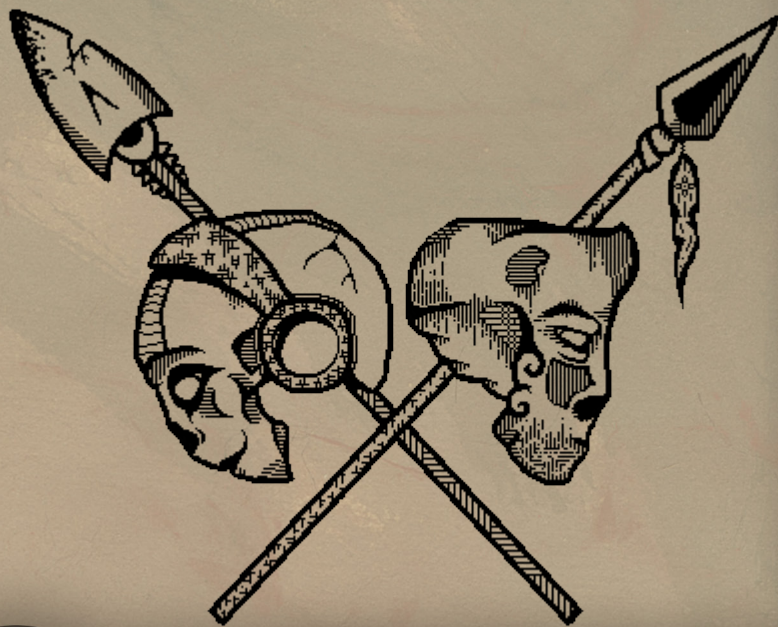
God of small bovids.

Domains: Animal, Destruction, Community, Mountain ^{UM}

Favored Weapon: Gore

Alignment: Neutral

The god of all goats, rams, and sheep, the Highhorn Ram is a fair size goat or ram with a truly impressive crown of horns. Dwelling high upon a plane formed by a single endless mountain, he commands his followers to remain stubborn and even encourages his followers to test their might against his. The Highhorn Ram frequently visits other planes to test the resolve and strength of his kin, and blesses particularly onerous or cunning bovids with divine power. Should he find his kin being abused or forsaken, he takes it upon himself to tear down the offending problem. Abusive farmers tell tales of strange multi-horned goats that show up to their farms and proceed to tear the place apart; ramming holes in walls and eating anything not made of metal, leaving the farmer destitute with a mocking bleat.



Mad Lord Howler

God of apes.

Domains: Animal, Jungle ^{UM}, Monkey Um, Trickery

Favored Weapon: Slam

Alignment: Neutral

An orangutan of gargantuan proportions, the Mad Lord Howler is the lord of all apes, be they monkeys, chimps, orangutans, or gorillas. He lives in a vast jungle plane, filled with the ruins of lost civilizations that were claimed by the jungle. He rules over a bizarre parody of a king's court, with gorillas holding noble roles and chimpanzees acting as jesters.

His followers curry favor by putting on amusing shows or by feats of strength. Those who manage to entertain Mad Lord Howler and his court can expect divine favor. Among the animal gods, the Mad Lord Howler is most welcoming of non-kin followers, if only because he seems so enamoured with novelty. Followers should beware, as he may demand they attend his court and entertain him on a moment's notice.

The Bigger Fish

God of fish

Domains: Animal, Aquatic ^{UM}, Community, Water

Favored Weapon: Bite

Alignment: Neutral

The god of all fish, The Bigger fish appears as a rainbow-patterned salmon of varying size. The exact size of The Bigger Fish cannot be precisely measured as his size depends on the presence of other fish; The Bigger Fish is always twice the size of the nearest fish. Thus he may be the size of a mere minnow one moment, and dwarfing a whale the next. The Bigger Fish leads a diverse school of various fish and fish-like creatures through his domain in a far-flung corner of the elemental plane of water, constantly searching for meals. He espouses a dichotomous doctrine of consumption and cooperation. The biggest fish gets the biggest favors, but the biggest school gets the most help. The Bigger Fish himself is a rather laid-back deity, mostly concerned with feeding himself.

CREATING YOUR OWN ANIMAL GOD:

This list is by no means lists the full extent of the animal pantheon, and GMs are encouraged to come up with their own animal gods. When developing your own animal deity, keep in mind that almost all animal deities should default to a True Neutral alignment, given that animals rarely develop a moral agenda. The animal god should grant a few domains (around 4 is a good number), with the Animal domain being an obvious choice, and elemental domains generally being fair choices as well. Consider the animal and terrain domains presented in Ultimate Magic for other domains the god may grant. Don't be afraid to consider more abstract ideas when assigning domains; The Bigger Fish grants the Community domain as a nod to the idea of schools of fish. As for the animal gods favored weapon, any natural weapon their base creature is a clear choice.

Automancer

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Bound within the flesh of an automancer is profound and terrible magic; for they have studied, nay mastered, the art of internal magic. Their bodies, able to be infused with the very essence of the arcane, are more than a simple physical form- they are weapons! Strength and physical prowess power their majestic mystical ways. Part martial art and part spellcraft, they are the Adonis' of the magical world. They strike fear into the hearts of those who behold them, their rippling muscles, their statuesque features, their kinetic arts, the flame in their eyes- truly they are the masters of the temple in which their mind resides!

The term "automancer" is the formal, civilized, term for the class. Few self-respecting "automancers" would refer to themselves as such. They might use a term like "muscle mage", "workout wizard", "rage mage", "magical beast", or "physical adept". They are a diverse, proud, enthusiastic, powerful bunch who take a great deal of pride in the bombastic names they invent for themselves. The few haughty, prissy, academic types who study automancy scoff at them but they just don't know what they are missing.

Given the extremely physical and raw nature of the automancer's art, it comes as no surprise that "muscle mages" are common among savage races and societies. Instead of relying on stodgy magical theories or hoping to manifest inherited arcana, these automancers learn to focus the magic inherent in their being and better manipulate their own power. Savage automancers can be extremely competitive with one another, as they see strength having a direct correlation to status.

HIT DICE: D8.

ROLE:

An automancer is a self-empowering spellcaster who can only cast spells on themselves. They have Strength as their primary casting ability score. They can pre-cast a number of spells to go off at the start of battle (or at a moment's notice) and are largely dependent on their ability to strengthen their form through magic.

ALIGNMENT: ANY

STARTING WEALTH:

2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Table 3-1: The Automancer

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+0	+2	Armor of muscle, fisticuffs
2nd	+1	+3	+0	+3	Spell boost
3rd	+2	+3	+1	+3	Muscle burst, precasting (1st)
4th	+3	+4	+1	+4	Magic supplement (1st), spell boost
5th	+3	+4	+1	+4	Power through (+2)
6th	+4	+5	+2	+5	Spell boost
7th	+5	+5	+2	+5	Precasting (2nd)
8th	+6/+1	+6	+2	+6	Magic supplement (2nd), spell boost
9th	+6/+1	+6	+3	+6	Power through (+3)
10th	+7/+2	+7	+3	+7	Spell boost
11th	+8/+3	+7	+3	+7	Precasting (3rd)
12th	+9/+4	+8	+4	+8	Magic supplement (3rd) spell boost
13th	+9/+4	+8	+4	+8	Power through (+4)
14th	+10/+5	+9	+4	+9	Spell boost
15th	+11/+6/+1	+9	+5	+9	Precasting (4th)
16th	+12/+7/+2	+10	+5	+10	Magic supplement (4th), spell boost
17th	+12/+7/+2	+10	+5	+10	Power through (+5)
18th	+13/+8/+3	+11	+6	+11	Spell boost
19th	+14/+9/+4	+11	+6	+11	Precasting (5th)
20th	+15/+10/+5	+12	+6	+12	Magic supplement (5th), olympian physique, spell boost

CLASS SKILLS

The automancer's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the automancer.

Weapon and Armor Proficiency:

The automancer is proficient with all simple weapons, but not any armor or shields. Armor and shields interfere with an automancer's movements, which can cause his spells to fail.

Armor of Muscle (Su):

Automancers disdain armor, as it hampers their movements and (more importantly) hides their all-important physique. However, by focusing their internal magicks, an automancer can gain protection all the same. As long as the automancer is under the effects of a spell 1st level or higher, he gains a natural armor bonus equal to his Strength modifier. The automancer does not gain this bonus while wearing armor or using a shield.

Fisticuffs (Ex):

An automancer gains Improved Unarmed Strike as a bonus feat at 1st level. Additionally, the automancer deals damage with his unarmed strikes as though he were a monk of his automancer level.

Spells:

An automancer casts arcane spells drawn from the automancer spell list, presented at the end of this class entry. He can cast any spell he knows without preparing it ahead of time. Every automancer spell has a somatic component (flexing, stretching, or posing), and can only target the automancer, even if would normally be able to target other creatures. Automancer spells cannot be enhanced by the Still Spell metamagic feat. To learn or cast a spell, an automancer must have a Strength score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against an automancer's spell is 10 + the spell level + the automancer's Strength modifier.

Like other spellcasters, an automancer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3-2: Automancer Spells per Day. In addition, he receives bonus spells per day if he has a high Strength score, as shown in Table 1-3: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook.

The automancer's selection of spells is extremely limited. An automancer begins play knowing four 0-level spells and two 1st-level spells of the automancer's choice. At each new automancer level, he gains one or more new spells, as indicated on Table 3-3: Automancer Spells Known. Unlike spells per day, the number of spells an automancer knows is not affected by his Strength score.

SIDEBAR: AUTOMANCER SPELLS

A general rule of thumb if the GM wants to consider a spell for automancers; automancer spells can only target the caster. This means a spell that even if a spell normally has a range of touch (such as *bull's strength*) it still can only affect the caster. If the spell has an effect beyond the caster (such as *detect magic*) that continues to work normally.



TABLE 3-2: AUTOMANCER SPELLS PER DAY

LEVEL	1ST	2ND	3RD	4TH	5TH	6TH
1st	1	-	-	-	-	-
2nd	2	-	-	-	-	-
3rd	3	-	-	-	-	-
4th	3	1	-	-	-	-
5th	4	2	-	-	-	-
6th	4	3	-	-	-	-
7th	4	3	1	-	-	-
8th	4	4	2	-	-	-
9th	5	4	3	-	-	-
10th	5	4	3	1	-	-
11th	5	4	4	2	-	-
12th	5	5	4	3	-	-
13th	5	5	4	3	1	-
14th	5	5	4	4	2	-
15th	5	5	5	4	3	-
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

TABLE 3-3: AUTOMANCER SPELLS KNOWN

LEVEL	0TH	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

Spell Boost (Su):

As he calls upon the magic that infuses his body, the automancer gains powerful surges of might when he casts his spells. At 2nd level, and every even level thereafter, the automancer learns a spell boost from the following list. Whenever the automancer casts an automancer spell targeting himself, he may select a single spell boost to provide him with a bonus effect. Certain spell boosts have special requirements for what type of spell they work with; some require that the spell gives a particular bonus, while others may require a certain school or subschool. Cantrips (0-level spells) do not trigger spell boosts.

Unless stated otherwise, a given spell boost will last for as long as the spell that triggered it. A given spell can only trigger a single spell boost, and spell boost effects do not stack with themselves (for example; if the automancer casts a spell and receives the magic haymaker spell boost, he cannot take the magic haymaker boost again from another spell, although he could take a different spell boost). However, an automancer can have any number of spell boosts active at a given time. A pre-cast spell (see precasting below) never triggers a spell boost.

Arcane Uppercut: When the automancer casts a spell, the first attack he makes each round pushes the creature damaged 5 feet per 2 caster levels away from the automancer in a straight line. A Fortitude save (DC 10 + 1/2 automancer level + Strength modifier) negates the movement.

Combo Punch: When the automancer casts a spell that gives him a bonus to attack rolls, he may make a single attack at his highest BAB as a swift action once per turn. The automancer must be at least 6th level to take this spell boost.



Counterpunch: When the automancer casts a spell that gives him a bonus to AC, he may, once per round, make an attack of opportunity against any opponent who misses him with a melee attack.

Dangerous Do: When the automancer casts a spell, he causes his hair to become a potential weapon. He gains a slam attack appropriate to his size. This may take the form of a moustache or beard suddenly lashing out at foes, a braid or ponytail whipping about, or even wilder hair-raising attacks.

Elemental Sweat: When the automancer casts a spell with an elemental subtype, he gains an aura that deals 1d6 per 2 automancer levels of the appropriate elemental damage to adjacent enemies. A Reflex save (DC 10 + 1/2 automancer level + Strength modifier) halves the damage.

Fearsome Figure: When the automancer casts a spell, he may make a single Intimidate attempt against all enemies within 30 feet. This is made as part of the same action it took to cast the spell. Roll once, adding the spell level as a circumstance bonus to the roll, and then compare the result to the Intimidate DC of each enemy within 30 feet. This spell boost only applies on the turn the spell was cast.

Fitness Coach: When the automancer casts a spell, he may extend the effects of the spell to an adjacent ally. Divide the duration evenly between the automancer and the adjacent ally. The ally also gains the benefit of a single spell boost of the automancer's choice (he cannot choose to give the Fitness Coach spell boost). The automancer must be at least 10th level to take this spell boost.

Flawless Figure: When the automancer casts a spell with the polymorph subschool, he may choose to retain any armor, weapons, and shield he is using, and may continue to cast spells, utilize unarmed strikes, and use class features regardless of whether or not the new form would normally allow such actions.

Impressive Figure: When the automancer casts a spell, he may attempt to fascinate nearby creatures. Creatures within 30 feet must make a Will save (DC $10 + \frac{1}{2}$ automancer level + Strength modifier) or become fascinated for $1d6 + \text{spell level}$ rounds (roll once for all creatures). This is a visual effect. This spell boost only applies on the turn the spell was cast.

Magic Haymaker: When the automancer casts a spell that gives him a bonus to attack rolls, his first attack each round uses his caster level in place of his BAB.

Magic Maneuver: When the automancer casts a spell, he may calculate his CMB using his caster level in the place of his BAB.

Muscle Boost: When the automancer casts a spell that gives him a bonus to Strength, his first unarmed attack each round adds his automancer level to damage.

Phantom Force: When the automancer casts a spell, his unarmed and natural attacks gain the *ghost touch* quality.

Punch Harder: When the automancer casts a spell that gives him a bonus to Strength, his unarmed strikes are treated as though they were two-handed weapons when calculating damage.

Space to Flex: When the automancer casts a spell, he may emit a wave of force that pushes adjacent enemies 5 feet per spell level directly away from the automancer. A Fortitude save (DC $10 + \frac{1}{2}$ automancer level + Strength modifier) halves the distance traveled (rounded down). This spell boost only applies on the turn the spell was cast.

Spellshatter Punch: When the automancer casts a spell, he gains the benefits of the Spell Sunder barbarian rage power. He may use the ability once per round.

Superflex: When the automancer casts a spell, he may cast another spell as a free action provided the second spell is at least 3 levels lower than the first spell he cast. The second spell does not trigger any additional spell boosts. This spell boost may only be triggered once per round. The automancer must be at least 10th level to take this spell boost.

Throw A Punch: When the automancer casts a spell, he may treat his unarmed attacks as throwing weapons with a range increment of 60 feet. He does not provoke attacks of opportunity when making a ranged unarmed attack, and may switch the range of his unarmed attacks between strikes.



Toughen Up: When the automancer casts a spell from the abjuration school, he gains a number of temporary hit points equal to 5 times the spell's level. The automancer regains any lost temporary hit points, up to the spell's level, at the start of his turn. The automancer must be at least 6th level to take this spell boost.

Unbreakable: When the automancer casts a spell that gives him a bonus to a saving throw, he suffers no damage or ill effects on a successful save versus an effect that allows for a save for partial effect. The automancer only gains this benefit if the required save was one he currently has a bonus from the spell that triggered unbreakable. If the spell cast gives a bonus to more than 1 save type, the automancer selects which save this spell boost applies to. This spell boost may be triggered more than once, each time the automancer chooses a new save to gain this effect. The automancer must be at least 4th level to take this spell boost.

Precasting (Su):

At 3rd level, the automancer may cast spells far in advance of their use, allowing him to activate their effects upon entering combat. While regaining spell slots, the automancer may cast spells with the intent to have them take effect later. Only spells with a range of personal may be pre-cast. The automancer may have a number of pre-cast spells waiting to take effect equal to his Strength modifier. At the start of his first turn in combat, the automancer may activate any number of these pre-cast spells as a free action, treating the spell as though he had just cast it in regards to duration. You do not receive spell boosts for a precast spell.

At 3rd level, the automancer may only pre-cast 1st level spells. Every 4 levels after that, the automancer may pre-cast a spell of 1 higher level; 2nd level spells at 7th level, 3rd level spells at 11th level, and so on.

An automancer in an antimagic field cannot activate precast spells. Precast spells cannot be dispelled before they have been activated, although a spellcaster may attempt to dispel a spell as it is triggered.



Muscle Burst (Sp):

At 3rd level, the automancer may cast *burst bonds* as a spell-like ability a number of times per day equal to his Strength modifier. Additionally, the automancer may choose to partially or completely destroy a non-magical shirt (or piece of shirt-like clothing) as part of a move action, or as a free action when casting a spell.

Magic Supplement (Su):

As he grows more comfortable manipulating his stored magic, the automancer learns to better utilize latent magic within him, sacrificing spell versatility for unusual benefits. At 4th level, after resting to regain spell slots, the automancer may voluntarily lower the number of 1st level automancer spells per day he may cast, up to a number of spell slots equal to his Strength modifier. At 8th level, the automancer may sacrifice 2nd level automancer spell slots. At 12th level, the automancer may sacrifice 3rd level automancer spell slots. At 16th level, the automancer may sacrifice 4th level automancer spell slots. At 20th level, the automancer may sacrifice 5th level automancer spell slots. The automancer may always choose to sacrifice a spell slot lower than the maximum level this ability allows.

