

PRIMAL HOST

PATHFINDER
ROLEPLAYING GAME COMPATIBLE


**Little Red
Goblin Games**



PRIMAL HOST

Credits

Producer: Scott Gladstein

Designers: Maverik Bishop, Jeremiah Zerby, Caleb Aylsworth

Art: Nolan S (<http://thecosmicgoose.deviantart.com/>), Andrew "Viking" Bortniak

Graphic Designers: Caleb Aylsworth, Scott Gladstein



A Product of Little Red Goblin Games, LLC
Questions? Comments? Contact us at:
ScottGladstein@littleredgoblingames.com
<http://littleredgoblingames.com/>
© 2013, All Rights Reserved



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

PRIMAL HOST

A new base class for the Pathfinder Roleplaying Game.

There are creatures of pure wanton need, called primal urges, creatures that can rarely survive on their own. They seek out a host and bind to him. These hosts, called primal hosts, walk a fine line between their own interests and the primal urge's. As the host gains experiences, so too does the primal urge; they begin to work together to further each others' ends. A cooperative relationship can allow the primal host to wield his urge's powers with skill and intelligence, but the urge can take the reins of their joint body as well and wreak whatever havoc it wishes. In this case they become a whirlwind of destruction.

ROLE:

The primal host can fill a number of roles depending on the ways they can morph. They tend to be front-line fighters with limited abilities to heal themselves, but they can also gain some abilities to resist damage or gain ranged abilities.

ABILITIES:

The primal host is actually two beings in one. It helps to have a good Charisma to maintain good lines of communication with his symbiotic tenant. Strength and Dexterity can both be useful depending on how the primal host approaches combat situations, but Constitution is always a good standby to maintain life in the middle of the battlefield and to fuel some of his symbiote's abilities.

ALIGNMENT:

Primal hosts can be of any alignment, as can their urges. Having conflicting interests can make for interesting dynamics in regards to sating some of the baser appetites of the creature with whom a primal host shares a body.

HIT DICE: d10

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

CLASS SKILLS:

The primal host's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Points Per Level: 2 + Int modifier

Class Features

The following are class features of the primal host.

Weapon and Armor Proficiency:

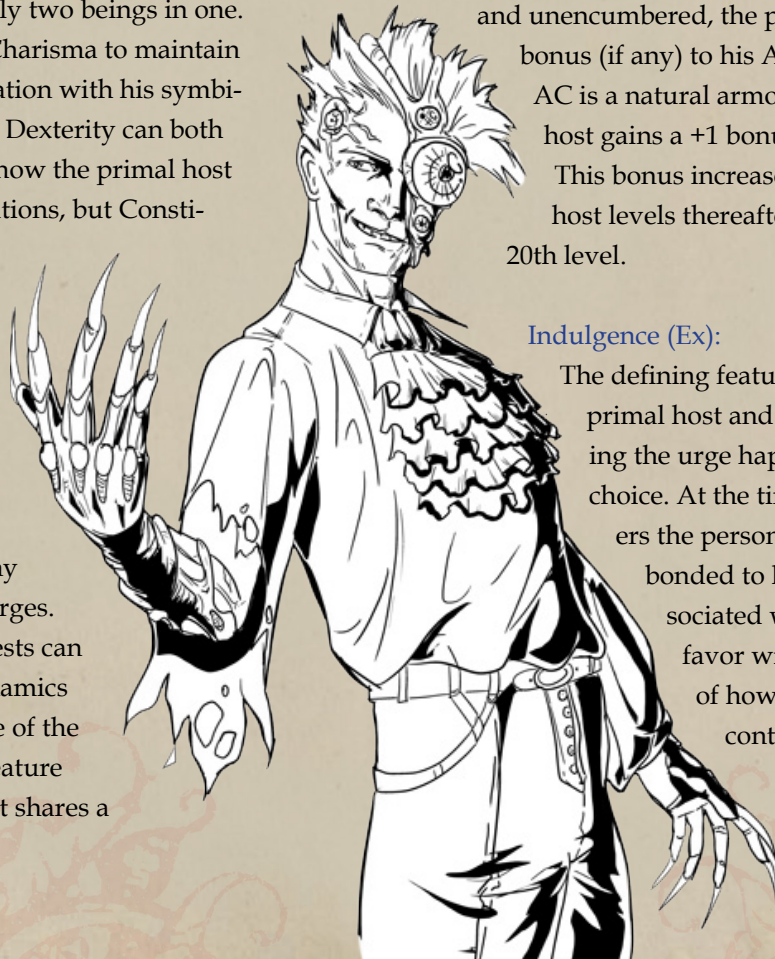
A primal host is proficient with all simple weapons, and no armor. A primal host wearing armor loses access to his natural armor and morphs.

Natural Armor (Ex):

The primal host's urge forms plates, scales or some sort of armor with which to protect its bearer. When unarmored and unencumbered, the primal host adds his Charisma bonus (if any) to his AC and his CMD. The bonus to AC is a natural armor bonus. In addition, a primal host gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four primal host levels thereafter, up to a maximum of +5 at 20th level.

Indulgence (Ex):

The defining feature of the relationship between a primal host and his urge is indulgence, making the urge happy by indulging its vice of choice. At the time of bonding the host discovers the personality quirk of the urge who has bonded to him. Each quirk has actions associated with it that could earn the host favor with his partner, and examples of how the urge would act while in control of the host's body.



The partnership between the primal host and his urge

TABLE 1-1: THE PRIMAL HOST

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+2	+0	Indulgence, primal weapons, symbiote breed
2nd	+1	+3	+3	+0	Morph
3rd	+2	+3	+3	+1	Symbiosis
4th	+3	+4	+4	+1	Morph
5th	+3	+4	+4	+1	Primal weapons
6th	+4	+5	+5	+2	Morph
7th	+5	+5	+5	+2	Dual control (skills), symbiosis
8th	+6/+1	+6	+6	+2	Morph
9th	+6/+1	+6	+6	+3	Multiattack
10th	+7/+2	+7	+7	+3	Master morphs, primal weapons
11th	+8/+3	+7	+7	+3	Of two minds
12th	+9/+4	+8	+8	+4	Morph
13th	+9/+4	+8	+8	+4	Dual control (saves)
14th	+10/+5	+9	+9	+4	Morph
15th	+11/+6/+1	+9	+9	+5	Primal weapons, symbiosis
16th	+12/+7/+2	+10	+10	+5	Morph
17th	+12/+7/+2	+10	+10	+5	Retake control
18th	+13/+8/+3	+11	+11	+6	Morph
19th	+14/+9/+4	+11	+11	+6	Dual control (damage rolls)
20th	+15/+10/+5	+12	+12	+6	Final symbiosis, morph, primal weapons

can lead to varying levels of self-control. While the urge is happy the host enjoys full – sometimes even better than full – control of his body. In exchange, if the urge is restless or unhappy the host's control of his own body can suffer.