For every spell slot he sacrifices, the automancer gains one of the following benefits for 24 hours, or until he rests to regain spells. Unless otherwise noted, you cannot take the same benefit more than once.

AC Bonus: Gain a deflection bonus to AC equal to the level of the sacrificed spell slot.

Combat Feat: Gain a combat feat, using your automancer level as your BAB. Cannot require a BAB or skill rank higher than the level of the sacrificed spell slot x3 (maximum of your automancer level). This benefit may be taken more than once; each time you gain a different combat feat.

Enhancement Bonus: Gain an enhancement bonus to unarmed attack and damage rolls equal to the level of the sacrificed spell slot. This benefit also applies to natural attacks.

Metamagic Feat: Gain a single metamagic feat. The chosen metamagic feat cannot cause an increase to a spell's level beyond the level of the sacrificed spell slot (for example, you could take Extend Spell after sacrificing a 1st level spell slot, but Quicken Spell would require at least a 4th level spell slot). This benefit may be taken more than once; each time you gain a different metamagic feat.

Movement Speed: Gain a bonus to move speed equal to 5 times the level of the sacrificed spell slot.

Skill Bonus: Gain an enhancement bonus to a single Strength or Dexterity based skill equal to the level of the sacrificed spell slot. This benefit may be taken more than once; each time you gain a bonus to a different skill.

Power Through (Ex):

It can be difficult to push around an automancer, and next to impossible to dissuade one from bringing their magic prowess to fruition. At 5th level, the automancer gains a +2 bonus to his CMD and to saves against effects that would move him from his square (bull rush, teleportation, etc). Finally, he gains this same bonus to concentration checks made due to taking damage or from vigorous movement (this does not include things like environmental effects or other things that require a concentration check).

At 9th level, and every 4 levels after that, this bonus increases by +1.

Olympian Physique (Ex):

At 20th level, the automancer's BAB is equal to his level.

Automancer Spells

Cantrips: Detect magic, guidance, haunting fey aspect, know direction, light, mending*, resistance, read magic, stabilize, virtue

(*The automancer may only cast *mending* on items worn or carried on his person)

1st level: Ant haul, body capacity, compel hostility, disguise self, endure elements, enlarge person, expeditious retreat, longarm, mage armor, magic fang, mirror strike, monkey fish ^{ACG}, shield, stone fist, stunning barrier, true strike, vanish, wave shield, youthful appearance

2nd level: Ablative barrier, adoration, air step, alter self, animal aspect, bear's endurance, blur, bull's strength, cat's grace, elemental touch, false life, ghostly disguise, grace, invisibility, mirror image, protection from arrows, rage, resist energy, spider climb

3rd level: Arcane sight, beast shape I, blink, displacement, fire trail, greater animal aspect, greater magic fang, greater stunning barrier, heroism, invisibility purge, locate weakness, resilient reservoir, resinous skin, wrathful mantle

4th level: Beast shape II, death ward, elemental body I, fire shield, greater animal aspect, greater false life, greater invisibility, ride the waves, shocking image, spell immunity, stonewall, vitriolic mist, wreath of blades

5th level: Absorb toxicity, beast shape III, cleanse, elemental body II, ethereal jaunt, overland flight, polymorph, righteous might, spell resistance, teleport, vampiric shadow shield

6th level: Dust form, elemental body III, form of the dragon I, greater heroism, protection from spells, transformation, true seeing, walk through space

TABLE 3-4: AUTOMANCER ALTERNATE FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Human	+1/6 a new spell boost	CRB
Dwarf	+1/6 the bonus provided by power through	CRB
Elf	Gain 1/5 a new spell slot that can only be used for magic supplement. The new spell slot cannot be of the highest spell level you may cast.	CRB
Half-orc	Add one spell known from the automancer spell list. This spell must be at least one level below the highest spell level the automancer can cast.	CRB
Hobgoblin	+1 bonus on concentration checks made to cast automancer spells	ARG
Orc	Gain +1/4 natural armor.	ARG
Gnoll	+1 foot base movement speed. In combat, this only has an effect if taken in increments of 5; a move speed of 33 is functionally the same as a move speed of 30.	ARG
Samsarans	+1/6 of a new spell boost.	ARG
Ganeshan	Increase your racial ki pool by 1/2.	RG4
Kapre	Increase your caster level by +1/5 while using a recreational drug worth at least 2sp	RG4

Warmonger

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

You are the fury- the storm that lives in the hearts of men. Your words are the thunder that resonates in their souls- the electricity that fuels action- the actions that claim greatness. Master of a mystic art first practiced in the shallow caves of the earliest society- warmongers know of the mystic secrets that lurk within the depths of a group's gestalt consciousness.

When a group comes together for a purpose- for a function as basic and primal function as murder or survival- it creates bonds. Egos clash, guttural physical forms of communications occur unspoken, people size each other up, some cower, and some bully others. This is pahg (literally "group" in the true tongue)- or the primal spirit born of a powerfully bound group.

Warmongers tap into pahg through ritual, mysticism, and action. They can strengthen pahg- allowing more than ego to pass through it. A warmonger can transmit knowledge, intelligent speech, and more though it.

A warmonger must be skilled in their own right- leading their pahg to battle by example. Many warmongers start off their career as warriors or mystics from tribal lands but find themselves put in positions of powers before they discover the secrets of pahg.

HIT DICE: D10.

ROLE:

Warmongers are strong fighters and valuable leaders. They deal in guttural, primal, emotions and positions of power- Charisma is very important to them.

ALIGNMENT: ANY



Table 4-1: The Warmonger

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+0	+2	Pahg, horde, warband
2nd	+2	+0	+0	+3	Combat feat
3rd	+3	+1	+1	+3	Totems (2)
4th	+4	+1	+1	+4	Triumph
5th	+5	+1	+1	+4	Warstep
6th	+6/+1	+2	+2	+5	Warband
7th	+7/+2	+2	+2	+5	Combat feat
8th	+8/+3	+2	+2	+6	Totems (3)
9th	+9/+4	+3	+3	+6	Triumph
10th	+10/+5	+3	+3	+7	Shared blood
11th	+11/+6/+1	+3	+3	+7	Warband
12th	+12/+7/+2	+4	+4	+8	Combat feat
13th	+13/+8/+3	+4	+4	+8	Totems (4)
14th	+14/+9/+4	+4	+4	+9	Triumph, warband
15th	+15/+10/+5	+5	+5	+9	Improved Shared blood
16th	+16/+11/+6/+1	+5	+5	+10	Combat feat
17th	+17/+12/+7/+2	+5	+5	+10	Eternal pahg
18th	+18/+13/+8/+3	+6	+6	+11	Totems (5)
19th	+19/+14/+9/+4	+6	+6	+11	Triumph, warband
20th	+20/+15/+10/+5	+6	+6	+12	Belligerent Sovereign

STARTING WEALTH:

3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The class's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the warmonger.

Weapon and Armor Proficiency:

The warmonger is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Pahg (Su):

At 1st level, the warmonger can form a “pahg” (or “group”), at will, from his allies as a swift action or as a free action while rolling for Initiative. When formed, all allies the warmonger designates within 1 mile + 1 mile per warmonger level who willingly join the pahg are added to it. The warmonger does not need to see or even be aware of the creature- if they are not in the area they will not be added. A creature that rejects joining the pahg does not alert the warmonger to their rejection. A warmonger may add any number of new allies to a pahg as a swift action.

An ally may leave or be removed from the the pahg by the warmonger as free action. If a warmonger is unconscious or unable to communicate their pahg ends imediatly. Creatures who leave the radius of the pahg leave the pahg immediately.

To join a pahg a creature must not be mindless. A character can only exist in one pahg at a time. Non-mindless animal companions are considered allies for the purpose of this class feature and may benefit from a pahg, although their respective master makes choices for them.

Communication: A pahg allows instantaneous mental communication with any other member of the pahg. This includes images, sensations, sounds, emotions, words, memories, and voice. Creatures in the same pahg can communicate regardless of language. The warmonger is the moderator of this and decides what goes through.

Location: The members of the pahg are vaguely aware of another member of pahg is by focusing on them. This gives the approximate distance, discretion, and relational bearing of the party member they are focusing on as a free action.

Skills: The member of a pahg with the highest bonus in a particular skill can make an aid another attempt to aid an ally in the pahg with a skill as a free action.

Honesty: It is difficult to lie or deceive members of the same pahg. Creatures gain a +8 penalty on Sense Motive on communications within a pahg.

Visual: All members of a pahg gain a small runic symbol unique to the warmonger in the center of their forehead while in a pahg.

Other benefits are extended to part members of the pahg via the warmongers class skills.

SIDEBAR: THE WORD “PAHG”

Pahg, pronounced like “pog” or “pag”, is a word attributed to true speech but it is probably a perversion of it made easy to say in the common tongues of the world. It literally means “group” but may more exactly mean “raiding party”, “horde”, or “warband”. The word “pahg” can be used to describe the group, the mental connection of the group, the leader of that group, and/or the powerful spiritual energy that creates a pahg. It is not based on, nor inspired by, any real world word.



Horde (Su):

A warmonger feeds off the energy of the group- his might and mystical prowess swelling with every new member who joins his pahg. At 1st level, a warmonger gains a morale bonus on all attack rolls equal to the size of his pahg (including totemic spirits but excluding himself) to a maximum of 1/4th his warmonger level.

Warband (Ex):

At 1st level and every 5 levels thereafter a warmonger becomes better at managing the campaigns he finds his warbands on. This might be tricks on camp management he learned from another warmonger, ways of dispute resolution that were beat into his skull by a tragic conflict, or just general organizational lessons learned while on the raid. At each previously indicated level he gains on of the following options that apply to members of his pahg:

Bonded Crew: While traveling in a boat, airship, or by means of another vehicle that requires coordination, members of the warmonger's pahg gain a +4 bonus on all related Profession checks to keep it operational, carry out maintenance, pilot, and operate it. This only grants bonuses on skills checks, never on attack or damage rolls.

Feral Instincts: While part of the pahg all members gain a +1/5th warmonger level on Initiative checks to a maximum the highest Initiative modifier among members of the pahg.

Fresh Supplies: Every 24 hours after a rest a warmonger can magically produce 100 gp per level's worth of mundane military supplies. This includes common arrows, bolts, sling stones (and other simple ammunition), rations, sleeping equipment, cooking equipment, simple elements of a shelter, and simple weapons. If used by anyone other than a member of the pahg they crumble to dust and do so anyway after 24 hours (this also happens if anyone attempts to sell the supplies).

Full Bellies: Characters who are part of the warmongers pahg gain a +4 bonus on checks find food with Survival checks and an equal bonus on checks to barter for food or haggle over the price of it. In addition, characters in a pahg only need to eat 1/2 as much food as normal in order to count as having eaten a meal.

Group Council: Give 1 minute to do so, all members of the pahg may use the member with the highest Knowledge check in a given field's bonus for Knowledge checks. To do this members must enter a trance-like state that breaks under duress (such as combat).

Example: The fighter, who has the best Knowledge (Engineering) check let's the druid use his Knowledge (Engineering) check to offer some additional insight on an Engineering problem. At the same time the wizard lends his Knowledge (arcana) check to the rogue and ranger who try to help him in deciphering some arcane runes on the wall.

Heavy March: Characters who partake in overland travel while in the warmonger's pahg get a +4 bonus on all checks to resist exhaustion and add 30 feet to their base land speed to a maximum of the member of the pahg with the highest base land speed. If riding horses or other such animals used for conveyance- this applies to them as well.

Medicine Ritual: When providing long-term care to a member of his pahg the warmonger may use the highest bonus to Heal checks in the pahg.

Rise and Shine: Characters who sleep as part of the pahg need only 6 hours to get a night's rest rather than the typical 8.

Spiritual Guidance: By offering his own services as a mental conduit, the warmonger can aid spellcasting members of his pahg in preparing spells in just 15 minutes rather than 1 hour. This allows a wizard, for example, to study his book in just 15 minutes rather than 1 hour.

Combat Feat:

At 2nd level, the warmonger gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. His effective fighter level for all combat feats is equal to his warmonger level (this applies even to combat feats taken at 1st level). He gains an additional such feat at 7th level and every 5 levels thereafter.

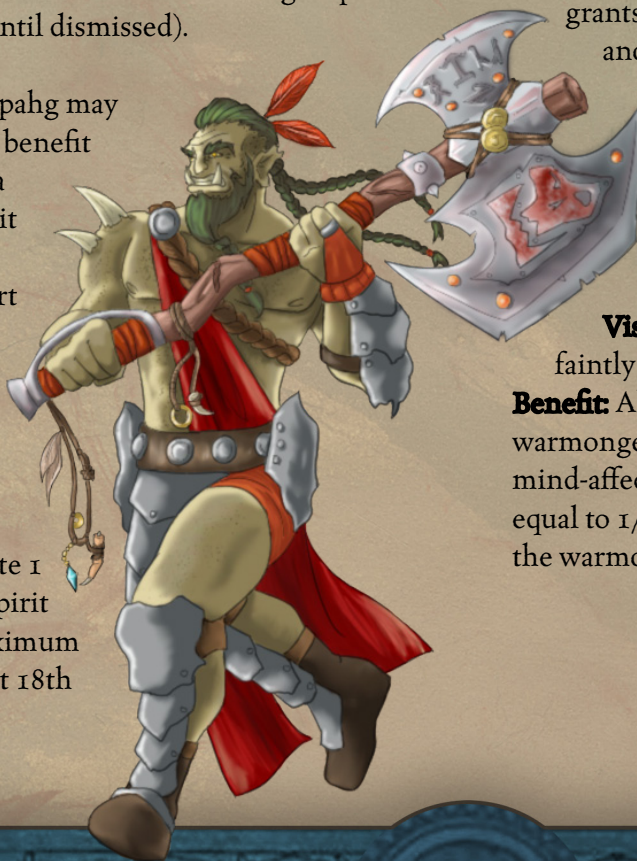
A warmonger of 7th level or higher may select Leadership in place of a combat feat.

Totems (Su):

By tapping into the larger consciousness of the world, the "world pahg", a warmonger can excite totemic spirits, beings of pure emotion, and primal elementals to join their pahg. At 3rd level, the warmonger can invite 2 totemic spirits to their pahg when it is created. A warmonger may invite any totem his level gives him access to. He must meet the requirements for the totemic spirit to join. He may release totemic spirits from his pahg as a free action and invite a new one(s) as a swift. A totem remains in a group indefinitely (often until dismissed).

Characters within a pahg may individually elect to benefit or not benefit from a specific totemic spirit within the pahg as a free action at the start and/or end of their turn.

At 8th level and every 5 levels thereafter a warmonger can invite 1 additional totemic spirit to his pahg (to a maximum of 5 totemic spirits at 18th level).



3RD LEVEL TOTEMS

TOTEM OF ID

Requirement: The blood of an enemy has been spilled. Cannot be in the same pahg as a Totem of Superego.

Visual: All character's eyes are visibly turned a faintly glowing red.

Benefit: All characters in the pahg who wish to gain the benefit of a *rage* spell for the duration of the pahg. The morale bonus to Strength and Constitution is equal to 1/4th the warmonger's level to a maximum of the warmonger's Charisma modifier.

TOTEM OF EGO

Requirement: A totem of Ego may be in any pahg.

Visual: Members of the pahg take on some unique, superficial, physical characteristic of the warmonger (a scar, a tattoo, eye color, etc).

Benefit: All members of the pahg who wish to gain one combat feat known by the warmonger regardless of if they qualify for it. All members of the pahg gain the same feat. This combat feat must not have a feat prerequisite.

At 8th level and every 4 levels thereafter he grants 1 additional combat feat he knows. If a combat feat he grants has a feat prerequisite that is covered by another feat he is granting- he may grant it even though it has a feat prerequisite.

TOTEM OF SUPEREGO

Requirement: The blood of an ally has been spilled. Cannot be in the same pahg as a Totem of Id.

Visual: All character's eyes are visibly turned a faintly glowing an icy blue.

Benefit: All characters gain a sacred (or profane if the warmonger is evil) bonus on all Will saves against mind-affecting effects and as a bonus to their AC equal to 1/4th the warmonger's level to a maximum of the warmonger's Charisma modifier.

TOTEM OF WAR

Requirement: An enemy creature who posed a reasonable threat* has been killed.

Visual: The hands of all members of the pahg becomes red with blood. This blood stains the hands but washes off easily once the battle has been finished.

Benefit: All members of the pahg who wish it gain deathwatch constantly and add 1d4 bleed damage to all their attacks. If the warmonger is at least 8th level it becomes 1d6 bleed, 1d8 at 12th, 2d6 at 16th, and 2d8 at 20th.

Note*: This is largely left up to the GM's discretion though should typically be part of an encounter with an appropriate CR for the party.

TOTEM OF PANIC

Requirement: At least one member of the pahg has taken a double move or withdraw action.

Visual: The body of the pahg members begin to shake and blur, leaving after images.

Benefit: Members of the pahg gain a +5 foot per 2 warmonger level bonus to their movement speed (minimum +5 feet).



6TH LEVEL TOTEMS

TOTEM OF THE SAVAGE WARRIOR

Requirement: More than half the members of the pahg are either proficient with martial weapons or have taken the Exotic Weapon Proficiency feat.

Visual: The weapons wielded by the members of the pahg glow a dull green.

Benefit: All members of the pahg become proficient with all weapons that any other members of the pahg is.

TOTEM OF ANIMAL WITHIN

Requirement: At least one animal is part of the pahg.

Visual: The facial features of the members of the pahg become visibly more animalistic and their physical form shifts to accommodate the new physical features.

Benefit: All members of the pahg gain either a bite or claw attack appropriate to their size category. A member of the pahg may choose to forgo this benefit.

TOTEM OF THE HIGHER MIND

Requirement: The number of characters in the pahg with an Intelligence score 10 or above outweighs the number of characters in the pahg who have less than 10 Intelligence.

Visual: The craniums of all members of the pahg swell and become more pronounced.

Benefit: All members of the pahg are treated as if they had an Intelligence of at least 10. Animal companions may, at their master's discretion, be exempt from this benefit. Characters in the pahg are treated as if they had detect thoughts, detect magic, and *see invisibility* at will as spell-like abilities.

TOTEM OF LIGHT

Requirement: The number of characters in the pahg who are of Good or non-evil alignment outnumber the number of characters with Evil alignments.

Cannot be in the same pahg as a Totem of Shadow.

Visual: Members of the pahg gain a small halo of silvery or golden light that surrounds their head.

Benefit: Characters in a pahg add the warmonger's Charisma modifier to damage rolls against evil aligned creatures.

TOTEM OF SHADOW

Requirement: The number of characters in the pahg who are of Evil or non-good alignment outnumber the number of characters with Good alignments. Cannot be in the same pahg as a Totem of Light.

Visual: Members of the pahg gain a crown a blackish flames that rests above their brow

Benefit: Characters in a pahg add the warmonger's Charisma modifier to damage rolls against good aligned creatures.

TOTEM OF THE DREAMER

Requirement: At least one member of the pahg can cast 3rd level spells.

Visual: The runic symbol becomes an elaborate runic face tattoo.

Benefit: Members of the pahg may store and deliver touch spells as though they were that caster's familiar.

9TH LEVEL TOTEMS

TOTEM OF ANIMA

Requirement: The number of characters in the pahg who identify as female (or non-masculine) outnumber the number of characters who identify as male (or non-feminine). Cannot be in the same pahg as a Totem of Animus.

Visual: All members of the pahg take on a more noble appearance- a regal bearing.

Benefit: All members of the pahg who wish to are treated as if they had all of their allies teamwork feats.

TOTEM OF ANIMUS

Requirement: The number of characters in the pahg who identify as male (or non-feminine) outnumber the number of characters who identify as female (or non-masculine). Cannot be in the same pahg as a Totem of Anima.

Visual: All members of the pahg take on a more stocky, heavy-browed, cave-man like appearance.

Benefit: All members of the pahg who wish to gain temporary HP equal to twice the warmonger's level at the start of each of their turn but cannot benefit from any teamwork feats or Aid Another attempts.

TOTEM OF FEAR

Requirement: A member of the pahg is subject to a fear effect or has caused another creature to succumb to a fear effect.

Visual: All members of the pahg get bloodshot eyes and become covered in small studs or spikes.

Benefit: All members of the pahg who wish to may use the warmonger's number of ranks in Intimidate rather than their own. In addition, they gain the Frightful Presence universal monster ability with a range of 10 feet. Creatures who fail the Will save (DC 10 + 1/2 the warmonger who activated this's level + his Charisma modifier) become shaken for 1d4 rounds.

Triumphs:

Triumphs are unique benefits the leader of a pahg gets- the empowerment granted by being the channeling device. At 4th level and every 5 levels thereafter a warmonger selects a triumph from the list below:

Bloodfeast (Su): When a member of the pahg lands a killing blow, all members of the pahg are healed for an amount equal to the warmonger's level. This only functions against sufficient challenges (typically defined as an encounter within 3 CRs of the player, though any challenge that yields experience may be considered by the GM).

Call to Carnage: A warmonger may use the Initiative result of any member of his pahg. If he does so, he goes immediately after the aforementioned pahg member.

Feeding Frenzy (Su): The first attack delivered by a warmonger against an enemy who a member of his pahg successfully attacked since the end of the warmonger's last turn is delivered against flat footed AC.

Hordesense (Su): When adjacent to a member of his pahg, a warmonger gains the all-around vision universal monster ability.

Lookout (Ex): While adjacent to a member of his pahg, a warmonger gains a +1/4th warmonger level as a bonus to his Reflex saves.

Marauder's Eye: By closing one eye and viewing a target through the eyes of another member of a pahg, the warmonger can better strike far away targets. He may use any other member of his pahg for the purpose of determining the range penalty he takes on ranged attacks, so long as the target is still within his maximum range increment. In addition, if the warmonger himself and at least 1 other pahg member are both within a distance equal to the range increment of his weapon (60 for a shortbow, for example) when he makes the ranged attack he adds 1d6 points of precision damage per 4 warmonger levels (minimum 1d6).

Raiding Party (Su): The warmonger gains a +10 foot bonus on his movement speed when he charges. On a round that the warmonger charges, all allies gain a +10 foot bonus to their movement speed if they take a charge or double move action as well.

Tribal Weaponry: A warmonger with this triumph can invite the animistic soul of their weapon into the pahg. He gains access to the following new totem:

TOTEM OF THE WEAPON'S SPIRIT

Requirement: The warmonger draws a magic weapon (must be at least +1), without Quick Draw, and speaks ancient words of awaking (in total, this is a swift action).

Visual: The weapons of the members of the pahg vibrate almost imperceptibly, duly humming like a chorus of brass cymbals- the sound itself comes from the weapon of the warmonger alone.

Benefit: All members of the pahg gain Quick Draw as a bonus feat and gain a +1/4 warmonger level bonus on and against Sunder and Disarm combat maneuvers. **Warchest (Su):** Members of the warmonger's pahg can draw items stored on any other character in the pahg with the permission of the character holding said item.

War Councilor: The warmonger gains Leadership as a bonus feat even if he doesn't meet the prerequisites. In addition, the warmonger's leadership score improves by 2.

Warstep (Sp):

Starting at 5th level, as a move action, a warmonger can teleport, as if by *dimension door* to an open square adjacent to an ally in the warmonger's pahg. Unlike *dimension door* this does not end his turn. The warmonger uses his full warmonger level as his caster level for this spell-like ability.

Shared Blood (Su):

Starting at 10th level, the warmonger can link his life force with one other willing member of the pahg as a swift action. If he does so, when one of the linked characters (the warmonger or the one he linked to) takes damage the other can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the other character.

Improved Shared Blood (Su):

At 15th level, the warmonger can use his shared blood class feature with all members of his pahg. Members of the pahg each have this relationship only with the warmonger, not with each other. This is a standard function of establishing the pahg at 15th level or higher.

Example:

- The warmonger can sacrifice hit points to spare Bill the Barbarian from taking damage.
- Ja'keth the Ranger could sacrifice hit points to spare the warmonger from taking damage.
- Bill the Barbarian could NOT sacrifice hit points to spare Ja'keth the Ranger from taking damage.

Eternal Pahg (Su):

At 17th level, when a member of your pahg dies- they do not leave your pahg. Their spirits and physical aspects remain in the pahg and are not destroyed even if a spell normally indicates that it is (such as by a *disintegrate* spell). A spirit held in a pahg can be resurrected as if they had a body to return to.

Furthermore, characters that are killed while in a pahg never take negative levels from being resurrected.

Finally, as the character is still technically in the pahg, they count as members for the purpose of class features and can still communicate as if they had all their faculties. Such characters can only take free actions within the pahg.

This benefit does not extend to the warmonger himself. If a pahg ends the spirits and physical aspects are released as well.

Belligerent Sovereign (Su):

At 20th level, all members of your pahg gain 1 additional attack at their full BAB. This does not stack with other effects that grant additional attacks, such as haste or weapons with the speed property. In addition, if a warmonger is killed (reduced to 0 or fewer hit points) while adjacent to an ally in their pahg they automatically recover 10 HP per member of the pahg at the time of their death at the start of their next turn, to a maximum of 1 HP. Alternatively, under the same circumstances the warmonger can elect to be resurrected, as per true resurrection, on the start of his next turn rather than recover the HP, though he may only choose this second option only once per day.

Table 4-2: Warmonger Alternate Favored Class Bonuses

RACE	BONUS	SOURCE
Human	+1/4th bonus on attack rolls with melee weapons while benefiting from the horde class feature.	CRB
Dwarf	+1/4th morale bonus to AC while benefiting from the horde class feature.	CRB
Halfling	+1/6th a new warband choice.	CRB
Half-orc	+1/5th a new combat feat.	CRB
Elf	+1/4th bonus on damage rolls with ranged weapons or elven weapons while benefiting from the horde class feature.	CRB
Goblin	+1/3rd morale bonus on damage with weapons or spells that deal fire damage (at least partially). This benefit is also extended to any goblinoid ally or pahg member in an adjacent square.	ARG
Ratfolk	+1/4th bonus to the AC of any pahg member who share your space. While at least 1 other member of your pahg shares your space, you gain this bonus too.	ARG
Drow	+1 on Intimidate checks against members of your pahg or drow.	ARG
Hobgoblin	+1/4th bonus on attack rolls with melee weapons while benefiting from the horde class feature.	ARG
Tarrasqueling	+1/4th on all Intimidate checks and the same bonus on critical confirmation rolls against creatures with the animal or magical beast type.	RG4
Gaoth	+1/6th a new warband choice.	RG4



Elemental Host

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Warrior-shamans who wield the might of elemental forces by bonding with a primal spirit, these psychic warriors play host to elemental spirits in return for the power to crush their enemies and guide their people. Where man may rage against forces of nature and a fool seek to defy them, an elemental host seeks to become a greater part of that force and better guide it towards his own ends. What this goal may be varies from one host to the next; one host may seek to return man to his natural origins, another wishes to protect his tribal home from invaders, and other journeys on a sacred quest ordained by his spiritual ally.

The origin of an elemental host is a varied one. Most would-be elemental hosts actively seek out the might of nature's guardians, defying the possible dangers in an effort to prove themselves worthy of power. Others come across the bond by fate or fortune, as they are found in time of dire need by an elemental willing to lend aid. Some elemental hosts are bound at birth, their souls twinned to an elemental as a result of pacts or heritage lost to history. Regardless of how the elemental host came to share his soul with an elemental all elemental hosts are the byproduct of this quirk of supernatural biology. These mortals are thrust into a symbiotic relationship with their bonded elemental. Their biology twisting and morphing to become more like those primal creatures. The elemental in turn changes as well, his psychology changing to become more like that of his mortal host. Caution must be maintained however, as the bond between a host and his elemental is an imperfect thing and is prone to catastrophic backfiring.



Table 5-1: The Elemental Host

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+0	+2	Crash, elemental strike +1d6, harmony, push
2nd	+2	+0	+0	+3	Manifestation
3rd	+3	+1	+1	+3	Elemental Strike +2d6, fusion
4th	+4	+1	+1	+4	Manifestation, spells
5th	+5	+1	+1	+4	Elemental strike +3d6, improved harmony
6th	+6/+1	+2	+2	+5	Manifestation
7th	+7/+2	+2	+2	+5	Elemental strike +4d6, improved fusion
8th	+8/+3	+2	+2	+6	Manifestation
9th	+9/+4	+3	+3	+6	Elemental strike +5d6, greater harmony
10th	+10/+5	+3	+3	+7	Manifestation
11th	+11/+6/+1	+3	+3	+7	Elemental strike +6d6, greater fusion
12th	+12/+7/+2	+4	+4	+8	Manifestation
13th	+13/+8/+3	+4	+4	+8	Elemental strike +7d6, superior harmony
14th	+14/+9/+4	+4	+4	+9	Manifestation
15th	+15/+10/+5	+5	+5	+9	Elemental strike +8d6, superior fusion
16th	+16/+11/+6/+1	+5	+5	+10	Manifestation
17th	+17/+12/+7/+2	+5	+5	+10	Elemental strike +9d6, supernal harmony
18th	+18/+13/+8/+3	+6	+6	+11	Manifestation
19th	+19/+14/+9/+4	+6	+6	+11	Elemental strike +10d6, primal strike
20th	+20/+15/+10/+5	+6	+6	+12	Final manifestation, manifestation

HIT DICE: D10.

ROLE:

Elemental hosts excel at striking down their foes with the fury of their chosen element. As they progress in level their powers manifest in different ways, granting the elemental host a plethora of potential options for engaging his foes.

RELATIONSHIP WITH OTHER CLASSES:

While elemental hosts derive their power from an embodiment of nature, this is a deeply personal bond with a specific elemental. Thus they aren't beholden to any abstract natural force or esoteric code of conduct. More nature orientated classes, such as druids, on the other hand, see elemental hosts as warriors deeply in tune with the elements, someone who has a bond with nature. Barbarians and elemental hosts share a mutual respect for each other's combat prowess; both know what it means to harness an emotional storm and unleash the torrent upon their enemies.

Table 5-2: Elemental Host Spells

LEVEL	1ST	2ND	3RD	4TH
1st	-	-	-	-
2nd	-	-	-	-
3rd	-	-	-	-
4th	0	-	-	-
5th	1	-	-	-
6th	1	-	-	-
7th	1	0	-	-
8th	1	1	-	-
9th	2	1	-	-
10th	2	1	0	-
11th	2	1	1	-
12th	2	2	1	-
13th	3	2	1	0
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3

ALIGNMENT: Any

STARTING WEALTH: $5d6 \times 10$ gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The elemental host's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the elemental host.

Weapon and Armor Proficiency:

The elemental host is proficient with all simple and martial weapons, as well as with medium armors and shields.

Elemental Spirit (Ex):

At 1st level, the elemental host chooses what type of elemental has been bound to them. Once the choice has been made it cannot be changed. Each type of elemental spirit manifests its power in any number of ways as the elemental host gains levels. Every elemental spirit adds a number of spells to the elemental host's spell list, grants their host a bonus to AC, a damage type for their elemental blast, and a crash power, an ability that triggers when the bond between the host and his spirit backfires.

Harmony (Ex):

When his life is in danger, the elemental host's elemental spirit rises up to protect him. During combat or other stressful situations the elemental host gains harmony, a fluctuating measure of how much of his spirit's power he can call forth. At the start of each of his turns in combat he gains a point of harmony. Points of harmony are temporary and disappear as soon as the danger seems to have passed.

Dissonance (Ex, Pn):

The bond between an elemental host and his elemental spirit is imperfect, his push ability and some other class features can cause him to gain points of Dissonance. When the elemental host gains dissonance he automatically uses his crash class feature. This takes no action on his part. An elemental host can spend a point of harmony to negate gaining a point of dissonance. He may spend multiple points in this fashion, each point spent negates one point of dissonance. All of the elemental host's points of dissonance are automatically spent when the elemental host uses his crash class feature.

Push (Ex):

An elemental host can attempt to draw forth more power from his spirit. He may, as a swift action, make a harmony check, rolling 1d20 + his elemental host level + his Charisma modifier against a DC of 10 + $\frac{1}{2}$ his character level. If he succeeds he gains an additional point of harmony. For every 4 he beats the DC by he gains an additional point of harmony. Drawing forth extra power in this manner puts stress on the bond between his spirit. If he fails then he gains a point of dissonance, plus 1 additional point for every 2 he failed the check by. The elemental host can use this ability any time, not just in stressful situations. These points of harmony disappear after one round.

Crash (Su, Pn):

The bond between an elemental host and his elemental spirit is a powerful tool, but can backfire spectacularly. When an elemental host gains points of dissonance he automatically uses this class feature. The exact effects of this ability depend on his type of elemental spirit.

Elemental Strike (Su):

The fundamental manifestation of an elemental host's ability is to channel his elemental spirit's power into an elemental strike; a burst of crackling flames, a flash of searing lighting, buffeting winds or something even stranger. This is a melee touch attack that deals 1d6 + the elemental host's Charisma modifier points of damage. The type of damage dealt by an elemental strike is determined by the host's choice of elemental spirit. The damage of an elemental host's elemental strike increases by 1d6 points at every odd-numbered elemental host level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Using this ability is a standard action. If the elemental host can make multiple attacks in a round, such as from having a high Base Attack Bonus, he may make an elemental strike in place of one such attack. The elemental host can spend a point of harmony to add his elemental host level to the damage dealt by an elemental strike.



Manifestation:

As the bond with his elemental spirit deepens, the elemental host and the spirit develop new abilities. At 2nd level, and every even level after that, the elemental host chooses one of the following abilities:

UNSHACKLED SPIRIT (SP): The elemental host can loosen the binding on his elemental spirit, letting it act along with him. This functions as an at-will *summon nature's ally II* spell with an unlimited duration and the following modifications.

- The summoned monster can only be an elemental from the appropriate summon monster list.
- The summoned elemental may use all of the elemental host's class features and feats, except for this one and ones that have this as a prerequisite. The elemental host and elemental spirit share a single pool of harmony and dissonance.
- The elemental host can only have one elemental summoned at any given time.
- The summoned elemental cannot leave the range of the spell (25 feet + 5 feet per level).
- The summoned elemental may use the elemental host's BAB, saves and ability DCs in place of its own.
- The elemental host cannot use his fusion class feature while the spirit remains summoned, likewise he cannot use this ability when he is using his fusion class feature.
- The summoned elemental has no hitpoints. Instead, whenever it takes damage the elemental host takes that much damage instead. If both the elemental host and the summoned elemental would be subject to damage from the same effect (such as a fireball spell) the elemental host only takes the damage once.

At 7th, 9th, 11th, 13th, and 15th, levels this improves to *summon nature's ally IV*, *summon nature's ally V*, *summon nature's ally VI*, *summon nature's ally VII*, *summon nature's ally VIII*, respectively. A dispelled or banished elemental returns to the elemental host's soul and he must make a Will save (the same DC as the banishment effect) or gain 1d6 points of dissonance. The elemental host must be at least 4th level to select this manifestation.

HARMONIZING SPIRIT: The elemental host gains the Augment Summoning feat, even if he does not meet the prerequisites. This feat's benefit only applies to the spirit summoned with the elemental host's unshackled spirit manifestation. Furthermore the elemental host may make a harmony check as a free action as part of summoning the elemental. The elemental host must have the unshackled spirit manifestation to select this manifestation.