As a free action, the host can indulge his partner by letting him take full control of his body for 3 rounds. Doing so earns him 1 favor token and adds 1 to the relationship score of the primal host and his urge. At the start of a turn in which the primal host allowed the urge to control his form he gains 1 favor token. While the urge controls the host body it gains a +1 bonus to attack rolls, with an additional +1 bonus for every five primal host levels he possesses. The urge does not gain the benefits of the relationship score results while it is in control of the body.

In times of stress, particularly under circumstances which go against what the primal urge wants, the primal urge can attempt to wrest control away from the primal host. In these situations the host may allow the urge to take over

for 3 rounds, as per normal, or he may attempt a charisma check DC 10 + the primal host's Charisma modifier to maintain control of his body. Succeeding on the check allows him to maintain his control, but he loses 1 from his relationship score. If he fails the urge controls his body and he does not gain 1 relationship from the symbiote's control. In extreme circumstances or when failing a Charisma check with a relationship of 0, the GM may assume control of the primal host.

A primal host can store a number of favor tokens equal to his Charisma modifier. He can spend favor tokens on morph special abilities and certain symbiosis results.

LOSING CONTROL VS GIVING UP CONTROL

There is a major difference between the primal host giving his urge free reign over his body and the urge wresting control from him. When the host gives up control willingly, he can do something to at least aim the fury of his urge. This allows him to retain control of his character provided he follows the guidelines to what the urge would want.

TABLE 1-2: PRIMAL HOST RELATIONSHIP SCORE

RELATIONSHIP SCORE	STATUS	DESCRIPTION
9-10	Fond	+2 on all Strength, Dexterity, and Constitution-based checks. +2 on Charisma checks to maintain control.
7-8	Agreeable	+1 on all Strength, Dexterity, and Constitution-based checks. +1 on Charisma checks to maintain control.
5-6	Neutral	No benefits or penalties.
3-4	Dislikeable	-1 on all Strength, Dexterity, and Constitution-based checks. -1 on Charisma checks to maintain control.
1-2	Loathed	-2 on all Strength, Dexterity, and Constitution-based checks. -2 penalty on Charisma checks to maintain control.

When the urge takes control he has no control; the GM should control the character for a number of rounds = to 6 - relationship score.

Primal Weapons (Ex):

Starting at 1st level the primal host may manipulate his urge in order to form weapons from his flesh. He may choose one of a bite attack, two claw attacks, a gore attack, a slam attack, or a tail-whip. At 5th level and every 5 levels thereafter the primal host may manifest a new natural weapon. He may alternatively select one of his natural weapons a second time, doing so makes him count as he were 1 size category larger for the purposes of the damage the natural weapon deals. This does not stack with the Improved Natural Weapon feat. A symbiote with the gluttonous quirk must select a bite attack as his first primal weapon. A primal host's natural weapons need not be constantly visible; they may be readied with a free action.

Morph (Ex):

At 2nd level and every even level thereafter the primal host gains new interactions between himself and his symbiote.

Accelerated Healing: The primal host may spend a favor token to gain Fast Healing equal to their Constitution modifier for one round per 2 primal host levels. This ability may be used once per day per Constitution modifier.

Favor Bonus (Instant Gratification): While benefitting from the effects of Accelerated Healing, the primal host may spend a favor token as a standard action to heal himself of 1d6 damage per 2 primal host levels.

Assimilate Armor: The primal host's symbiote has learned to incorporate its bearer's armor into itself. As the symbiote grows in strength, it becomes more capable of manipulating heavier and more complex armor. A primal host with this ability is proficient with light armor and may wear light armor without losing access to its morphs or natural armor. At 7th level, this ability applies to medium armor as well. At 15th level, this ability may also apply to heavy armor.

Favor Bonus (Born in It): The primal host may spend a favor token to ignore the maximum Dexterity, armor check penalty, and movement speed penalty of any armor he is wearing for one minute.

Depth Stalker: The primal host gains a swim speed of 60 feet and can breathe underwater as easily as in the air. Additionally, the primal host takes no penalties for fighting underwater.

Favor Bonus (Squid Strike): The primal host may spend a favor token while underwater in order to move up to 240 feet in a straight line as a full-round action. Additionally the primal host may make a bulrush attempt against any creature whose square he would travel through. This bulrush attempt does not provoke attacks of opportunity. Alternatively the primal host may make 1 attack against a creature in his range at any point during his movement.

Elemental Nature: Gain energy resistance to one type of energy (fire, electricity, cold, or acid) chosen when this morph is chosen. At 1st level this grants 5 energy resistance, at 5th level and every 5 levels thereafter the bonus goes up by 5 to a maximum of 25 at 20th level. You may select this morph multiple times, but each time it applies to a new type of

energy.

Favor Bonus (Elemental Consumption): When you would be subject to an energy attack against which you have resistance from elemental nature, you may spend a favor token as an immediate action. You automatically fail the save. Instead of taking damage from this attack you gain 1 hit point for every three points of damage the attack would have dealt.

Eyes of the Beast: Gain darkvision 60 feet, if you already have darkvision, increase its Range by 60 feet.

Favor Bonus (Eyes of Dusk): Spend a favor token to use a gaze attack within 30 feet as a standard action. Subjects make a Will Save DC (10 + $\frac{1}{2}$ primal host level + Charisma modifier) or become shaken for 1d4 rounds. Shaken creatures become frightened.

Formless Body: This changes the natural armor bonus granted by the primal host, into a bonus added to his Dexterity bonus to AC. He also gains a bonus to Escape Artist checks equal to half his primal host level.

Favor Bonus (Organ Displacement): Spend a favor token as an immediate action when an enemy scores a critical threat to treat the attack a normal hit.