EXPEDIENT SPIRIT: The elemental host can use the *summon monster* spell-like ability granted by his unshackled spirit manifestation as a swift action. If he is attacked he can summon his spirit to an adjacent space as an immediate action. If he does the spirit interposes itself to defend against the attack. The elemental host adds $\frac{1}{2}$ his level or his Charisma modifier (whichever is greater) as a circumstance bonus to his AC, CMD or save against that attack. The elemental host must have the unshackled spirit manifestation to select this manifestation.

EXTENDED RANGE: The range on the elemental host's *summon monster* spell-like ability becomes 100 feet + 10 feet per level. Furthermore the elemental spirit may move beyond this range, every 20 feet beyond this range gives the summoned elemental a -1 on attack and damage rolls. If this penalty exceeds the elemental hosts level then the elemental spirit returns to the host's soul and the elemental host gains 1d6 points of dissonance. The elemental host must have the unshackled spirit manifestation to select this manifestation.

CRASH GUARD (SU): An elemental host with this manifestation takes only half the effect from his crash class feature. If he succeeds on the Will save he instead takes no effect. If the elemental host has the strain bond and dissonance pool manifestations he can spend 3 points of dissonance to automatically succeed on the save against his crash class feature.

STRAIN BOND (SU): An elemental host with this manifestation can choose not to gain harmony at the start of his turns. Furthermore whenever he would be able to make a harmony check he can instead make a stress check. This has the same bonuses and DC as a harmony check but if he succeeds he gains a point of dissonance. Every 4 that he beats the DC by grants him an extra point of dissonance. Failing this check doesn't grant the elemental host harmony.

DISSONANCE POOL (SU): An elemental host with this manifestation can forestall crashing. He can hold a number of points of dissonance equal to $\frac{1}{2}$ his elemental host level without triggering his crash class feature. He can choose to spend all of the points from this pool as a swift action. If he has any points of harmony then each point of dissonance is spent to reduce his current points of harmony by one. If he has no points of harmony remaining he then uses his crash class feature.

ELEMENTAL BEAM (SU): An elemental host with this manifestation can fire his elemental strike as a ranged touch attack with a range of 100 feet plus an additional 10 feet per elemental host level he possesses.

RAPID STRIKE (SU): An elemental host with this manifestation can spend a point of harmony to use his elemental strike at his highest BAB as a swift action. This doesn't count against the normal number of times he can use his elemental strike ability. If the elemental host is using his fusion class feature he doesn't need to spend harmony to use this ability. The elemental host must be at least 6th level to select this manifestation.

OVERWHELMING STRIKE (SU): An elemental host with this manifestation can spend 2 points of harmony to roll twice the number of dice with his elemental strike ability. If the elemental host is using his fusion class feature doesn't need to spend harmony the first time each round he uses this ability. The elemental host must be at least 4th level to select this manifestation.

ELEMENTAL BURST (SU): An elemental host with this manifestation can spend 2 points of harmony when making an elemental strike attack to spew forth a gout of elemental rage. He may choose to have his elemental strike affect all creatures in a 10 foot cone or a line twice as long. A Reflex save (DC 10 + $\frac{1}{2}$ elemental host level + Charisma modifier) halves this damage. At 4th level and every 2 levels thereafter the area of this ability improves by 5 feet. If the elemental host is using his fusion class feature doesn't need to spend harmony to use this ability.

PSYCHIC HARMONY (SU): An elemental host with this manifestation can expend a spell slot when he gains harmony, if he does then he gains an additional amount of harmony equal to the level of the spell slot expended. The elemental host must be at least 4th level to select this manifestation.

ELEMENTAL MAGIC (SU): The elemental host can spend a point of harmony to add 1 to the save DC of an elemental host spell. If the spell appears on his elemental spirits list of spells he can instead add 2 to the DC. At 8th level and every 4 levels thereafter this bonus improves by 1. The elemental host must be at least 4th level to select this manifestation.

EXPLODING STRIKE (SU): An elemental host with this manifestation can spend 2 points of harmony when making an elemental strike attack to have that attack explode in a burst of elemental fury. You may have a creature, object, or 5-foot square struck by or in the area of your elemental strike explode in a blast of elemental power. All creatures within 10 feet of the struck target, including the original target, must make a Reflex save (DC 10 + 1/2 elemental host level + Charisma modifier) or take your elemental strike damage. A successful save halves this damage. Creatures struck by the blast roll twice on their save and take the worse result. Using his fusion class feature doubles the area of this ability. The elemental host must be at least 6th level to select this manifestation.

SYNERGY (EX): The amount of harmony that the elemental host needs to use his fusion class feature, as well as the amount he must drop below before ending his fusion class feature, is reduced by 2. In addition, he can immediately make a harmony check when he uses his fusion class feature. He gains a +4 bonus on this harmony check.

ELEMENTAL EXPANSION (EX): When the elemental host uses his fusion class feature he can choose to grow a size category, to a maximum of large, gaining a +2 size bonus to Strength and Constitution as well as a single slam attack that deals damage appropriate to his new size. If the elemental host is at least 12th level he can grow an additional size category, to a maximum of huge, this increases his bonuses to Strength and Constitution to +4 and he gains two slam attacks. Regardless of his size the elemental host can spend a point of harmony to channel his elemental strike through all of the the natural attacks granted by this manifestation. These don't count against the normal number of times he can use his elemental strike ability.

ELEMENTAL REJUVENATION (SU): The elemental host can spend a point of harmony as an immediate action to gain a number of temporary hit points equal to 3 times the sum of his his elemental host level and his Charisma modifier. These temporary hit points last until the start of the elemental host's next turn. If the elemental host is using his fusion class feature he may instead use this ability as a free action once per round that he can take even if it's not his turn.

ELEMENTAL ANATOMY (SU): An elemental host with this ability can spend 4 points of harmony as a free action that he can take even if it isn't his turn to disincorporate himself into water, flame, electricity or some other manifestation of elemental power for an instant. If activated in response to an attack he only takes half damage from that attack and if the attack was a critical hit, it instead deals damage like a normal attack. The elemental host can also use this ability to can pass through small holes or narrow openings, even mere cracks, with anything he was carrying at the time he used the ability (except other creatures). If you are using your fusion class feature then this ability only costs 2 points of harmony. The elemental host must be at least 12th level to select this manifestation.

SPIRIT SENSES (EX): The elemental host gains a special sense based on his elemental spirit, as indicated below:

SPIRIT TYPE	SENSE
Fire, Water, Ice, Lightning	Lifesense
Earth, Mud, Magma	Tremorsense
Aether, Air	Blindsight

Regardless of the sense granted it extends out to a range of 20 feet. At 14th level and every 4 levels thereafter these senses have their ranges improved by an additional 20 feet. At If the elemental host is using his fusion class feature, these ranges double. The elemental host must be at least 10th level to select his manifestation.

ENERGY RESISTANCE (SU): The elemental host gains energy resistance or damage reduction based on his elemental spirit. If your elemental spirit allows you to deal energy damage with your elemental strike then you gain 5 points of energy resistance against that damage type. At 4th level and every 4 levels thereafter this energy resistance improves by 5. If you are using your Fusion class feature these resistances double, or become immunity if you are at least 16th level. If your elemental spirit allows you to deal physical damage with your elemental strike then you gain DR 1/- against those damage types. At 4th level and every 4 levels thereafter this DR improves by 1. This DR stacks with the DR provided by the fusion class feature. If this energy resistance or damage reduction completely negates an instance of damage you may immediately make a harmony check as a free action.

ELEMENTAL GAIT (SU): The elemental host gains an additional form of movement based on his elemental spirit.

SPIRIT TYPE	SPEED
Water, Ice	Swim 20 feet
Earth, Mud, Magma, Ice*	Burrow 10 feet
Aether, Air, Fire, Lightning	Fly 20 feet

*For ice elementals this burrow speed only functions when digging through ice or snow.

At 8th level and every 4 levels thereafter these move speeds improve by 10 feet. If you are using your fusion class feature then these speeds double. The elemental host must be at least 6th level to select this manifestation.

ELEMENTAL AURA (SU): You may spend 2 points of harmony as a swift action to sheathe yourself in an aura of slashing winds, frigid cold or some other elemental effect for a number of rounds equal to your Charisma modifier. Any creature striking you with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per elemental host level. This damage is of the same type that you deal with your elemental strike. You can spend a point of harmony as an immediate action to hit that creature with your elemental strike ability. If you do, don't make an attack roll, instead you automatically hit with this attack. The elemental host may use this ability as a free action uses on the same round that he uses his fusion class feature. If he does so this ability lasts for 1d4+1 extra rounds.

SHOVING STRIKE (EX): When the elemental host uses his elemental strike and deals bludgeoning or force damage with it, he may knock foes damaged by the attack away from him. Creatures damaged by the blast must make a Fortitude save (DC 10 + 1/2 elemental host level + your Charisma modifier) or be moved back 10 feet. At 4th level and every 4 levels thereafter the distance this manifestation knocks foes back by improves by 10 feet. The elemental host must be capable of dealing bludgeoning or force damage with their elemental strike to select this manifestation.

SAVAGE STRIKE (EX): When the elemental host uses his elemental strike and deals slashing damage with it, he may cause the blast to leave gaping wounds. The elemental hosts elemental strike deals an additional amount of bleed damage equal to 1/2 his level. The elemental host must be capable of dealing slashing damage with their elemental strike to select this manifestation.

PIERCING STRIKE (EX): When the elemental host uses his elemental strike and deals piercing damage with it he ignores an amount of damage reduction equal to his elemental host level. The elemental host must be capable of dealing piercing damage with their elemental strike to select this manifestation.

BURNING STRIKE (SU): The elemental host can spend 2 points of harmony when he damages a creature with his elemental strike ability. If he does then he can set that creature on fire for a number of rounds equal to his Charisma bonus. At the start of each of that creature's turns it must make a Reflex save (DC 10 + 1/2 elemental host's level + his Charisma modifier) or take an 1d6 points of fire damage per 2 elemental host levels. If the creature takes a standard action to roll on the ground, beat itself with a cloak or some similar action it receives a +4 bonus on the save. Being doused in water automatically ends this effect. If the elemental host is using his fusion class feature he only needs to spend a point of harmony to use this ability. The elemental host must be at least 8th level and be bound to a fire or magma elemental to select this manifestation.

BLITZKRIEG (SP): The elemental host can expend 1 point of harmony as a swift action to move more quickly. This functions as a haste spell, but only targets the elemental host and lasts for a number of rounds equal to the elemental hosts' Charisma bonus (minimum 1). The elemental host may use this ability as a free action uses on the same round that he uses his fusion class feature. If he does so this ability lasts for 1d4+1 additional rounds. The elemental host must be at least 8th level and be bound to a lightning elemental to select this manifestation.

ACTIVE CAMOUFLAGE (SU): The elemental host can spend 1 point of harmony to bend light and dampen sound waves. This works as the kineticist utility wild talent telekinetic invisibility ^{OA}. This ability lasts for 10 minutes per point of his Charisma bonus (minimum 10 minutes). When activating the ability he can choose to have it persist after attacking. If he does then it only lasts for 1 round per point of the elemental host's Charisma bonus (minimum 1 round). The elemental host may use this ability as a free action uses on the same round that he uses his fusion class feature. If he does so this ability lasts for 1d4+1 additional rounds or 1d4+1x10 minutes respectively.

The elemental host must be at least 8th level and bound to an aether elemental to select this manifestation.

MANIPULATING STRIKE (SU): The elemental host can spend a point of harmony to perform a combat maneuver against a creature damaged by his elemental strike as a free action. If the elemental host's elemental strike affects multiple creatures (such as with the elemental burst manifestation) he makes a single combat maneuver check and applies the results against all creatures who fail their save against that elemental strike. The elemental host must be bound to a mud, water, magma, or aether elemental to select this manifestation.

SPIRITUAL STRAIN (EX): When an elemental host with this manifestation gains points of dissonance he can shunt them off onto his soul. He may take 1 negative level to negate 1 point of dissonance and may take multiple negative levels to negate multiple points of dissonance. Unlike ordinary negative levels these negative levels can't kill the elemental host, instead if he takes more negative levels than his elemental host level then he must make a Will save (DC 10 + elemental host level). If he fails then he immediately crashes and falls unconscious. If he succeeds then he simply falls unconscious. He remains unconscious until he is awoken (a standard action on an allies part) and is exhausted until he rests for 8 hours. Negative levels gained from this ability are temporary and dissipate after 24 hours.

ELEMENTAL WEAPON (SU): The elemental host can conjure a elemental facsimile of any weapon that he is proficient with as a move action. This weapon deals the same type of damage as the elemental host's elemental strike and disappears if it leaves the elemental hosts hand for more than a round. If the elemental host has the Quick Draw feat he may conjure the weapon as a free action. If he possesses the Improved Unarmed Strike feat he may augment his unarmed strikes with this ability. If the elemental host scores a critical hit with this weapon he deals an extra 2d6 points of damage per critical multiplier the weapon possesses. Ranged weapons conjured with this ability generate their own ammunition.

IMPROVED ELEMENTAL WEAPON (Su):

when the elemental host conjures a weapon with his elemental weapon manifestation it possesses a +1 enhancement bonus to attack and damage rolls. At 8th level and every 4 levels thereafter this bonus increases by +1. Furthermore, elemental host can channel his elemental strike through the weapon. Elemental strikes channeled through a weapon are regular attacks but deal his elemental blast damage on a successful attack. Damage dice from his elemental strike aren't multiplied on a critical hit but static damage, such as his Charisma modifier or his level if he spent a point of harmony, is multiplied. The elemental host must be at least 4th level and possess the elemental weapon power to select this manifestation.

GREATER ELEMENTAL WEAPON (Su): The elemental host may spend a point of harmony once per round to use his elemental blast an additional time this round. This additional elemental blast can only be channeled through his elemental weapon. The elemental host must be at least 8th level and possess the Improved elemental weapon power to select this manifestation.

Fusion (Su):

At 3rd level, the elemental host and his elemental spirit can harmonize into a new more powerful form. This transformation takes no action and occurs automatically once the elemental host has at least 6 points of harmony. This ability persists until the elemental host has less than 4 points of harmony. While fused in this manner he gains a number of benefits based on his elemental spirit and his manifestations. The elemental hosts gain immunity to bleed damage, poison, sleep effects, and flanking while using their fusion class feature. In addition critical hits and precision damage have a 25% chance to fail against the elemental host. This ability is a polymorph effect.

Spellcasting (Su):

Beginning at 4th level, an elemental host gains the ability to cast a small number of psychic spells, which are drawn from the elemental host spell list. An elemental host must choose and prepare his spells in advance.

To prepare or cast a spell, an elemental host must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a elemental host's spell is 10 + the spell level + the elemental host's Charisma modifier.

Like other spellcasters, an elemental host can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 5-2: Elemental Host Spells. In addition, he receives bonus spells per day if he has a high Charisma score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook). When Table 5-2: Elemental Host Spells indicates that the elemental host gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

An elemental host must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A elemental host may prepare and cast any spell on the elemental host spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Improved Harmony (Ex):

At 5th level, the elemental host gains an additional point of harmony at the start of each round.

Improved Fusion (Ex):

At 7th level, critical hits, precision damage and abilities that inflict the paralyzed condition have a 50% chance to fail to affect an elemental host while using his fusion class feature.

Greater Harmony (Ex):

At 9th level the elemental host gains 3 points of harmony at the start of each round. If the elemental host attempts a harmony check he gains an extra point of harmony if he succeeds.

Greater Fusion (Su):

At 11th level, the elemental host gains DR 5/- and critical hits, precision damage as well as abilities that inflict the paralyzed condition have a 75% chance to fail against an elemental host while using his fusion class feature.

Superior Harmony (Ex):

At 13th level, the elemental host gains 4 points of harmony at the start of each round. If the elemental host attempts a harmony check he gains twice the normal number of points of harmony if he succeeds.

Superior Fusion (Su):

At 15th level, the elemental host gains DR 10/- and is immune to critical hits, precision damage, and paralysis while using his fusion class feature.

Supernal Harmony (Su):

At 17th level, the elemental host gains a +4 bonus on harmony checks, and can reduce this bonus by 1 to take a 20 on a harmony check. The elemental host can't reduce this bonus below 0. This bonus resets to it's full amount after 8 hours of rest.



Primal Strike (Su):

At 19th level, when the elemental host threatens a critical hit with his elemental strike ability he can roll d10s instead of d6s. He may also spend a point of harmony to roll d10s, even if he does not threaten a critical hit.

Final Manifestation

At 20th level, an elemental host becomes an elemental creature. He becomes an outsider with the appropriate elemental subtype rather than whatever his previous creature type was. Unlike other outsiders, the elemental host can still be brought back from the dead as if he were a member of his previous creature type.

In addition he gains one of the following benefits:

- He may roll twice on any harmony checks and take the result he prefers.
- He always counts as having a single point of harmony, and can spend this point once per round on any effect that calls for it.
- He gains 2 manifestations of his choice.

Once he makes this choice, it cannot be changed.

Elemental Spirits Fire

These incandescent creatures of living flame allow their hosts to smite their foes with a blazing inferno of power. Unfortunately most fire elementals are savage, cruel creatures who habitually terrorize creatures weaker than themselves.

Elemental Spells: 1st — Produce Flame, 2nd — Blistering Invective ^{UC}, 3rd — Heat Metal, 4th — Wall of Fire

Damage Type: Fire

Benefit: An elemental host bound to a fire spirit gains a +2 Dodge bonus to AC and Reflex saves. This Bonus increases by +1 at 4th level and every 4 levels thereafter. When the elemental host uses his fusion class feature these bonuses double.