Fused Mount: The primal host's symbiote can attempt to mount and partially fuse itself to a creature of the animal or vermin type as a standard action. The creature may resist this ability with a Fortitude save (DC 10 + $\frac{1}{2}$ primal host's levels + Charisma modifier). If the creature fails its save, it behaves as though it were domesticated towards the primal host and follows his orders. The mount is also considered war-trained, and the primal host gains a bonus equal to $\frac{1}{2}$ his primal host level on ride checks for a fused mount. While fused to the symbiote, the target creature may use one of the primal host's primal weapons in addition to its own natural attacks. Dismounting or otherwise being physically removed from the target creature ends this effect (allowing the creature to return to its normal behavior). Creatures can be controlled through this ability for up to one hour per level. At the end of the duration, when the primal host dismounts the creature, or if it makes its Fortitude save, it is immune to this power for 24 hours. If an animal failed its save to his power it is frightened taking all steps to flee from the primal host.

Favor Bonus (Beast Lord): By spending a favor token, the

primal host may use this ability on creatures of the magical beast type as well. Magical beasts may only be controlled through this ability for a number of rounds equal to the primal host's Charisma modifier.

Lashing Limbs: The primal host's limbs can stretch and twist to unnatural shapes and lengths. Choose one instance of primal weapons, the natural attacks granted threaten with a range of 5 and 10 feet. Additionally, the primal host may take 2 tentacle attacks the next time he gains a natural weapon due to the primal weapons class feature.

Favor Bonus (Inhuman Reach): By spending a favor token as a swift action, the primal host may grant all of his primal weapons a reach of 10 feet + 5 feet per 5 primal host levels for 1 round.

Molded Form: The primal host gains a bonus to Disguise checks equal to $\frac{1}{2}$ his primal host level.

Favor Bonus (Full-body Form): By spending 1 favor token as a standard action you may use *alter self* as the spell, using your primal host level as your caster level. Unlike the *alter self* spell this is an extraordinary ability and thus cannot be dispelled or suppressed in an *anti-magic field*.

Predator's Tools: Increase the damage dealt by one of one of your primal weapons by one die size. This morph may be taken multiple times; each time it is taken, its effects benefit a different natural weapon. This morph does not stack with other effects to increase the size of natural attacks including Improved Natural Attack.

Favor Bonus (Refined Tools): As a swift action, the primal host may spend a favor point to cause his claw, tail, or gore attacks to use the profile of a melee martial weapon or any melee weapon the primal host is proficient with. Note that the weapon still counts as a natural weapon (and thus doesn't require two hands to wield properly if emulating a two-handed weapons). These weapons use the damage from the weapon profile, replacing the benefits of Improved Natural Attack, or other benefits. Bonuses to primal host weapons still apply to weapons modified with this morph with the exception of size increases.

Pursuit: The primal host increases his base land speed by 10 feet.

Favor Bonus (Capturing Pounce): By spending 1 favor token as a swift action the primal host gains the use of

pounce for one turn.

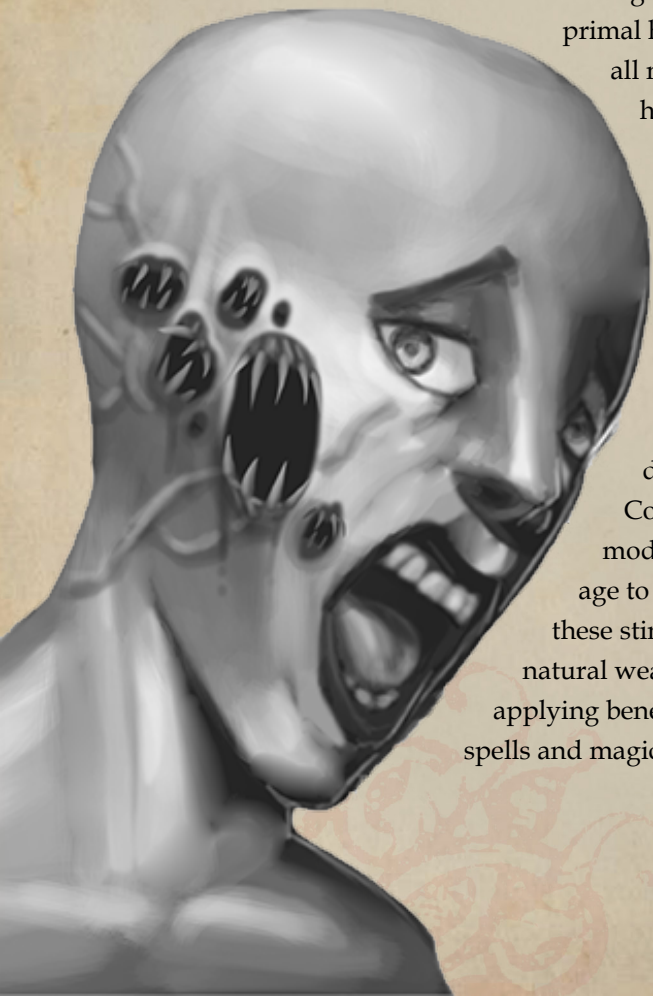
Scent: The primal host gains scent.

Favor Bonus (Hunger's Fervor): By spending a favor token as a swift action, the primal host gains the use of the Blind-Fight feat, and deals 1 additional damage + 1 per 4 primal host levels against concealed targets for 1 round per Charisma modifier. If the primal host has the Blind-Fight feat, treat this ability as being Improved Blind-Fight, and if the primal host as Improved Blind-Fight treat this ability as being Greater Blind-Fight.

Venomous: The primal host possesses the ability to produce poison with which to envenom his weapons. The primal host may apply his own venom to all of his primal host weapons as a move action that does not provoke attacks of opportunity. The primal host's poison has the following profile: symbiote venom, contact, Fort DC 10 + ½ primal host level, + the primal host's Constitution modifier, onset instant, frequency 1/rnd. for 6 rnds, effect: 1 Dex damage. The symbiote produces enough venom for this ability to be used a number of times per day equal to the primal host's Constitution modifier.

Favor Bonus (Projectile Stingers): The primal host spends a favor token to fire a series of stinger-like projectiles at a target within 30 feet as a standard action. The primal host fires one stinger per 5

primal host levels, all made at his highest base attack bonus. Each stinger is automatically coated in symbiote venom and deals 1d6 + Constitution modifier damage to the target, these stingers are natural weapons when applying benefits from spells and magic effects.



Unlife: As a standard action the primal host counts as an undead for the purposes of reversing the effects of negative energy and positive energy for a number of rounds equal to his Charisma modifier.

Favor Bonus (Vampiric Recovery): By spending a favor token the primal host can gain 1 temporary hit point per 2 damage dealt for one round. These hit points last for 1 hour.

Wall Walker: The primal host's symbiote develops some method for clinging to walls such as suction cups or sharp claws. He gains a climb speed equal to his base speed.