Crash: Whenever an elemental host of a fire spirit uses this class feature he explodes in a burst of flame. The elemental host, as well as all creatures within 10 feet of him, take 1d6 points of fire damage per elemental host level and gain vulnerability to fire damage for 1d4 rounds. A successful save (DC 10 + elemental host level) halves this damage and negates the vulnerability. This is a Will save for the elemental host and a Reflex save for all other creatures. Every point of dissonance he has is immediately spent and each point spent in this fashion raises the minimum possible result of each of these d6s by 1.

Elemental Spirits

Water

These creatures of living water allow their hosts to conjure blasts of water, which can be honed to a razor sharp edge or blunted like a hammer. Water elementals are often a particularly unpleasant combination of petty and relentless, prone to forming overly elaborate plans to avenge slights both real and imagined.

Elemental Spells: 1st — Wave Shield ^{ACG}, 2nd — Aqueous Orb ^{APG}, 3rd — Hydraulic Torrent ^{APG}, 4th — Geyser ^{APG}

Damage Type: Slashing, Piercing, or Bludgeoning

Benefit: An elemental host bound to a water spirit gains a +2 Dodge bonus to AC and Reflex saves. This Bonus increases by +1 at 4th level and every 4 levels thereafter. When the elemental host uses his fusion class feature these bonuses double.

Crash: Whenever an elemental host of a water spirit crashes all moisture in the area rapidly evaporates. All creatures within 10 feet of the elemental host Including him take 1d6 points of damage per 2 elemental host levels and become fatigued. A (DC 10 + elemental host level) save halves the damage and negates the fatigued condition. This is a Will save for the elemental host and a Fortitude save for all other creatures. Every point of dissonance he has is immediately spent and raises the minimum possible result of each of the damage die by 1.

Earth

These ploding creatures of earth and stone grant their hosts the power to strike down their foes with the very stones they were once comprised of. Earth elementals are often impartial to a fault and have difficulty empathizing with other creatures.

Elemental Spells: 1st — Stone Shield ^{ARG}, 2nd — Binding Earth ^{ARG}, 3rd — Stone Shape, 4th — Spike Stones

Damage Type: Slashing, Piercing, or Bludgeoning

Benefit: An elemental host bound to an earth spirit gains a +2 Natural Armor bonus to AC and Fortitude saves. This Bonus increases by +1 at 4th level and every 4 levels thereafter. While the elemental host is using his fusion class feature these bonuses double.

Crash: Whenever an elemental host of an earth spirit crashes everything in the immediate area begins to calcify. All creatures within 5 feet of the elemental host Including him take a 1d4 penalty to their Dexterity score. A DC 10 + elemental host level save halves this penalty. This is a Will save for the elemental host and a Fortitude save for all other creatures. Every point of dissonance he has is immediately spent and each point spent in this fashion causes this ability to persist for an additional round. This penalty lasts for an hour. Creatures reduced to 0 Dextery with this ability are petrified and only a remove curse spell, a stone to flesh spell or similar magic can restore them.



Elemental Spirits

Air

These nimble creatures of air grant their hosts the power to strike their foes with blades or buffets of air. Most air elementals favor a swift and impulsive solution and only rarely stop to consider the repercussions of their actions.

Elemental Spells: 1st — Alter Winds ^{APG}, 2nd — Gust of Wind, 3rd — Wind Wall, 4th — Freedom of Movement

Damage Type: Slashing, Piercing, or Bludgeoning

Benefit: An elemental host bound to an air spirit gains a +2 Dodge bonus to AC and Reflex saves. This Bonus increases by +1 at 4th level and every 4 levels thereafter. While the elemental host is using his fusion class feature these bonuses double.

Crash: Whenever an elemental host of an air spirit crashes the winds around him whip up into a chaotic frenzy. The area within 20 feet of the elemental host becomes subject to hurricane level wind. Ranged attacks from non-magical projectiles take a penalty to attack rolls equal to 1/2 the elemental hosts level. Creatures in this area must make a DC 10 + elemental host level save. This is a Will save for the elemental host and a Fortitude save for all other creatures. If they fail they take 1d6 points of slashing damage per 2 elemental host levels and are pushed 10 feet per 2 elemental host levels in a random direction (roll a 1d8, 1 indicates due north, 2 means NE, 3 due East, etc). Every point of dissonance he has is immediately spent and each point spent in this fashion causes this ability to persist for an additional round.

Lightning

These creatures of living storm allow their hosts to strike down their foes with the fire of the heavens. Lightning elementals are often aggressively mercurial in disposition and tend towards the path of least resistance.

Elemental Spells: 1st — Shocking Grasp, 2nd — Aggressive Thundercloud ^{ACG}, 3rd — Call Lightning, 4th — Aggressive Thundercloud, Greater ^{ACG}

Damage Type: Electricity

Benefit: An elemental host bound to a lightning spirit gains a +2 Dodge bonus to AC and Reflex saves. This Bonus increases by +1 at 4th level and every 4 levels thereafter. While the elemental host is using his fusion class feature these bonuses double.

Crash: Whenever an elemental host of a Lightning spirit crashes the lightning arcs about him whipping out at foe and ally alike. The elemental host, as well as all creatures within 10 feet of him, take 1d6 points of electricity damage per elemental host level and become staggered for 1d4 rounds. A successful save (DC 10 + elemental host level) halves this damage and negates the staggered condition. This is a Will save for the elemental host and a Reflex save for all other creatures. Every point of dissonance he has is immediately spent and improves the DC by one for every two points spent.

Elemental Spirits

Magma

These hulking masses of earth and fire allow their host to spew forth gouts of lava to strike down their foes. Magma elementals often take on the traits of both fire and earth elementals, appearing lethargic at most times but prone to explosive bouts of fury.

Elemental Spells: 1st— Touch of Combustion ^{ARG}, 2nd— Molten Orb ^{ACG}, 3rd— Ash Storm ^{UM}, 4th— Volcanic Storm ^{UM}

Damage Type: Half fire and half Slashing, Piercing, or Bludgeoning

Benefit: An elemental host bound to a magma spirit gains a +2 Natural Armor bonus to AC and Fortitude saves. This Bonus increases by +1 at 4th level and every 4 levels thereafter. While the elemental host is using his fusion class feature these bonuses double.

Crash: Whenever an elemental host of a magma spirit crashes a geyser of magma gushes forth from beneath him. The elemental host and all creatures adjacent to him are knocked 5 feet per elemental host level into the air and take 1d6 points of damage per 2 elemental host levels. This damage is half fire and half bludgeoning. A successful save (DC 10 + elemental host level) halves this damage and negates the movement. This is a Will save for the elemental host and a Reflex save for all other creatures. Creatures within 20 feet of the elemental host must make this save as well, however they are only subject to the damage and not the movement. Every point of dissonance he has is immediately spent and causes the geyser to persist for an additional round per point spent. Unlike most elemental host crashes the geyser does not move with the elemental host.

Ice

These frigid creatures allow their hosts to strike down their foes with frost and rime. Ice elementals tend towards cooler dispositions and have a hard time empathizing with anyone.

Elemental Spells: 1st — Frostbite ^{UM}, 2nd — Frost Fall ^{UC}, 3rd — Chill Metal, 4th— Wall of Ice

Damage Type: Half cold and Half Slashing, Piercing, or Bludgeoning

Benefit: An elemental host bound to an ice spirit gains a +2 Natural Armor bonus to AC and Fortitude saves. This Bonus increases by +1 at 4th level and every 4 levels thereafter. While the elemental host is using his fusion class feature these bonuses double.

Crash: Whenever an elemental host of an Ice spirit crashes a blizzard surges forth from his being. The area within 20 feet of the elemental host becomes a flurry of snow and hail. The blizzard obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Creatures within the area must make a (DC 10 + elemental host level) save. This is a Will save for the elemental host and a Fortitude save for all other creatures. If they fail they take a 1d6 points of damage per elemental host level. This damage is half cold and half bludgeoning damage. Every point of dissonance he has is immediately spent and each point spent in this fashion causes this ability to persist for an additional round.

Elemental Spirits

Mud

These viscous creatures allow their hosts to strike their opponents with lashes of silt and grime. Mud elementals are perhaps the most relaxed of the elementals, often willing to go with the flow, even to a fault.

Elemental Spells: 1st— Mudball ^{UM}, 2nd— Soften Earth and Stone, 3rd — Resinous Skin ^{UC}, 4th— Slowing Mud ^{ACG}

Damage Type: Slashing, Piercing, or Bludgeoning

Benefit: An elemental host bound to a mud spirit gains a +2 Natural Armor bonus to AC and Fortitude saves. This Bonus increases by +1 at 4th level and every 4 levels thereafter. While the elemental host is using his fusion class feature these bonuses double.

Crash: Whenever an elemental host of an mud spirit crashes the ground around him becomes viscous and malleable. The area within 20 feet of the elemental host becomes difficult terrain. When this ability ends or when this area moves away from a creature the ground around them re-solidifies they must make a Reflex save (DC 10 + elemental host level) or have their speed reduced to 0 until they or an ally takes a standard action to free them. Every point of dissonance he has is immediately spent and causes this ability to last for an additional round per point spent.

Aether

This mass of ethereal strands grant their host the ability to strike their foes with bolts of force. Aether elementals often have unusual trains of thought, approaching problems from an angle that most would not expect.

Elemental Spells: 1st— Magic Missile, 2nd— Spiritual Weapon, 3rd — Wrathful Mantle ^{APG}, 4th— Telekinetic Charge ^{UC}

Damage Type: Force

Benefit: An elemental host bound to an aether spirit gains a +2 Deflection bonus to AC. This Bonus increases by +1 at 4th level and every 4 levels thereafter. While the elemental host is using his fusion class feature these bonuses double.

Crash: Whenever an elemental host of an aether spirit crashes countless bubbles of invisible telekinetic force spew forth from him, ready to burst at the slightest provocation. Any creature moving through a space within 20 feet of the elemental host moves at half speed. In addition, each creature moving through the area takes 1d10 points of force damage for each 5 feet of movement through the spiked area. A Reflex save (DC 10 + elemental host level) halves this damage. At the end of the round that the elemental host crashed during all of these bubbles explode, dealing 1d6 points of force damage per elemental host level to all creatures in the area. A save (DC 10 + elemental host level) halves this damage. This is a Will save for the elemental host and a Reflex save for all other creatures. Every point of dissonance he has is immediately spent and causes this ability to last for an additional round per point spent.



Elemental Host Spells

1st Level Spells:

Anticipate Peril ^{UM}, Bane, Bless, Cure Light Wounds, Delay Poison, Detect Magic, Doom, Endure Elements, Keen Senses ^{APG}, Magic Weapon, Magic Fang, Psychic Reading ^{OA}, Remove Fear, See Alignment, Whispering Wind

2nd Level Spells:

Acute Senses ^{UM}, Aid, Augury, Bear's Endurance, Bestow Insight ^{ARG}, Bull's Strength, Cat's Grace, Cure Moderate Wounds, Delay Disease, Detect Magic - Greater ^{UI}, Eagle's Splendor, Fox's Cunning, Hunter's Eye ^{APG}, Life Pact ^{ACG}, Owl's Wisdom, Pack Empathy ^{UI}, Remove Paralysis, Restoration - Lesser, Shield Other, Speak with Dead, Status, Touch of Idiocy, Versatile Weapon ^{APG}

3rd Level Spells:

Arcane Sight, Bestow Curse, Blindness/Deafness, Contagion, Contagious Zeal ^{OA}, Cure Serious Wounds, Dispel Magic, Elemental Speech ^{APG}, Greater Magic Fang, Greater Magic Weapon, Heroism, Magic Vestment, Remove Blindness/Deafness, Remove Curse, Witness ^{UM}

4th Level Spells:

Conditional Curse ^{UI}, Cure Critical Wounds, Dismissal, Divination, Fear, Glimpse of Truth ^{UI}, Neutralize Poison, Planar Ally - Lesser, Poison, Restoration, Scrying, Sending

Table 5-3: Elemental Host Alternate Favored Class Bonuses

RACE	BONUS	SOURCE
Human	+1/6 of a new manifestation.	CRB
Elf	-1/6 of a point of dissonance after failing a harmony check.	CRB
Orc	+1/4 to damage rolls with your elemental blast.	CRB
Gnome	+1/6 of a point of harmony when succeeding at a harmony check.	CRB
Suli	+1/6 to harmony checks.	ARG
Oread	+1/4 to harmony checks with earth, mud and magma elementals, +1/4 to stress checks with water, ice and air elementals.	ARG
Sylph	+1/4 to harmony checks with earth, mud and magma elementals +1/4 to stress checks with water, ice and air elementals.	ARG
Ifrit	+1/4 to harmony checks with fire and magma elementals, +1/4 to stress checks with water and ice elementals.	ARG
Undine	+1/4 to harmony checks with water and ice elementals, +1/4 to stress checks with fire and lightning elementals.	ARG
Galvani	+1/4 to harmony checks with air and lightning elementals, +1/4 to stress checks with water and ice elementals.	RG2.5

New Feats

Blood Feast [Feral]

"Your blood, my lips, down the hatch- that's where the magic's made."

Prerequisites: Primal Character OR Wisdom 13

Benefit: When you slay a foe, you may spend a standard action to drink their blood granting you a +2 morale bonus on melee damage rolls for 3 rounds.

Note: Abilities that alter the speed at which you can drink potions also affect the action used to use this feat.

SIDEBAR: FERAL FEATS

A feral feat is a feat that can either be taken normally or taken in place of a barbarian rage power or an iteration of a ranger's favored terrain. The character must still meet the prerequisites. If not using this alternate rule, they may be taken exclusively as a normal feat. Feral feats are marked with the [Feral] tag.

Blood Readings

"To slay a man is to know him, to eat a man is to be him- if only for a short time."

Prerequisites: Blood Feast, ability to cast 1st level divine spells

Benefit: When you drink the blood of a foe you have personally slain, you count as if you have cast *blood biography*^{APG} on the target you just drank the blood from.

Divine Metamorphosis

"By Clever Bird's noble beak!"

Prerequisites: Worship an animal god, able to cast 3rd level divine spells.

Benefit: Your body shifts and morphs to better resemble your deity. You gain a primary natural attack (or secondary if you attack with a manufactured weapon in the same round) that matches the favored weapon of your deity.

Feral Stride

When you walk, the earth shakes. When you swim, the waves break. When you run, the sky cries.

Prerequisites: Nature's Stride

Benefit: When on a terrain chosen with Nature's Stride you can take a move action to make the ground within 10 feet of you difficult terrain, but only for enemies, until the start of your next turn.

Special: This may be taken multiple times. Each time it applies to a new terrain type (provided you have taken Nature's Stride in that terrain type).

Get Greedy

When you get greedy you either get it all or die trying.

Prerequisites: Power Attack

Benefit: You gain a further +2 damage when using Power Attack. However, if you miss you get a -4 to your AC until the start of your next turn. This feat can chose to be employed on a per attack basis but once an attack misses with it, it cannot be used until the start of your next turn.

Nature's Stride [Feral]

You almost never find flat surfaces in nature, therefore to be one with nature is to be adaptable to whatever situation you find yourself in.

Prerequisites: Primal Character OR Knowledge (nature) 5 ranks

Benefit: Choose a terrain listed in the ranger's favored terrain class feature. You ignore naturally occurring difficult terrain found within that terrain. Magically generated or manipulated difficult terrain affects your movement normally.

Special: This may be taken multiple times. Each time it applies to a new terrain type.

Strength of the Storm [Feral]

"Thunder crack, wind blow, rain come- you are the fire in my blood, the electricity in my soul. Come storm for you are the maker of my enemy's unmaking!"

Prerequisites: Primal Character OR Charisma or Wisdom 13

Benefit: You get a +1 caster level and a +1 morale bonus on attack and damage rolls when fighting during a storm or other intense weather condition.

Sunder Natural Armor [Feral]

Sure- the dragon's hide was tough. But Hrothgar was a skinner and with a good tug and the right leverage, it ripped off like a fresh scab.

Prerequisites: Str 13, Power Attack, Improved Sunder, Primal Character or BAB +6

Benefit: You can sunder the natural armor away from a creature. If successfully done, it reduces the creature's natural armor bonus by 1/4th (minimum -1) until a Heal check to treat deadly wounds is applied to it. Subsequent Sunderings stack (thus 4 successful sunderings to a creature's natural armor would remove its natural armor bonus entirely) but a single Heal check still repairs all such attempts. Each instance of magical healing or turn of regeneration restores 1 application of sundered natural armor.

Note: When sundering a creature's natural armor, roll your CMB check as normal. Count the creature's Constitution modifier as the hardness of the armor. The "hit points" of the natural armor (for the purposes of sundering it) is equal to twice the creature's HD.





Sunder Natural Weapons [Feral]

With a sickening “crick” the horn of the ram was ground-down to nothing but an uneven nub.

Prerequisites: Str 13, Power Attack, Improved Sunder, Primal Character or BAB +6

Benefit: You can sunder the natural weapons- rending flesh from limbs and crushing bone. This does not remove a limb or other sort of appendage- but damages it in such a way that it is rendered useless as a natural weapon until a Heal check to treat deadly wounds is applied to it. Each instance of magical healing or turn of regeneration restores 1 lost natural weapon.

Note: When sundering a natural weapon, roll your CMB check as normal. Count the creature's Constitution modifier as the hardness of the weapon. The “hit points” of the natural weapon (for the purposes of sundering it) is equal to twice the creature's HD. Each natural weapon has separate “hit points” for this purpose.

The Old Ways [Feral]

Sometimes the simple way is the best way.

Prerequisites: Weapon Focus (any simple weapon)

Benefit: Your bonus on attack rolls from Weapon Focus applies to all simple weapons. In addition, any time you wield a fragile weapon ^{UC} you may chose to act as though it did not have that property.

Uncanny Casting [Feral]

You draw strength from your passion. By throwing caution to the wind you enter a state of harmony with your magic- relying on instinct and passion to guide your magical hand.