Favor Bonus (Drop Off): by spending a favor token as part of a full-round action you can make a charge against a target within your movement speed distance from the wall you are on. At the end of the charge you can make an attack which deals double damage, or attempt to grapple and deal the damage of your natural weapon (if you have the pursuit morph, you only deal double damage on the first attack if you use pounce).

Dual Control (Ex): By 7th level, the primal host has learned that having a second consciousness can help by fine tuning the things that the primal host can do. At 7th level the primal host can reroll one skill check as a free action by spending a favor token. He must decide if he wants to reroll before the result of the roll is known, and must take the second even if it's worse. At 13th level this also applies to saving throws. At 19th the primal host can choose to reroll all ones in a damage roll by spending a favor token as a free action. This only applies to abilities that do hit-point damage.

Master Morph (Ex): At 10th level and higher, the primal host may select from the following additional options.

Armadon Shell: The primal host grows tough plates. He gains DR 1/- + 1 per 4 levels. As a swift action, the primal host may curl up into an armored ball. This doubles the DR provided to him by this ability but makes it impossible for him to take standard actions or full-round actions. Unfurling from ball form is a move action that does not provoke an attack of opportunity.

Favored Bonus (Bouncing Ball): When entering ball form, a primal host may spend a favor token to retain the ability

to make bull rush and trip attempts. If the primal host also has the Spike Shield Master Morph, he may use his spike blast as normal as well.

Autophagic Strength: The primal host's symbiote devours some of its own mass in order to briefly empower its own abilities. So long as he is not fatigued, the primal host may spend a swift action to gain a +6 bonus to Strength for a number of rounds equal to its Constitution modifier. Afterwards the primal host is fatigued for 1 hour. This fatigue cannot be removed by any means short of a limited wish.

Favor Bonus (Overdrive): By spending a favor token when activating Autophagic Strength, the primal host may act as though under the effects of haste for the duration of Autophagic Strength.

Brain Goo: The primal host's symbiote produces a liquid filled with miniature, simplistic versions of itself. By spending move action, the primal host may coat one of its weapons in brain goo. A creature struck by a weapon coated in brain goo must make a Fortitude save (DC 10 + 1/2 primal host level + Constitution modifier) or become sickened for one hour. Brain goo that does not infect a target dissipates harmlessly at the end of the primal host's turn. A primal host may only generate enough brain goo per day to use this ability once per day per Constitution modifier.

Favored Bonus (Toxoplasmosis): After successfully damaging a target with a weapon coated in brain goo, the primal host may spend a swift action and a favor token to cause the organisms in the brain goo to viciously take control of the target's brain. The target must make a Will save (same DC as the initial Fortitude save) or be affected as though by the *dominate person* spell for the next hour. At 18th level, this ability instead functions as *dominate monster*.

Burrow Down: A primal host with this morph gains a burrow speed of 30 feet. While burrowing the primal host has tremorsense out 10 feet.

Favor Bonus (Premature Burial): By making a CMB check to grapple the opponent, you may drag the enemy into an underground prison. This prison is just under the ground, and can be escaped with a Strength check (DC 10 + 1/2 primal host level + Strength modifier) as a standard action. The target may also be unburied by someone adjacent to the square as a full round action that provokes an attack of

opportunity. If the target cannot escape he begins to suffocate.

Carriion Feast: The primal urge takes nourishment from the bodies of others. As a full-round action that provokes attacks of opportunity, the primal host may consume the corpse of an adjacent creature that has died within the last hour, his symbiote quickly reducing meat and bone to pure proteins and minerals that are then subsumed by the symbiote. If he does so, the primal host heals an amount of damage equal to the target corpse's Constitution modifier (Minimum 1) times its Hit Dice. A corpse consumed this way cannot be resurrected except by true resurrection.

Favor Bonus (Imbided Strength): By spending a favor token, the primal host may heal up to 1d6 damage from 1 physical stat after finishing his carriion feast, as the proteins and minerals replace those lost to effects.

Caustic Breath: The primal host gains a breath weapon of acid which he can spew as a standard action. The breath weapon is a 30 foot cone deals 1d6 damage per 2 levels of primal host and is halved with a reflex save DC (10 + 1/2 primal host level + Constitution Modifier). The breath weapon refreshes after 1d4 rounds.

Favor Bonus (Caustic Smoke): By spending a favor token the breath weapon lingers in an acidic smoke. It deals 1 damage per die + Constitution modifier to all creatures who start their turn in the acid. Creatures who take this damage need to make a Fortitude save (same DC) or be sickened for 1 round. The acid stays in the air for 3 rounds but can be dissipated by a sharp explosion such as a fireball spell, or strong winds.

Mitosis: By spending a favor token as a swift action the primal host may create a physical double of himself in an adjacent square. It looks exactly like the user, and actually takes up space. Its AC is equal to the primal host's. The double has 1 hp. When killed, it collapses in a pile of what appears to be rapidly degrading vegetable matter. After 1 round, it evaporates completely. The double cannot attack, but provides flanking for the primal host or his allies, and lasts until killed or for a number of rounds equal to the primal host's Constitution modifier. You may only have 1 clone on the field at any time.

Favor Bonus (Double Bomb): As an immediate action to your clone being hit you may spend another favor token

to have the double explode. The explosion deals 1d6 acid damage per 2 primal host levels in an area with a radius of 5 feet per Constitution modifier. The point of origin of the explosion is any corner of the double's square. Enemies in the explosion's radius can make a Reflex save DC = 10 + 1/2 primal host level + Constitution modifier.

Poison Gulper: The primal host becomes immune to poisons. When affected by a poison the primal host can choose to use that poison in lieu of the poison generated by the venomous morph a primal host can remember 1 poison profile per Intelligence modifier (minimum 1). Furthermore the action to coat the primal host's natural weapons in poison becomes a swift action. The primal host must have the venomous morph in order to take this morph.

Favor Bonus (Potent Poisons) By spending a favor token as a free action when applying his poison, the primal host can increase the save DC of his poison by 2.

Spike Shield: The primal host gains retractable spikes all over his body. The spikes can be extended with a move action, and retracted with a free action. Creatures making natural attacks or melee attacks without reach against the primal host take 1d6 + primal host level (max 15) piercing damage. You also deal this damage if you successfully apply or maintain a grapple and choose the damage option or if you successfully bull rush a target.