Prerequisites: Primal Character or Combat Casting, Charisma 17 or Wisdom 17

Benefit: A character with this feat can re-roll a concentration check that they failed. The spell's caster level suffers a -3 penalty. This cannot bring a spell's caster level below 1.

Note: Characters with the rage ability who have this feat can also cast spells while raging.

Class Support Feats

Extra Manifestation

Prerequisite: Elemental Host, Manifestation class feature

Benefit: You gain an additional elemental host manifestation that you meet the prerequisites for.

Special: This feat may be taken multiple times; each time you gain a different manifestation.

Extra Spell Boost

Prerequisite: Spell Boost class feature

Benefit: You gain an additional spell boost. You must meet all the prerequisites for the spell boost.

Special: This feat may be taken multiple times; each time you gain a different spell boost.

Timed Release Casting

Prerequisite: Precasting class feature

Benefit: At the start of your turn, you may activate a single precast spell as a swift action.

Normal: You may only activate precast spells at the start of your first turn in combat.

Savage Warlord

Prerequisite: Triumph class feature

Benefit: You gain an additional warmonger triumph.

Special: This feat may be taken multiple times. Each time you take it you gain a different triumph.

Triumphant

Prerequisite: Warband class feature

Benefit: You gain an additional warband ability. In addition, if you have the Leadership feat, you gain a +1 to your leadership score.

Special: This feat may be taken multiple times. Each time you take it you gain a different warband ability. The bonus to your leadership score does not, however, further increase if you take this feat multiple times.

Primal Races

Bandar

Intro

In a topsy-turvy dimension where humans are beasts of the land, not unlike cows, the bandar are one of the dominant humanoid species. Strong, frumious, and with a sense of whimsical (but mean-spirited) fun, bandar are warriors and hunters without equal.

Physical Appearance

Physically they are not unlike centaur. The bottom of their body has the animalistic body of great cat, their upper torso that of a bulky and muscular human, and their head is feline. They have ears laid back flat atop their head like a hissing cat and green within green eyes. Their entire body is covered in shaggy dark fur and a bristly tail hangs off their backside. Some have lighter markings in patterns (bands, spots, stripes, etc) depending on their region of birth. Their back is covered in a ridge of coarse fur that has 3 inch quills protruding from it. Likewise their tails have these small quills embedded in them. Their bodies are muscular and hefty but they move with a fluid grace.

Society

Bandar live in very fiercely competitive society where individuals are expected to fend for themselves first. Unlike other races that live in cities bandar tend to establish domiciles over a large geographic area and travel to one or more nearby gathering places. In these gathering places (called "cities" by other races) trade, commerce, discourse, and even governance occurs. Bandar are possessive and tempers often flare over property disputes and trespassing.

While fiercely independent, bandar are often members of clans, tribes, or guilds related to their profession. These are often tumultuous things where one leader has a difficult time maintaining control without bribes or displays of force. Rather than a single leader many bandar organizations have a council. During times of war or disaster bandars work efficiently together for the greater good but once the crisis has passed, they are back to snapped at each other over petty things.

Bandar put little importance on gender and there is very little physical difference between men and women. Breeding is a casual affair and pregnancies are short (1-2 months), resulting in 1-3 offspring. Family ties are weak, though the male must offer a small bit of payment to the female to cover her downtime and pay the communal child-rearer to raise them for their first few years.

Travel

Bandar are well-known travelers of the cosmos and planes. They seem to possess a natural acumen about such things and thrive on whatever plane they find themselves on. This ability to exist on many different planes has resulted in bandar settlements being discovered by travelers in surprisingly inhospitable places. Bandar are sought-after inter-planar guides and are often hired as mercenary guards on such expeditions.

Relationships

Bandar are difficult to get along with due to their fierce independence and almost feral disposition. Weaker races or those without spines often see bandar as bullies. Evil bandar have been known to make those weaker than them into their slaves. Races who stand up to bandar are often treated with respect but are tested for weaknesses from time to time. While bandar are a bit rough around the edges, that doesn't mean they can't get along with others. They are respectful of authority backed up with strength and make fast and loyal friends with those that show them respect. Bandar often hire themselves out as mercenaries, adventurers, or thugs.

Alignment

Bandar tend to stay away from the good alignment as those who are too altruistic are often taken advantage of in bandar society. A few chaotic good bandar get away as they buck the rules of society and snap back hard against anyone who crosses them. Most bandar are neutral and a sizeable chunk are evil. They tend towards lawful alignments, respecting any legitimate authority backed up by strength. This can be problematic within their society because "who is the strongest" often changes and can make for turbulent political scenes.

Names

Bandar choose their own names when they are young. They are typically devoid of family names and are two words in the language of their region that denotes some quality they wish others to associate with them. Many chose names like, "Fear-Eater", "Valorous Sword", "Drum Beater", "Deathless Warrior", etc. Bandar have an odd habit of changing names with life-changing events. For example, if a bandar kills an elven king in single combat he might take the new name, "Elf-slayer" and may even have his name be in elven. As bandar put little importance on gender, their names are the same for both genders.

Standard Racial Traits

- **Ability Score Racial Traits (o):** Bandar are feral, graceful, and passionate but not particularly bright. They gain +2 Dexterity, +2 Charisma, and -2 Intelligence
- **Size (7):** Bandar are Large creatures and thus receive a +2 size bonus to Strength and a -2 size penalty to Dexterity. Large races take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. A Large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.
- **Type (3):** Bandar are monstrous humanoids.
- **Base Speed (-1*):** Bandar have a base speed of 30 feet.
- **Languages (o):** Bandar begin play speaking Common. Bandar with high Intelligence scores can choose from Giant, Sylvan, Gnome, Goblin, Orc, and Dwarven.
- **Quadruped (2):** Bandar possess four legs and two arms, granting them a +4 racial bonus to CMD against trip attempts and a +10 foot bonus to their base speed. In addition, members of this race use weapons and armor as if they were Medium (instead of Large).
- **Quill Defense (1):** Any creature that strikes a bandar with a non-reach melee weapon, unarmed strike, or natural weapon takes 1 point of piercing damage from the bandar's quills.
- **Planar Acclimation (1):** A bandar is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.
- **Darkvision (-):** Bandar have the darkvision 60 feet.

Total Racial Points: 13

*They have slow speed (-1) + the 10 feet from quadruped.

Favored Class Options

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

Random Bandar Starting Ages

- Adulthood: 20
- Intuitive: +1d6
- Self Taught: +2d6
- Trained: +3d6

Random Bandar Height and Weight

- (Male & Female)
- Base Height: 6 ft. 10 in.
- Height Modifier: +2d12 in.
- Height Range: 7ft - 8 ft. 10 in.
- Base Weight: 1,500 lbs
- Weight Modifier: +(1d10 x 50 lbs.)
- Weight Range: 1,550 - 2,000 lbs.

Bandar Racial Feats

Quill Tosser (Combat)

With a flick of your tail you can send your quills flying.

Prerequisites: Bandar, Throw Anything

Benefit: You may throw your quills as if they were daggers. This counts as a secondary natural attack. A bandar has 10x his Constitution modifier in quills that can be thrown per day. If he runs out of quills his quill defense racial feature ceases to function for 1 hour.

Special: A bandar with this feat who also has Quick Draw can throw multiple quills per round.

Quill Armor (Combat)

Your quills provide a veritable suit of armor.

Prerequisites: Bandar, Constitution 15, Coat of Quills

Benefit: You gain a +1 natural armor bonus to your AC.

Quicker Recovery

Your biology provides you with some aid in recovery.

Prerequisites: Bandar, Toughness, Constitution 15

Benefit: You gain a +2 bonus on saves against the confused, dazed, dazzled, exhausted, fatigued, nauseated, sickened, and stunned conditions.

Coat of Quills (Combat)

You have learned to promote the growth of your quills and style them in such a fashion that they injure your foes more often.

Prerequisites: Bandar, Constitution 13, quill defense racial trait

Benefit: Your quill defense deals damage equal to your Constitution modifier (maximum 1/2 your level, minimum 2 damage).

Table 7-1: Bandar Favored Class Options

CLASS	BONUS	SOURCE
Barbarian	+1/3rd damage with quills.	CRB
Ranger	+1/5th bonus on all saves when not on the material plane if the plane in question predominantly contains elements of one of your favored terrains.	CRB
Sorcerer	Add +1/4th to the DC of spells cast on outsiders.	CRB
Fighter	Add +1/4th to the damage dealt by the bandar's quill defense.	CRB
Rogue	+1/2 on Dirty Trick attempts so long as it's framed as a mean spirited prank.	CRB
Nomad	+1/2 on Diplomacy and Sense Motive checks when dealing with outsiders.	Nomad
Elemental Host	+1/2 damage against outsiders who share a subtype with your elemental spirit	AP: Primal
Battle Chef	+1 on checks to prepare meals made of humanoids. In addition, +1/3rd damage made with cooking weapons against humanoids.	Battle Chef

Hottah

Intro

Feared across all the forests and tundra they inhabit- the Hottah (Hoe-tah) are fierce, menacing, stoic moosefolk who care nothing for the laws of others. These moose-like humanoids only accept personal sovereignty and rare is the man who tries to convince them otherwise.

Physical

A hottah is a humanoid that stands about 7-8 feet tall, and weighs about 400-500 lbs. They look a bit top-heavy, with broad shoulders and even broader antlers growing from their moose-like skull. They have comparatively stubby legs due to the deep bend they have in them. Their fat fingers and toes are stocky and strong. Their eyes are a pure white or yellow and never seem pleased. There is little sexual dimorphism, males and females looking much the same in terms of their build and both have large antlers.

Mental

Hottah care nothing for the pain others feel. They live and let live provided it does not inconvenience them. They view every encounter aggressively and every newcomer with contempt, but do not act violently unless interfered with. It is wisest, perhaps, to simply leave a hottah alone when you see one- for that is what it expects. Even amongst its own kind the hottah are contemptuous towards adults of its same gender. They treat their children with world-weary acceptance but only educate and nurture them in a begrudging fashion once they pass the age of three. They are a very proud people, but they possess an atypical sort of pride.

They care almost nothing for social graces that do not directly and personally involve them- but if a sleight is made against them, they expect groveling and profuse apologies.

They are as mistrusting of others as they are of many members of their own kind. This, however, means that they are not particularly xenophobic and if someone shows their worth- hottah are willing to see their value quite readily. Despite their grumpy nature, they are quite civilized and are quite respectful of the personal sovereignty of others.

They respect people who respect them and may even develop strong acceptance of a kindred spirit ("friendship" is too strong of a word- it's always a bit begrudging). While racially they are curmudgeons, individuals raised in other societies may have a slightly softer personality- though they are always at least a bit standoffish.

Cultural

As a culture hottah are best thought of as a collection of individuals rather than as a contiguous whole. Though they build cities they tend to practice a form of anarcho-capitalism where everything is privatized, individual sovereignty is an accepted fact, and there is a total absence of a legally recognized centralized government. They like it best this way, though it tends to fail as they have a hard time with it due to their overtly hostile nature towards each other. Still, it is an effective way to run a community of hottah, many who have large personal territories spread over miles.

Like many aspects of hottah culture, their “territory” totally ignores any borders or rulership of a non-hottah nature. They ignore the rules of whoever’s domain they are in, forcibly asserting personal rights, and stubbornly refusing to accept legitimate authorities of other races. This might mean a hottah would straight up ignore taxation requests from a local lord whose jurisdiction encompasses the hottah’s land, refusal to stand trial for things even when they have broken a local law, and rejecting requests for people to cross their land (even if their domain is on a public road) without a toll. To add to this- they largely just make claims to territory- often growing it when they see fit and only shrinking it when someone stronger tells them that they are wrong.

Magic

Hottah are a magical race, often manifesting magical abilities from their bloodlines. They have a particularly strong connection to the spirit world and to the elements of stone and ice. Their creation myth tells us that they are the descendants of a nature deity and a moose. For this reason there are a fair number of hottah sorcerers of the elemental bloodline. This innate connection to nature has made them wise in the ways of spiritual magic and rituals. Much of the glue that binds them together as a species is related to the practice of rituals and visions.

Adventures

A hottah on an adventure is a hottah wronged. To get them to leave their territory they have to be royally pissed (which, to be fair, is not particularly hard to do). It has a mission and will fulfill it even if it kills them. They often adventure out of spite and, if they enjoyed the experience (which many do), they may invent or find new reasons to convince themselves to go on another adventure.

Standard Racial Traits

- **Ability Score Racial Traits (1):** Hottah are big, strong, stocky, humanoids with a very strong will, but are about as nimble as a drunk with a punching problem. They gain +2 Constitution and +2 Wisdom. (After adjustment for their size category they gain: +2 Constitution, +2 Strength, +2 Wisdom, and -2 Dexterity.)
- **Size (7):** Hottah are Large creatures and thus receive a +2 size bonus to Strength and a -2 size penalty to Dexterity. Large races take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. A large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.
- **Type (0):** Hottah are humanoids with the hottah subtype.
- **Base Speed (0):** Hottah have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Languages (0):** Hottah begin play speaking Hottah. Hottah with high Intelligence scores can choose from Common, Dwarven, Orc, Giant, or Terran.
- **Curmudgeon (-1):** Hottah are disagreeable, standoffish, and contemptuous as a matter of course. They take a -4 penalty to Diplomacy checks and never treat it as a class skill.
- **Antlers (1):** Hottah have a gore attack appropriate to their size category. For large creatures this primary natural attack does 1d8 damage.
- **Implacable Headspace (1):** Hottah gain a +2 racial bonus on concentration checks made to cast any spell defensively.

Racial Points: 9*

Racial Point Note*: While the hottah are, on paper, only 9 racial points their size, when combined with their natural weapon, their excellent ability scores, and penalty to a social skill should probably be considered much higher than this. We would put a Hottah on par with a race of about 11-13 racial points.

Alternate Racial Traits

BORN OF EARTH AND SNOW (1 RP):

If a hottah is a sorcerer with the elemental bloodline of earth or water, it treats its Charisma score as 2 points higher for all sorcerer spells and class abilities. This trait only grants a bonus for both earth and water. Furthermore, a hottah who is able to cast domain spells that correspond to the elemental plane of water or earth casts its domain powers and spells at +1 caster level. This trait does not give hottah early access to level-based powers; it only affects powers that they could already use without this trait.

This replaces the antler racial trait of the hottah.

SILVER HOOF (0 RP):

A hottah who is raised in colder northern regions gains a shaggy white pelt, smaller horns, and is somewhat smaller. They gain cold resistance 10, a +4 bonus on Stealth checks made to hide in the tundra, a +2 bonus on Survival checks, and Toughness as a bonus feat at 1st level, but are medium sized creatures (rather than large).

This replaces the large size racial trait of the hottah and replaces it with a medium sized racial trait.

FOREST CAMOUFLAGE (0 RP):

Some Hottah prefer to avoid conflict when they can, bettering their camouflage rather than learning to but heads with other hottah as much. These are normally loner hottah whose territory is far from others. You gain a +4 bonus on Survival and Stealth checks made while in the forest. This causes your antlers to deal damage as if they were 1 size category smaller than what you are (1d6 for a large hottah).

Random Hottah Starting Ages

- Adulthood: 20 years
- Intuitive: +1d4
- Self Taught: +1d6
- Trained: +2d6

Random Hottah Height and Weight

- (Male & Female)
- Base Height: 7'0 ft.
- Height Modifier:
- Height Range:
- Base Weight: 400 lbs.
- Weight Modifier:
- Weight Range:

Favored Class Options

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

Table 8-1: Hootah Favored Class Bonuses

CLASS	BONUS	SOURCE
Barbarian	Add 1 to the hotta's total number of rage rounds per day.	CRB
Cleric	+1/4 level to the hootah's effective caster level when casting spells with the Earth or Cold descriptor or that deal acid or cold damage.	CRB
Druid	Add +1/3 damage with the hotta's natural gore attack.	CRB
Wizard	Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.	CRB
Ranger	Add +1/4 to a single existing favored enemy bonus (maximum bonus +1 per favored enemy).	CRB
Sorcerer	Add +1/2 to cold and earth (acid) spell or spell-like ability damage.	CRB
Oracle	Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.	APG
Witch	The witch gains 1/6 of a new witch hex.	APG
Nomad	Add +1/4 to skill bonuses provided by wanderlust (Knowledge (nature), Knowledge (geography), Ride, Survival, and Perception).	Nomad
Dynamancer	+1/4 on Will saves if using Charisma in place of Wisdom via the Brash class feature.	Gonzo 2
Inheritor	+1/3 vessel bonus.	AP: Martial
Thane	+1/4 domination damage.	AP: Martial
Undying	+1/5 an extra use of self-resurrection.	AP: Martial
Runesmith	+1/3 glyph damage.	Runesmith