Favor Bonus (Spike Blast) By spending a favor token the primal host deals 1d6 piercing damage per primal host level in an area of 30 feet. The source of the explosion is any corner of the primal host's square. Creatures other than the primal host in the area get a Reflex save DC 10 + primal host level + Constitution modifier. The spikes regrow in 1d4 rounds. While swallowed whole the primal host negates the Reflex save from the creature he is inside.

Surprise Attacks: Attacks against flat footed or shaken opponents gain damage equal to the primal host's Charisma modifier.

Favor Bonus (Active Camouflage): The primal host gains hide in plain sight if they spend a favor token.

Take Flight: A primal host with this morph gains a fly speed of 60 feet with average maneuverability. Additionally, the primal host may take 2 wing attacks the next time he gains a natural weapon due to the primal host weapons

class feature. He may use these wings for 1 minute per day per primal host level used in increments of 1 minute. At 15th level the wings may be used an unlimited amount of time.

Favor Bonus (Winged Death): By spending a favor token as a swift-action, the primal host may gain the Fly-By Attack feat for 1 round per Constitution modifier as his symbiote reinforces and strengthens his wings.

Of Two Minds (Ex): By 11th level, the urge and the host have now established holds on the reins of the body. If one is subject to an enchantment effect or poison, the other can reassert control over the body. If the urge or the host is dominated, charmed, unconscious, affected by fear, enchantment, or sleep effects, the personality who was not affected can control the body as per normal and the other personality loses control. If the host is affected the urge takes full control, if the urge is affected the host resumes control.

Retake Control (Ex): By 17th level the primal host has gained enough strength and enough leeway to forcefully take control of his body away from his urge partner. Once per day the primal host can spend a favor token to end his indulgence early.

PRIMAL URGE PERSONALITY QUIRKS

Compassionate: A compassionate urge helps others out of pure compassion, with no thought for itself. A compassionate urge prefers to not kill creatures. If forced to attack the urge will attempt to deal non-lethal damage. It will attack in defense of itself and other creatures or otherwise focus on keeping its allies healthy. Killing a helpless or weakened creature may cause the compassionate urge to attempt to take over.

Curious: The curious urge wants to learn more, experiencing new things, exploring, and understanding things. When in combat a curious urge will attempt to try a new action every round to see how the being responds and may willingly fail saves to see what happens. Ignoring something new and interesting, whether the host is interested or not, may cause a curious urge to take over.

Destructive: The destructive urge likes to break and hurt, it doesn't care who it doesn't care how. It likes to fight and to hurt things. When in control the destructive urge will attack the nearest creature to the best of its ability. Refusing to harm a creature a destructive has taken an interest in hurting may cause it to attempt to take over.

Envious: An ambitious urge wants power. It wants to be known, to be seen. Actions that will bring enemies to subjugation or draw attention to itself will make the urge happy. In combat it will attempt to target the weakest enemy in hopes of killing it, even out from under the blade of his allies. Alternatively it will purposely provoke attacks of opportunities from his enemies to bring attention to itself.

Gluttonous: The gluttonous urges are hungry, pretty much all the time. A gluttonous urge may spend its turn biting a creature without using any other of his natural weapons, searching for a snack in his pack, or trying to eat a fallen creature. In order to maintain a relationship with them a host is required to eat at least three times as much as a normal member of his race. If the host misses meals the gluttonous urge may take over. Also any effect that removes the need to eat from the primal host is suppressed while bonded with a gluttonous urge.

Greedy: The greedy urge is in love with the concept of wealth and will do anything possible to maintain a wealthy status. Collecting and hoarding money and treasures will placate the greedy urge. When in combat the greedy urge will take actions to loot a fallen foe rather than looking for a new target, and attack the target that looks like it has the most expensive equipment. Refusing to take possession of valuable items or items that the urge has taken an interest in quickly enough or charitably giving away possessions may cause a greedy urge to attempt to take control.

Lascivious: The lascivious urge enjoys attention and the throes of passion. Seducing characters that the character (or the urge) are attracted to will maintain and can improve his relationship. In combat the lascivious prefers to place itself in the forefront of other creatures' minds by using its abilities to mind control or terrify opponents. Alternatively, a lascivious urge will simply grapple an enemy while demanding compliments about its appearance. Being called ugly or failing to attend to your physical appearance or hygiene for extended periods of time may cause a lascivious urge to take control.

Slothful: The slothful urge likes to sleep in, nap, and not actually keep watch. They like to take naps, don't like to take watch shifts. In combat the slothful urge will either move or make a full attack action. He will use swift actions, but won't take either a move action or a standard action on its turns. A slothful urge cannot benefit from the haste spell. Going without sleep or being too busy may make the slothful urge take over. A primal host with the slothful quirk suppresses any effect that reduces the amount of necessary sleep for him.

Vengeful: The vengeful urges do not suffer insult or injury. When attacked by a creature you will maintain your relationship if you at least reciprocate the amount of damage dealt, if you kill the creature you may increase your relationship. When in control the vengeful urge will attack the first creature to attack him until he has killed it. Taking a full round action to coup de grace if possible. Not attacking a creature who attacked you, or suffering an insult quietly may cause the vengeful urge to take over.

PRIMAL URGE BREEDS

Flesh-Bound:

Class Skills: Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int)

Formless Symbiote: The urge is an amorphous blob of thought or being, when it bonds it covers the host's skin. It can pretend to be clothing or it can reveal itself as a colored mass surrounding the host like a second skin. If this is the host's base urge he gains the formless body morph for free at first level.

Ooze Armor: The urge resists acids, and is better at resisting enemies' attempts to move or restrain. The primal host gains acid resist 5, and a +2 bonus to CMD. At 9th level the acid resistance increases to 10, and the bonus to CMD increases to +4.

Compression: At 7th level the urge allows the host within to become somewhat formless as well. The primal host can move normally through a space 1/4th his size, and squeeze through a space 1/8th his size. At 11th level the primal host has a 25% chance to negate precision damage, and at 15th level has a 50% chance to negate precision damage.

Engulfing Splash: At 15th level the primal host can engulf one creature of his size category or smaller. This is done as a standard action which does not provoke an attack of opportunity. The primal host makes a combat maneuver check although he uses his primal host level and the better of his Strength or Constitution modifier instead of his normal CMD. If successful the creature is pinned and takes 1d6 points of acid damage per 2 primal host levels at the start of each of the primal host's turns. The primal host heals a number of hit points equal to 2 per die of damage dealt. The creature can escape with an Escape Artist check or a combat check to resist grapple = to the primal host's CMD.

Truly Formless: At 20th level the primal host's body becomes as amorphous as his partner. He becomes immune to sneak attacks and critical hits, gains blindsight with a range of 60 feet and DR 5/-.