Jaegerhund

Intro

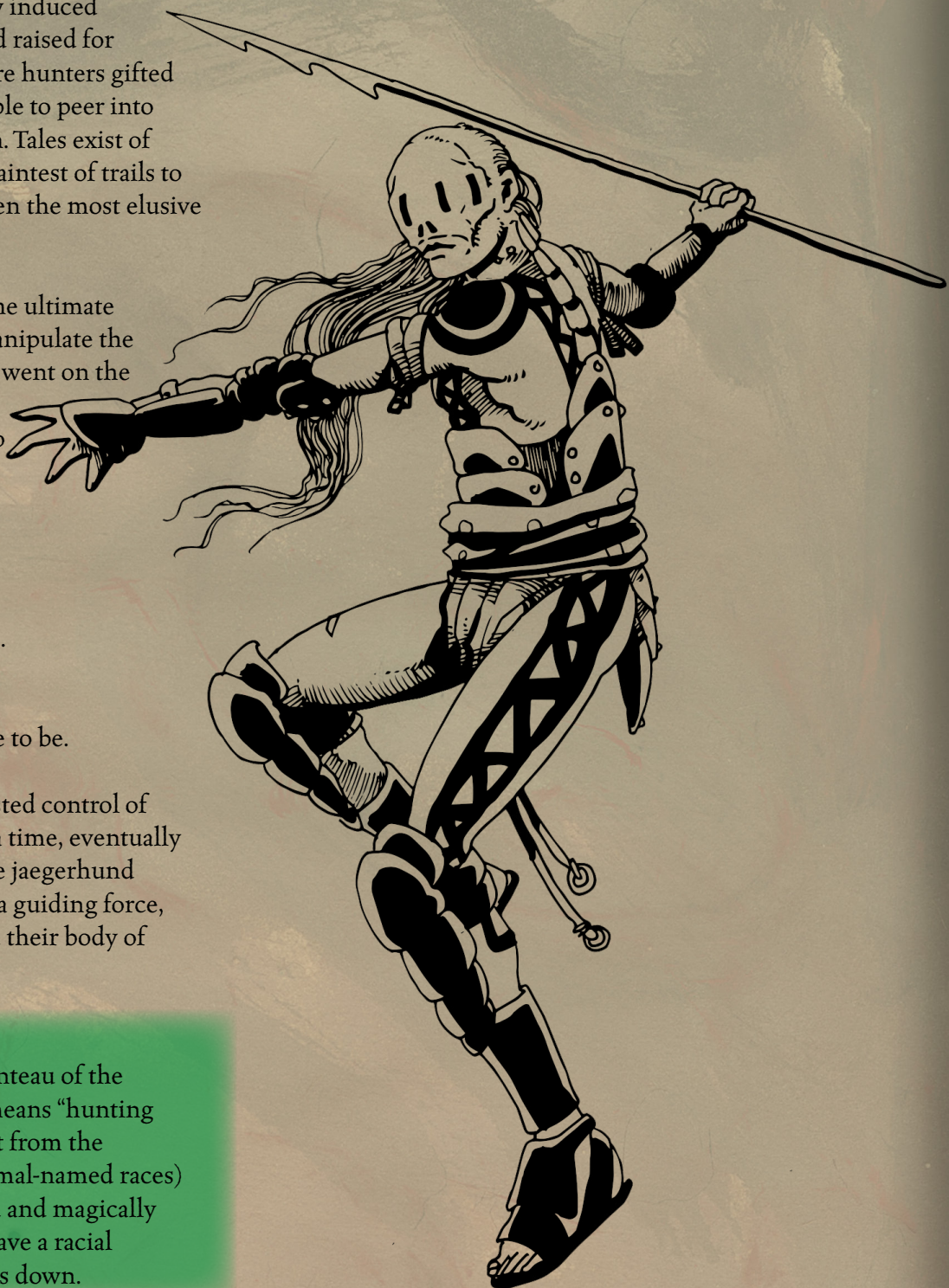
Idealized trackers born of magically induced tampering, jaegerhund are born and raised for the thrill of the hunt. Jaegerhund are hunters gifted with extraordinarily keen senses, able to peer into spectrums of light normally unseen. Tales exist of jaegerhund hunters following the faintest of trails to find their quarry, tracking down even the most elusive of prey.

A long time ago, a wizard seeking the ultimate hunter began using his magic to manipulate the genes of nearby townsfolk. As time went on the arcane mutations became more pronounced, causing the subjects to grow an additional set of eyes and gain increased olfactory sensitivity. Eventually they claimed to see colours that defied description, able to see into realms of light that remain hidden from most creatures. The changes were passed on from generation to generation, and thus the race called the jaegerhund came to be.

While the wizard enjoyed uncontested control of the mystically imbued hunters for a time, eventually his hold on them crumbled, and the jaegerhund scattered to the wind. Left without a guiding force, the jaegerhund now seek to expand their body of knowledge beyond their origins.

SIDEBAR: THE NAME

"Jaegerhund" is bastardized portmanteau of the German phrase 'jagdhund' which means "hunting dog". The race earned this name not from the appearance (as with most other animal-named races) but their origin and attributes. Bred and magically altered to be hunters, jaegerhund have a racial inclination to hunt and chase things down.



Physical:

Jaegerhund are humanoid in shape, generally stand about the same height as a human, only with wiry runners builds and grey-tone skin. Their facial structure is highly unusual; the majority of their face is taken up by a slick mask-like composition, giving them a highly pronounced profile. Two tall vertical slits lie where the nose would be, and two sets of slanted vertical slits reveal the jaegerhund's four eyes; two in the normal positions, and a second set farther back on the sides of their heads. The face mask ends slightly above the jaegerhund's mouth, ensuring the hunter never has difficulty eating or expressing themselves. Jaegerhund have thick grey or white hair that grows in patterns normally associated with older humanoids; widows peaks or pattern baldness are common, with males having anything from stubble to full beards in regards to facial hair. The overall effect sometimes confuses other races, who may mistake a jaegerhund as being older than they actually are. Interestingly, jaegerhund insist they aren't grey-coloured, but are actually a quite resplendent shade of orange-red. They claim others just can't see the right spectrum of light to truly witness their true colors.

Mental:

Jaegerhund tend to come across as only marginally interested in others, being easily distracted by moving or reflective objects. This isn't actually the case. Instead, jaegerhund are hyper-aware of their surroundings, and are paying attention to others even if they seem to be watching something else. Since they have 4 eyes, they will often look away from someone they are talking to, maintaining eye contact with their second set of eyes. The worst argument that can be leveled against jaegerhund as a whole is that they constantly crave mental stimulation, and are easily taken in by novelty and new distractions. Amusingly, all jaegerhund have a strong desire to chase anything running away, no matter what the situation or who they would be chasing. There have been instances of one jaegerhund running

after someone suddenly resulting in a long chain of jaegerhund all running after one another. Some jaegerhund find this embarrassing, while others enjoy any chance to run around. Jaegerhund have no real predilection towards any particular alignment, and tend to be products of their environment. They gravitate towards powerful authority figures and often seek to make themselves useful to local groups. Good aligned jaegerhund like to act as roaming judges and guards, while neutral ones enjoy work as bounty hunters and trackers. Outright evil jaegerhund are rare but terrifying, taunting and tormenting their prey as they run them into the ground.

Cultural:

Groups of jaegerhund left to their own devices tend to form basic hunter-gatherer tribes, focusing on physical prowess and hunting ability over fine craftsmanship and diplomacy. That is not to say that they are hostile to outsiders, just that they tend to come across as brutish and simple. Anyone able to show hunting ability is given respect. They are perfectly willing to trade, offering hides and martial services in return for quality weapons and fine goods. If brought into a more civilized culture, jaegerhund adapt to the rules of society with relative ease, although particularly strict cultures give them trouble. Civilized jaegerhund prefer to find work that allows them to either remain physically active or highlight their hunting abilities. Typically this means that jaegerhund gravitate towards careers as investigators and bounty hunters, although becoming a member of the town guard isn't unheard of. Even inside civilized areas, some jaegerhund feel stifled and caged, citing a need to run in order to let off steam. As products of magical genetic tampering, jaegerhund often feel they have no true patron deity. Tribes of jaegerhund will often partake in shamanism, nature worship, animism, or worshiping a nature deity if one reveals itself. Jaegerhund in civilized areas tend to worship popular local deities, although they may have strong ties to deities who endorse hunting and nature.

Adventurers:

Most jaegerhund go on adventures to appease a desire to pursue something, be it a tangible thing (a lover's murderer, an ancient artifact, etc) or an intangible concept (a place to belong, the approval of a mentor, etc). Jaegerhund are happiest when in active pursuit of something, so adventuring often gives a jaegerhund endless chances to find a goal to strive towards.

Standard Racial Traits

- **Ability Score Racial Traits (o):** Jaegerhund are spry and frighteningly aware of their surroundings, but they lack the keen social graces of more refined races. Jaegerhund characters get a +2 bonus to Dexterity and Wisdom, and -2 penalty to Charisma.
- **Type (o):** Jaegerhund are humanoid creatures with the jaegerhund subtype.
- **Size (o):** Jaegerhund are Medium creatures and have no bonuses or penalties due to their size.
- **Speed (o):** Jaegerhund have a base speed of 30 feet.
- **Languages (o):** Jaegerhunds begin play speaking Common. Jaegerhunds with high Intelligence scores can choose from the following: Giant, Gnoll, Goblin, Orc, and Sylvan.
- **Low-Light Vision (1):** Jaegerhund can see twice as far as humans in conditions of dim light.
- **Spectrum Sight (3):** As a move action, the jaegerhund can shift the sensitivity of their eyes to perceive a different portion of the light spectrum. While this ability is active, the jaegerhund gains the see in darkness ability, but becomes blinded in areas of bright light. A move action returns their vision to normal.
- **Born Hunter (2):** Jaegerhund gain an additional skill rank at first level and one additional rank whenever they gain a level. This extra skill rank must be used on one of the following skills; Perception, Stealth, or Survival.
- **Scent (4):** Jaegerhund have the scent ability.

Racial Points: 10

Alternate Racial Traits:

PRYING MIND:

Jaegerhund raised in civilized areas don't always have their ancestors skill at hunting, but they have a greater talent for rooting out information and dealing with others. A jaegerhund with this trait gains an additional skill rank each level. This skill rank must be used on one of the following skills; Diplomacy, Intimidate, or Sense Motive.

This replaces the Born Hunter racial trait.

THAUMATICAL SENSES:

Occasionally a jaegerhund will be born with an unusual mutation that allows them to 'see' the auras of magic. A jaegerhund with this trait gains a detect magic effect as a constant spell-like ability.

This replaces the Spectrum Sight racial trait.

WILD DOG:

Tribal jaegerhund sometimes regress to a more primal level of hunter, displaying less hunting talent but more raw combat prowess. A jaegerhund with this trait gains a primary bite attack (secondary if they attack with a manufactured weapon in the same round) that deals 1d4 points of damage, and gains a +2 racial bonus to Strength.

This replaces the Scent and Born Hunter racial traits.

PURSUIT HUNTER:

Some jaegerhund care less about finding prey than they do about chasing prey, running down foes through exhaustion. A jaegerhund with this trait gains Endurance as a bonus feat at 1st level, and an additional +10 move speed when using the charge, run, or withdraw actions.

This replaces the Spectrum Sight racial trait.

Random Jaegerhund Starting Ages

Adulthood: 20

Intuitive: +1d6

Self Taught: +2d6

Trained: +3d6

Random Jaegerhund Height and Weight

Male

- Base Height: 4 ft. 10 in.
- Height Modifier: +2d12 in.
- Height Range: 5ft - 6 ft. 10 in.
- Base Weight: 150 lbs
- Weight Modifier: +(2d12 x 7 lbs.)
- Weight Range: 164-318 lbs.

Female

- Base Height: 4 ft. 5 in.
- Height Modifier: +2d12 in.
- Height Range: 4 ft. 7 in. - 6 ft. 5 in.
- Base Weight: 110 lbs.
- Weight Modifier: +(2d12 x 7 lbs.)
- Weight Range: 124 - 278 lbs.

Jaegerhund Racial Feats:

Hunter's Gaze

You are able to shift your eyes sensitivity at a moment's notice.

Prerequisites: Jaegerhund, spectrum sight racial trait

Benefit: You may activate or end your spectrum sight racial trait as a swift or immediate action.

Normal: Using spectrum sight is a move action.

Infravision

By focusing your vision to the limit, you are able to 'see' the heat within creatures, even ones normally invisible...

Prerequisites: Jaegerhund, character level 5, Wisdom 13

Benefit: You may cast see invisibility as a spell-like ability, using your character level as your caster level. Creatures without a Constitution score or with the cold subtype remain invisible to you. You may use this ability a number of times per day equal to your Wisdom modifier.

Detect Pheromones

By reading the subtle differences in pheromones, you are able to determine a creature's mood and better influence them.

Prerequisites: Jaegerhund, scent

Benefit: You gain a +3 racial bonus on Diplomacy, Intimidate and Sense Motive checks made against humanoid creatures that are within range of your scent ability.

Hunter's Sense

Few are able to evade your senses.

Prerequisites: Jaegerhund, Alertness or Blind-Fight, Perception 9 ranks

Benefit: When making a Perception check, you may roll twice and take the result you prefer.

Favored Class Options

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

Table 9-1: Jagerhund Favored Class Bonuses

CLASS	BONUS	SOURCE
Barbarian	While raging, gain +1 foot of blindsense. In combat, this only has an effect if taken 5 times, or another increment of 5. A range of 7 feet is the same as a range of 5 feet.	CRB
Ranger	Add 1 foot to the jagerhund's base move speed. In combat this has no effect unless the jagerhund has selected this reward 5 times (or another increment of 5); a speed of 33 feet is effectively the same as a speed of 30 feet, for example.	CRB
Rogue	Reduce the miss chance to hit a target with partial or full concealment by 1%. The jagerhund must still know where a creature is to attack it.	CRB
Wizard	Spells from the divination school penetrate an additional 1/2 inch of non-lead material, and 1/10th an inch of lead.	CRB
Inquisitor	Gain 1 additional round of the bane ability. This does not grant the bane ability early.	UC
Judge	Choose a single legal decree. Increase the save DC of that legal decree by 1 (maximum +4 to a single legal decree).	Judge
Athlete	+1/6 an additional use of determination.	AP: Martial
Brave	Coup points last 1/5th an additional round.	HotW
Detective	Start each day with +1/4 an eureka point.	Detective's Handbook
Warmonger	+1/4 bonus to attack rolls against a target you are flanking with a member of your pahg.	AP: Primal
Automancer	Add 1 foot to the jagerhund's base move speed. In combat this has no effect unless the jagerhund has selected this reward 5 times (or another increment of 5); a speed of 33 feet is effectively the same as a speed of 30 feet, for example.	AP: Primal

Manameg

Intro

Manameg (Mana-meg) are long-lived, enormous, permanently joyful, naive, carefree whale-folk who wouldn't know a trap if someone sent them a letter about it three weeks in advance. Manameg are gentle giants, careful to not offend anyone intentionally, and painfully polite (often apologizing profusely after stabbing someone).

Physical Appearance

Manameg are biologically similar to toothed whales and are visually reminiscent of sperm whales. They have rectangular, blocky, heads that hang well over their thick bodies. Their arms are strong, thickly padded, and end in thick stubby fingers. They possess a fluked tail of some length but of vestigial functionality. It is often dragged behind them or lifted to augment communications but otherwise useless on land (too heavy to lift or be used as a weapon). While in the water manameg can use their tail more effectively; but only to aid in swimming, as it is underdeveloped. They have stocky legs that are less adapted to walking on land than the legs of most races, however they are sturdy and serve them well when used in conjunction with their tail for balance. They have eyes located on the sides of their heads that are poorly developed and not particularly expressive. They have a very low bone to muscle ratio, meaning most of their tough-skinned body rests on a relatively thin frame.

Speech

Manameg do not open their mouths to talk, rather they use a resonant chamber in their skull to make the noise. When speaking, manameg habitually draw out the long vowels sound in words with double "o"s ("How are youooooo?" "I'd like some cake toooo." "That sword is made of bamboooooo.") and have a long wavering form of slow speech that infuriates other races from times to time. They have been known to take twice as long to speak as other races, but are noted for having hauntingly beautiful singing voices. Despite their proclivity to not open their jaws to speak they have very expressive faces that they often adorn with sappy smiles or compassionate frowns.

Settlements

Manameg are amphibious and prefer to live near the ocean, large lakes, or even rivers. They feed on fish. While fish and other bounties from the sea are their primary exports, they also include artisan crafts and even livestock. Manameg put little stock in technological advancement, preferring to invest in the stability of their communities and the enrichment of the lives of those within their community. They place the value of self-expression and joy over prosperity but are always mindful of the needs of the community. Manameg are woefully ill-equipped as merchants, as they are far too trusting, but still attempt trade with friendly (or unfriendly) races from time to time.

Manameg are communal in their government, often ruled by consensus or a small circle of respected elders. They do not often have a large book of laws, relying on tribunals over such codified things. Their punishments are light, often slaps on the wrist when compared to the crime. Manameg do not use the death penalty or even incarceration. The heaviest sentences involve banishment, and shunning and reparations are commonplace in all instances.

Pods

Manameg families are very tight and emotionally interconnected. They refer to their family as their "pod" and it may include extended family members or even very close friends. A manameg's "pod" is defined by his own viewpoint and it is the greatest honor to be welcomed into one. These whale folk are big on interdependence and trust, often expecting others to do things for them, even if they have not requested it (this creates a lot of confusion). They also, unfortunately, are trusting to the point of accepting a wolf amongst their flocks of sheep.

Naivete

Many races have taken advantage of the manameg and they are often press-ganged into service as sailors or captured as slaves. In fact, a great number of manameg are under the thumb of one race or another and it is only through the valor of more morally upstanding races that they are freed (as manameg would never attempt to escape or rebel). While manameg have a basic understanding of right and wrong, dangerous and safe, it is childish and they are far too willing to believe in the goodness of others. For example, while they may know devils are evil, they are ready to accept one into their home if they say they are seeking to redeem themselves and ask for help from the manameg. This deficiency has led them to fall under the auspices of less naive, but still morally upstanding, races who treat them with respect but protect them from the traps of others.

Manameg are not unintelligent however. While they do not excel in matters of worldly thought, they can be quite studious and passionate in elocution when the mood strikes them. Many are eloquent poets, singers, craftsmen, and philosophers who offer insight into the eternal wellspring of hope that the manameg have for the world. Manameg throw their all into everything, even if it is slave labor, with an endless energy that comes from their large hearts. Many manameg join pious religious orders, committing selfless acts of contrition that pull at the heart strings.