Grave-Bound:

Class Skills: Knowledge (religion) (Int), Knowledge (history) (Int)

True Nature: The grave-bound are symbiotic creatures who revel in necrosis and death. They may be like a morhg or a virus or another type of urge that lives in undeath. At 1st level the primal host gains the unlife morph for free.

Necromantic Energy Rush: After killing a creature with no less than 1/2 the primal host's level in hit die, he gets a rush of necromantic energy. The next turn he acts as though *hasted*.

Create Spawn: After killing a creature with no less than 1/2 the primal host's level in hit die, he can cause the creature to rise on its next turn and take an action as directed by the primal host. The action can be attack or hold down. The creature attacks with its own attacks, and its own damage. When using hold down the creature may attempt to grapple or aid another. It is reborn with a number of hit points equal to twice the primal host's level and falls apart after a number of rounds equal to the primal host's Charisma mod.

Corpse Graft: At 15th level, the primal host may spend a favor token to sever an appendage from an adjacent corpse and add it to his own body. When using this ability, the primal host selects a natural attack possessed by a dead adjacent creature. The primal host possesses the natural attack selected for 1 round per Charisma modifier after which time the necrotic energies erode the flesh of the corpse-limb into nothing but dry dust. Note that the natural attack uses the size category of the original creature to determine its damage, not the size of the primal host.

Permanent Undeath: At 20th level he gains immunity to nonlethal-damage, paralysis, mind affecting effects. Unintelligent undead do not notice the primal host unless he attacks them. He receives a +4 morale bonus on saving throws against spell and spell-like abilities cast by undead.

Hive-Bound:

Class Skills: Knowledge (nature) (Int), Knowledge (local) (Int)

Creepy Crawly: At 1st level, the primal host gains the wall walker morph.

Living Hive: At 3rd level, the primal host has become a walking home to a host of miniscule short-lived creatures created by his urge. The primal host may release these creatures in a tide of crawling bodies to overwhelm his foes. By spending a favor token, the primal host may cast vomit swarm as a spell-like ability (caster level equal to his primal host level). This ability may be used once per day per Constitution modifier.

Hatchlings: At 7th level, the primal host may expel an egg, a puddle of ooze, or some other disposable portion of his symbiote to create a creature as per the *summon monster III* spell. Every two levels thereafter, this ability functions as a version of *summon monster* one level higher (acting as *summon monster IV* at 9th level and so) to a maximum of *summon monster IX* at 19th level. Creatures summoned with this ability are considered to be vermin for the purposes of spells or other effects dependent on creature type, have no Intelligence score, and possess vermin traits. This ability may be used once per day per Constitution modifier of the primal host. At the end of the summoned creatures duration the creature dies and decomposes rapidly over the course of 1 round.

Vernonic Locomotion: At 15th level, the primal host gains either the burrow down or take flight morph.

Swarm Successor: At 20th level, the primal host's symbiote gains the ability to create a cocoon containing traces of the primal host and symbiote's genetic code. Upon the primal host's death, the cocoon will sense the demise of its creator and begin producing a clone of the primal host and his symbiote. 1d10 days later, the primal host is reborn from the cocoon, possessed of all of the abilities and memories of the primal host at the time that the cocoon was created. The remade primal host does not possess any of the equipment of its predecessor. A primal host may construct a single cocoon each month. The cocoon has a number of hit points equal to the primal host's Constitution

modifier x primal host level, and hardness of 5 on its sticky and crunchy exterior.

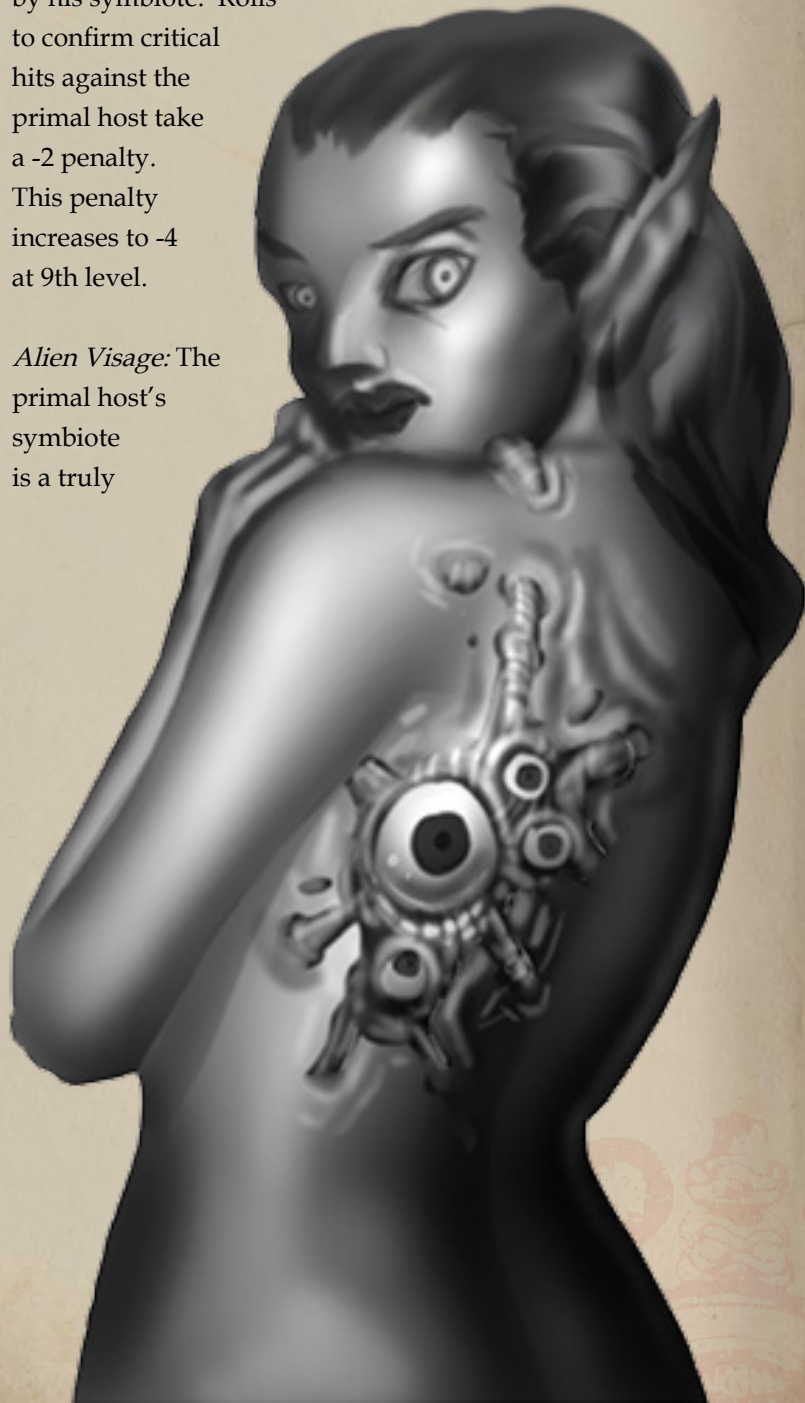
Horror-Bound:

Class Skills: Knowledge (dungeoneering) (Int), Knowledge (planes) (Int)

Fear of the Dark: The primal host's symbiote is a thing accustomed to stalking the dark places of the world. At 1st level, the primal host gains either the depth stalker or eyes of the beast morph.

Alien Anatomy: At 3rd level, the primal host's anatomy has been extensively modified by his symbiote. Rolls to confirm critical hits against the primal host take a -2 penalty. This penalty increases to -4 at 9th level.

Alien Visage: The primal host's symbiote is a truly



terrifying thing, though it often hides the most frightening aspects of its appearance for the sake of its host's sanity. By spending a favor token, a primal host with this power may briefly mutate to reveal some of its symbiote's nightmarish appearance gaining a frightful presence out to 30 feet for a number of rounds equal to the primal host's Charisma modifier. The DC of the Will save to resist this effect is equal to $10 + \frac{1}{2}$ primal host level + Charisma modifier. A primal host gains this ability at 7th level.

Paralytic Toxin: At 15th level, the primal host's symbiote develops the ability to secrete a paralytic venom. The primal host may apply this venom to one of his weapons as a move action. The primal host's symbiote can secrete number of doses of this venom equal to the primal host's Constitution modifier each day. The venom has the following profile: Fort DC $10 + \frac{1}{2}$ primal host level, + the primal host's Constitution modifier, onset instant, frequency 1/rnd. for 3 rnds, effect: paralyzed.

Abomination: At 20th level, the primal host has merged almost completely with his symbiote allowing the symbiote to transform more fully into its true form. By spending a swift action and a favor token, the primal host gains additional natural attacks as though he had made two additional selections from the primal host weapons class feature. These additional natural weapons last for 1 round per Constitution modifier. Additionally, the primal host gain DR 5/- and immunity to mind-affecting effects.

Root-Bound:

Class Skills: Knowledge (nature) (Int), Knowledge (geography)(Int)

Gifts of the Wild: At 1st level the primal host receives the accelerated healing or the lashing limbs morph for free.

Take Root: At 3rd level the primal host may spend a standard action to take root. He gains a +2 circumstance bonus to CMB, CMD, and Reflex saves to avoid going prone. Also while taking root, a successful natural attack reduces the enemy's dodge or Dexterity bonus to AC by 1 for 1 round as vines and brambles catch at his feet. At 9th level the bonus to CMB, CMD, and saves increases to +4, and the penalty to AC may be applied to shield bonuses. At 15th level the primal host cannot be knocked prone or forcibly

moved while taking root.

Wild Home: At 7th level when in a jungle, forest, or otherwise verdant setting the root-bound may use Stealth to hide even if the foliage doesn't grant cover or concealment.

Rampant Growth: At 15th level a primal host may grow into a plant. Once per day the primal host may as a standard action use the spell *Plant Shape III* using his primal host level as his caster level. He may end this ability early to create a 30 foot radius area of plants. The entire area is covered in dense underbrush and is difficult terrain, and may have up to one 5-foot square of tree or cacti per 5 levels of primal host. If the terrain can support the life, it lasts indefinitely, if it cannot the entire patch of life dies within 1d4 weeks.

Gaia Theory: At 20th level the primal host gains regeneration 5/fire, and immunity to mind affecting effects, poison, and paralysis.

Sigil-Bound:

Class Skills: Knowledge (arcana) (Int), Knowledge (engineering) (Int)

Tools of the Master: At 1st level the primal host receives the predator's tools morph for free.

Armored Husk: At 3rd level as a standard action the primal host can spend a favor token to gain temporary hit points equal to his primal host level + his Constitution modifier. At 7th level his becomes double primal host level + double Constitution modifier, and at 11th level this becomes triple primal host level + triple Constitution modifier. These hit points last for 1 hour per primal host level or until depleted.

Spell Resistance: At 7th level the primal host gains spell resistance = $10 +$ primal host level. He can drop his spell resistance as a standard action, and resume it as a free action. He can spend a favor token to add his Charisma modifier to his spell resistance as an immediate action to being targeted with, or in the area of effect of a spell or spell like ability.

Magical Tastes: At 15th level by spending a favor token as

a standard action, the primal host can absorb magic from a magical item or spell effect that he can see within 20 feet of himself. If the item is being used it gets a Reflex save. Any magic items targeted this way are suppressed for 1d4 rounds. If the target is a spell effect the primal host makes combat maneuver check to sunder the spell as per the spell sunder barbarian rage power. If the item is at least the primal hosts caster level then he gains a favor token. If the item is a wand or staff it loses 1 charge per 4 primal host levels.

Beyond the Seal (Ex): At 20th level the primal host no longer needs to eat or sleep. He gains DR 5/-, and by spending a favor gains *spell turning* for 1 round. This is treated as an extraordinary ability and cannot be dispelled or suppressed by an *anti-magic field*.

PRIMAL HOST ARCHETYPES

Double-Bound: Primal urges generally don't like to share, however there are sometimes situations in which multiple urges can bind to the same host. These double-bound must select 2 different breeds, and 2 different personality quirks. The chaos in his mind applies a -2 penalty to Will saves. The double bound also takes a -2 penalty to Charisma checks to assert control over his primal urges. The primal host uses both of his relationships, and tracks favor tokens jointly.

Interrupted Release: When the primal host lets his primal urge take control, he must select which one that he wants to release. He automatically loses 1 relationship and 1 favor token from the other urge. He takes any relationship penalties from either urge while released, but gains no benefit if the relationships are good.

Double Symbiosis: At 1st, 3rd, 7th, 15th, and 20th levels the double-bound selects 1 symbiosis benefit from either benefactor. He may take a lower level symbiosis that he did not select instead of a higher level one that he would gain.