Standard Racial Traits

- **Ability Score Racial Traits (0):** Manameg are extremely eager to please, tough as nails, but are easy to take advantage of. They gain +2 Charisma, +2 Constitution, and -2 Wisdom.
- **Size (7):** Manameg are large sized. They gain a +2 size bonus to Strength and a -2 size penalty to Dexterity. Large races take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. A Large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.
- **Type (0):** Manameg are humanoids with the manameg and giant subtypes.
- **Base Speed (0):** Manameg have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Languages (1):** Manameg begin play speaking Common. Manameg with high Intelligence scores can choose from any language (other than secret ones).
- **Naivety (-3):** Manameg take a -4 penalty on Sense Motive and Bluff checks and never treat them as class skills. In addition, the DC to influence the attitude of a manameg is 5 lower than it is for other creatures (Hostile = 20 + CHA modifier, unfriendly = 15 + CHA modifier, etc).

- **Ocean Born (4):** Manameg gain a +4 racial bonus on Swim checks, can always take 10 while swimming. In addition, manameg can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.
- **Poor Eyesight (-1):** Manameg take a -2 on sight-based Perception checks.
- **Natural Armor (2):** Manameg gain a +1 natural armor bonus to their Armor Class.
- **Endless Determination (2):** Manameg receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Total: 12 RP

ABILITY SCORE AFTER SIZE:

- +2 Strength, +2 Charisma, +2 Constitution, -2 Wisdom, -2 Dexterity
- -1 on attack rolls, -1 AC*, +1 to CMD/CMB, -4 Stealth (*Counteracted by the natural armor they receive.)

Random Manameg Starting Ages

- Adulthood: 40
- Intuitive: +1d6
- Self Taught: +2d6
- Trained: +3d6

Random Manameg Height and Weight

Male

- Base Height: 17 ft. 0 in.
- Height Modifier: +1d4 ft.
- Height Range: 18 ft. - 21 ft.
- Base Weight: 2,000 lbs
- Weight Modifier: +(1d10 x 100 lbs.)
- Weight Range: 2,100-3,000 lbs.

Female

- Base Height: 15 ft. 0 in.
- Height Modifier: +1d4 ft.
- Height Range: 16 ft. - 19 ft.
- Base Weight: 1,700 lbs
- Weight Modifier: +(1d10 x 100 lbs.)
- Weight Range: 1,800-2,700 lbs.

Favored Class Options

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

Table 10-1: Manameg Favored Class Bonuses

CLASS	BONUS	SOURCE
Bard	Add a +1/2 a new language and a +1/2 bonus on Diplomacy checks to improve their relationship towards you.	CRB
Cleric	Add +1/3 to the cleric's channeled energy total when healing creatures.	CRB
Druid	+1 on all checks to influence aquatic animal's attitudes.	CRB
Fighter	Add +1/2 to the fighter's CMB when performing a bull rush or trample maneuver.	CRB
Warmonger	+1 mile maximum radius of pahg.	AP:Primal
Lover	+1/2 to the DC of pacify	AP:Magic

Utarae

Intro

The avian utare, by some strange twist of fate, need not consume the flesh of others to continue living, instead they only need to hear music. With an appreciation for music on par with other cultures appreciation for food, utare have become renowned for their bodacious minstrels and peerless dancers.

Physical

Utare are avian humanoids with long slender beaks and both arms and legs that end in dextrous talons. Utare have bright eye-catching coloration (reds, yellows and whites are all common), Though most Utare are unable to fly, they have a large breath of fabulous plumage that they may extend outwards. Utare dancers tend to make excessive use of this plumage.

Mental

The stereotypical utare is a jovial, somewhat mercurial creature who is more than willing to extend the an olive branch to an unfamiliar race. At the same time they are flighty and have difficulty concentrating on things for extended periods of time, instead preferring to roam about with their head in the clouds.

Cultural

With no need to settle in fixed locales to hunt and develop a food surplus utare often live nomadic lifestyles, wandering in loose cycles with the changing of the seasons. Other utare immigrate to the cities of other races, taking up trades as minstrels and entertainers in search of new and exotic music.

Adventurers

Utare can adventure for any number of reasons, none of them particularly serious. These can range from looking for new and exotic music to participating in some feather brained scheme to pass the time.



Standard Racial Traits

- **Ability Score Racial Traits:** Utare are graceful and charismatic, they gain +2 Charisma, -2 Wisdom, and +2 Dexterity.
- **Type:** Utare are humanoids with the utare subtype.
- **Size:** Utare are medium creatures and thus have no bonuses or penalties due to their size.
- **Base Speed:** Utare have a base speed of 30 feet.
- **Languages:** Utare begin play speaking Common and Utare. Utare with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic)
- **Audiophile (Ex):** An utare doesn't need to eat or drink like a normal creature, instead it needs to hear music to gain sustenance. Thirty minutes a day is enough to feed most utare, these minutes do not need to be consecutive. Utare may still eat if they choose to but gain no nutritional benefit for doing so.
- **Darkvision:** Utare have darkvision 60 ft. (they can see perfectly in the dark up to 60 feet.)
- **Auditory Fortitude:** Utare gain a +2 racial bonus on saving throws against effects that inflict the deafened condition or deal sonic damage.
- **Songbird:** Utare always receive Perform as a class skill, if they already receive Perform as a class skill then they gain a +2 racial bonus on such checks.
- **Magic Words:** Uatre add +1 to the caster level of any spell with the sonic descriptor with a verbal component they cast. Utare also gain the following spell-like abilities (with a caster level equal to the user's character level):

These save DCs are charisma based.

At will—*Ghost sound*;

1/day—*Ear-Piercing Scream*, *Ventriloquism*,
Solid Note^{APC}

Alternate Racial Traits

SILVER TONGUE

The utare gains Perform (sing), Diplomacy, and Bluff as class skills if they didn't have them already.

This replaces songbird.

SWEET NOTHINGS

Uatre add +1 to the caster level of any spell with the language-dependant descriptor with a verbal component they cast. Utare also gain the following spell-like abilities (with a caster level equal to the user's character level):

These save DCs are Charisma based.

At will — *Lullaby*;

1/day — *Sleep*, *Charm Person*, *Suggestion*

This replaces magic words.

CLEVER RAPTOR

The utare gains a +2 bonus on saves against the deafened condition or mind-affecting effects with a verbal component. This replaces auditory fortitude

Racial Subtypes

NIGHTSHIFTED

Uatre who hatch under the new moon exhibit notably different physiological traits from their brethren. They possess deep blue and purple plumage, and often have moody, sullen dispositions. They often have the sweet nothings and clever raptor traits.

Utare Racial Feats

Audopyre

Prerequisites: Utare, Perform (sing) 5 ranks, magic words or sweet nothings racial trait

Benefit: You may, as an immediate action, a number of times per day equal to your Charisma bonus, cast silence centered on you. If sound or a sonic based effect would occur within or draw its line of effect through you and the silence spell stops the effect, you gain 2d6 + 3 times the sum of your ranks in Perform (sing) and your Charisma bonus in temporary hit points, which last for 1 minute. Should you attempt to use this ability more times than you would otherwise be able to you are fatigued at the end of your turn, if you attempt it again then you are exhausted. You cannot use this ability while exhausted.

Screech

Prerequisites: Utare, Perform (sing) 5 ranks, magic words racial trait

Benefit: You may, a number of times per day equal to your Charisma modifier, emit a 20 foot cone that deals 1d6 points of sonic damage per rank in Perform (sing) that you possesses. A Fortitude save (DC 10 + $\frac{1}{2}$ ranks in Perform (sing) + your Charisma modifier) halves this damage. If you attempt to use this ability more times then you would otherwise be able to you are fatigued afterwards, if you attempt it again then you are exhausted. You cannot use this ability while exhausted.

Sonic Spell (Metamagic)

Prerequisites: Utare, Perform (sing) 5 ranks, magic words racial trait

Benefit: You may replace a spell's normal damage with sonic damage or split the spell's damage, so that half is sonic damage and half is of its normal type. A spell modified by this spell has a verbal component, even if it normally wouldn't.

Level Increase: +2 (a sonic spell uses up a spell slot two levels higher than the spell's actual level.)

Sky Dancer

Prerequisites: Utare, Perform (dance) 10 ranks.

Benefit: You gain a pair of fabulous feathered wings that grant a fly speed of 30 feet (average maneuverability) if wearing light armor or unencumbered, or 20 feet (poor maneuverability) with a medium or heavy load or medium or heavy armor. You may make Perform (dance) checks in place of Fly checks.

Table 11-1: Utare Favored Class Bonuses

CLASS	BENEFIT	SOURCE
Bard	Choose one bardic performance; treat the bard as +1/6 level higher when determining the effects of that performance.	Core
Skald	Increase the skald's total number of raging song rounds per day by 1.	ACG
Sorcerer	Add +1/2 point of sonic damage to spells that deal sonic damage cast by the sorcerer.	Core
Cavalier	Add +1/4 to the cavalier's banner bonus.	ACG
Swashbuckler	+1/4 dodge bonus to AC against a creature he ended his turn adjacent to.	ACG
Rogue	+1/4 to the result of any sneak attack die that rolled a 1 against a target that the Rogue successfully feinted.	Core
Slayer	+1/4 to the result of any sneak attack die that rolled a 1 against a target that the Slayer successfully feinted.	ACG
Bloodrager	Add +1/2 point of sonic damage to spells that deal sonic damage cast by the bloodrager.	ACG
Barbarian	Add 1 foot to the barbarian's base speed. In combat, this has an effect only for every five increases in the barbarian's base speed.	Core
Brawler	+1/4 dodge bonus to AC against a creature he ended his turn adjacent to.	ACG

Yetin

Intro

The man-like snow-apes of the high peaks are not as frigid as all think. Some among them are possessive of a deeper intelligence than ever before thought possible by one of their kind. Mayhap it is evolution or devolution but small settlements of these intelligent yeti-men, or "yetin", exist hidden on the snow shrouded peaks of the highest mountains.

Physical

The yetin are a more diminutive branch of the yeti's evolution. Manish in their build, these shaggy white humanoids look like some mix between an upright ape, a bear, and a man. They have the ink-black skin of a polar bear that is exposed around their eyes, nose, mouth, hands, and toes; but the rest of their body is covered in dense, long, thick, white shag. Males have a longer mane of hair that resembles a lion's while female yetin have small vestigial horns over their ears that look a bit like bull's horns. The arms of a yetin are disproportionately larger than they would be on a human and they have small hands but extremely large feet with powerful toes for gripping. Yetin have stout, curved, 1/2 inch black claws on their hand that allow them to dig into the ice.

Yetin live indefinitely. They mature over the course of about 10 years and after that their bodies change little. Few live past 30 due to the harsh climate they live in and the dangers it presents but their eldest are thought to be hundreds of years old.

Mental

Yetin are a clannish folk- clustered in tight hunter-gather packs. They dislike and mistrust outsiders, often killing those that fail to prove that they will keep their village's location a secret. They rarely leave their villages but when they do they tend to be abrasive, curt, and dismissive of strangers. They have a nurturing side however and once one earns their trust the yetin are a deeply empathetic race. Their hard, xenophobic, exterior is a front to protect their feelings from overflowing. They are a very sensitive race who takes great care to lavish platonic affection on those they care about.

Cultural

Hidden from the world in high peaks where snow storms almost constantly rage- yetin prefer to remain apart from other species. They are deeply mistrusting of strangers and prefer to keep it that way. They are hunter gatherers and their dwellings are often temporary or seasonal. They often use caves and burrows as their homes and sparsely decorate them.

Yetin have a fixation of prophecy and portance, and they are very superstitious. Every sign, no matter how mundane, is noted and

puzzled over. They view the world as a series of cycles- some short as a few hours or days and others as long as a thousand years. They keep track of this information with their impressive memories and indefinite lifespans.



Families are extremely close and children almost never leave their parent's sight until they take a spouse. Even then multiple generations of yetin cohabitate, sleeping in great furry heaps to stay warm. Yetins are culturally polygamous and as many as four spouses of various genders may be married together. These plural marriages are often quite romantic and involve much courtship of a new member. If one leaves or dies- it is taboo to "replace" them.

Adventures

Yetins are deeply superstitious and very in-tune with the signs of the world around them. They will often adventure due to signs, family obligation, or out of a dire need. They normally are reserved and xenophobic- though this can be overcome if a yetin is raised in another culture.

Random Yetin Starting Ages

- Adulthood: 10
- Intuitive: +1d4
- Self Taught: +1d6
- Trained: +2d6

Random Yetin Height and Weight

Male

- Base Height: 5 ft. 1 in.
- Height Modifier: +2d12 in.
- Height Range: 5 ft. 3 in. - 7 ft. 1 in.
- Base Weight: 160 lbs.
- Weight Modifier: +2d12x7 lbs.
- Weight Range: 174 - 328 lbs.

Female

- Base Height: 4 ft. 9 in.
- Height Modifier: +2d12 in.
- Height Range: 120 lbs.
- Base Weight: 120 lbs.
- Weight Modifier: +2d12x7 lbs.
- Weight Range: 134 - 288 lbs.

Standard Racial Traits

- **Ability Score Racial Traits (0):** Yetin are built like a gorilla and are quite strong but lack the higher intelligence of some species. They are, however, quite wise and in tune with signs and portents. They are very instinctual and have a well developed common sense about them. They gain +2 Strength, +2 Wisdom, and -2 Intelligence
- **Size (0):** Yetin are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type (0):** Yetin are monstrous humanoids.
- **Base Speed (0):** Yetin have a base speed of 30 feet.
- **Languages (0):** Yetin begin play speaking Giant. Yetin with high Intelligence scores can choose Common, Undercommon, Orc, and Aklo.
- **Snowborn (4):** Yetin can see perfectly in snowy conditions (such as those created by a snowstorm). In addition, yetin gain a +4 bonus on Stealth checks made to hide in snowy environments.
- **Climb (2):** Yetin have a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants.
- **Darkvision (-):** Yetin have darkvision 60 feet.
- **Cold (6):** A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike.
- **Fire Vulnerability (-2):** Yetin takes 1.5x damage from fire.
- **Cold Resistance (2):** Yetin have cold resistance 10.
- **Sky Signs (1):** Yeti are so adept at reading portents and signs in their natural environment that they can predict the weather. They can spend a full-round action to predict the weather in an area for the next 24 hours. This prediction is always accurate, but cannot account for spells or supernatural effects that might alter the forecast.

Racial Points: 13

Favored Class Options

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

Table 12-1: Yetin Favored Class Bonuses

CLASS	BONUS	SOURCE
Barbarian	Add 1 to the yetin's total number of rounds of rage per day.	CRB
Druid	Add +1/3rd damage with spells that deal cold damage.	CRB
Oracle	Add +1/6 to the oracle's level for the purpose of determining the effects of one revelation.	APG
Shaman	+1 to the DC of a single hex (maximum +4 to any one hex).	ACG
Thane	+1/3rd damage rolls with weapons that deal bludgeoning damage or thrown weapons.	AP: Martial
Gnostic	Echoed spells that deal damage also deal an additional 1/4 damage per d6.	AP: Magic



The Open Gaming License v1.0

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

- System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
- Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.
- Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
- Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn
- Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.
- Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
- Pathfinder Roleplaying Game Occult Adventures. © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.
- Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

- Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.
- Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.
- Little Red Goblin Games Racial Guide 2.5: Halfbreeds and Hybrids © 2014, Little Red Goblin Games LLC, Authors: Caleb Aylsworth, Jeremiah Zerby, Christos Gurd, Scott Gladstein, Stewart Hall, Nick Esposito, Jason "Mikaze" Garrett, and Sarah Counts
- The Runesmith © 2014, Little Red Goblin Games LLC; Author: Scott Gladstein, Caleb Aylsworth, and Jeremiah Zerby
- Little Red Goblin Games Racial Guide 4: Nontraditional Races © 2014, Little Red Goblin Games LLC; Author: Scott Gladstein, Christos Gurd, Ian Sisson, and Dayton Johnson.
- Nomad Base Class © 2014, Little Red Goblin Games LLC, Authors: Scott Gladstein, Christos Gurd, Dayton Johnson, Caleb Aylsworth, and Jeremiah Zerby
- Battle Chef © 2014, Little Red Goblin Games LLC, Authors: Scott Gladstein, Jeremiah Zerby, and Caleb Aylsworth
- The Judge © 2014, Little Red Goblin Games LLC, Authors: Scott Gladstein, Caleb Aylsworth, Jeremiah Zerby, and Maverik Bishop
- The Detective's Handbook © 2014, Little Red Goblin Games LLC, Authors: Scott Gladstein, Christos Gurd, Dayton Johnson, Caleb Aylsworth, Jeremiah Zerby Alternate Paths: Martial Characters © 2015, Little Red Goblin Games LLC; Author: Scott Gladstein, Christos Gurd, Caleb Aylsworth, and Dayton Johnson.
- Heroes of the West, Copyright © 2014, Little Red Goblin Games LLC, Authors: Scott Gladstein, Dayton Johnson, and Jeremiah Zerby
- Alternate Paths: Magical Characters © 2015, Little Red Goblin Games LLC; Author: Scott Gladstein, Jeremiah
- Alternate Paths: Divine Characters © 2016, Little Red Goblin Games LLC; Author: Scott Gladstein, Ian Sisson, and Dayton Johnson.
- Alternate Paths: Primal © 2017, Little Red Goblin Games LLC; Author: Scott Gladstein, Ian Sisson, Dayton Johnson, and Sasha Hall.

PRODUCT IDENTITY

Little Red Goblin Games LLC company names and logo; backgrounds as well as all trade dress and graphic design elements are all reserved as product identity. The illustrations on pages 22, 23, 24, 31, 32, 37, 40, 53, 67, and 75 are owned by Little Red Goblin Games LLC. All other illustrations are products of their creators. These illustrations have either been licensed to Little Red Goblin Games LLC or reside in the public domain.

OPEN CONTENT

All content not reserved above as product identity (including mechanics and proper names) book are Open Game Content as described in Section 1(d) of the Pathfinder Compatibility License.