Double Morph: At 2nd, 8th, and 14th level the primal host selects 2 different morphs, the morphs come from either urge, and he cannot manifest both at the same time and switching any number of the morphs is a move action. These morphs replace the normal morphs gained at 2nd, 8th, and 14th level.

Triple Mind: By 11th level, the symbiotes and the host have now established holds on the reins of the body. If one is subject to an enchantment effect the other can reassert control over the body. If the symbiote or the host is dominated, charmed, unconscious, under the effect of fear or enchantment effects, or put to sleep the one who was not affected can control the body as per normal. If the host is affected a symbiote takes full control. If a symbiote is affected the host resumes control if he succeeds on a Charisma check to suppress the other symbiote, if he fails the other symbiote takes control. This replaces of two minds.

Weapon-Bound: Sometimes primal urges manifest in other forms than bonding purely with the host, sometimes there is a medium through which the primal host communicates with his symbiote. Such is the fate of a weapon bound urge. The primal urge is encased in a weapon.

Weapon Bond: At 1st level the primal host's symbiotic weapon takes a standardized form. The primal host selects 1 weapon profile, the symbiote takes the form of that weapon and the primal host gains proficiency in it. At 5th level and every 5 levels thereafter the primal host gains a new weapon profile and +1 to hit and damage with all other profiles. This replaces Primal Weapons.

Predator's Tools: A weapon bound primal host may not select predator's tools. A sigil weapon bound gains the pursuit morph at 1st level.

Solid Strikes: At 9th level attacks made with a melee bound weapon deal an additional amount of damage equal to ½ the wielder's Strength mod, or Dexterity mod whichever is better. A ranged bound weapon deals an additional amount of damage equal to the user's Charisma modifier. This replaces multi-attack.

Weapon Control: At 7th level the primal host may spend 1 favor token to reroll miss-chance from any effect (including *blink*). At 13th level the primal host may spend 1 favor token to reroll 1 attack roll after the roll is made but before the result is revealed. At 19th level the primal host may spend 1 favor token to reroll damage.

This replaces dual control.

NEW FEATS

EXTRA MORPH

"This one's for you, Morph!"

Prerequisites: Morph class feature

Benefit: You gain an additional morph. This morph must not be a master morph.

Special: You may select this feat multiple times. Its effects stack.

CRAFT SYMBIOTIC ITEM [ITEM CREATION]

"This one thinks it will look good on you."

Prerequisites: Primal host level 5, or relevant item creation feat and caster level 5th

Benefit: You may attempt to create symbiotic items. Crafting a symbiotic item takes 1 day to grow and culture for every 1000 gold in its price. To create a symbiotic item it costs ½ the price in raw materials.

Special: If you have Craft Wondrous Items, you can make symbiotic wondrous items, if you have Craft Magic Arms and Armor you can make symbiotic weapons and armor and so on. When a primal host selects this feat he gains the ability to create symbiotic items as though he possessed 1 item creation feat.

A primal host may take this feat multiple times, each time they gain access to a new type of symbiotic creations.

SYMBIOTIC ITEMS

Symbiotic items could actually be considered alive because they have a constitution score. Symbiotic items are not necessarily gifted with intelligence as they tend to be composed of id over ego. Symbiotic items have powers and generally other abilities that they only share with those who feed their urges.

Symbiotic items are not magical. They may function inside an anti-magic field, and cannot be *disjuncted*. However as living items they are valid targets for ranged attacks and spells that affect living creatures. A symbiotic item are not affected simply by being the area of an area of effect damage spell, they function like items suggesting they are only affected when the wearer rolls a natural 1. The item's AC for being targeted by ranged attacks is the AC of the

character to whom it is attached + the object's size modifier. Cloaks and vests have a +1 size modifier, gloves or boots would have a +4, and rings would have a +8. The items are mindless, using the wielder's Will save, use the base saves for their wielder, but utilize their own Constitution modifier in the case of Fortitude saves.

Symbiotic items cannot be made of special materials.

Symbiotic items do not function when not bonded with a creature.

Identifying Symbiotic Items: Symbiotic items can be identified with a Knowledge (arcana) check with a DC = 15 + (3 x items tier.)

Item Tiers: Symbiotic wondrous items gain +1 DR/-, +1 natural armor, and 5 hit points for each tier item it is. Symbiotic weapons and armor follow the enhancement rules for weapons or armor.

Tier 1 (Item base cost) up to 5,000 gp; Tier 2 up to 15,000gp; Tier 3 up to 45,000 gp; Tier 4 up to 90,000gp; Tier 5 165,000+
A character must have at least 3 times the tier of the item ranks in his relevant craft skill to create it.

Designing a Symbiotic Item:

Creating a symbiotic item follows these simple guidelines. Symbiotic items must have a Constitution score, a quirk, and at least one other special ability. These can be improved during creation, increasing the items overall cost. Symbiotic Item Constitution Score:

Symbiotic items are living, in a fashion. They feel made of a strange combination of living tissue and fabric or metal. They possess a Constitution score, which may improve the item's abilities and the item's health and sometimes hardness. Symbiotic items start with 10 Constitution and the Constitution can be increased.

Constitution Score: 10: -; 11: +200gp; 12: +500gp; 13: +700gp; 14: +1,000gp; 15: 1,400gp; 16: +2000gp; 17: +2800gp; 18: +4,000gp; 19: +5,200 gp; 20: +8,000gp.

The symbiotic item automatically gains its Constitution modifier in hit points for each tier of cost that the item has. Higher tier items also may have more or better abilities.

QUIRKS:

Symbiotic Items have an urge, or an addiction. Feeding that urge can cause the item to feel more amiable towards its wielder. The item gains a favor token after sufficiently feeding the urge. Wielders of the item can use that favor token to activate the item's favor bonus.

Some urges are more difficult to fill, and others are much easier. Generally the tier of item dictates the difficulty to feed the urge, however it can be easier, or more difficult to feed but that changes the price of the item. Some examples are listed below

Lascivious Tier 1: Look at a piece of art worth at least 1,000 gp that you haven't seen before.

Gluttonous Tier 2: Feed the item a magic item that would be considered at least tier 1.

Vengeful Tier 3: Coup de Gras a creature that damaged the wielder or the item.

Slothful Tier 4: Perform no significant action over the course of 24 hours.

Compassionate Tier 5: Return a creature from death to life, and then bring it back to full levels, hit points and ability scores.

Reducing the tier of an item's quirk adds 1000 gp to the cost, multiplying by 10 per additional tier that the item traverses. Adding tiers to the item reduces the cost by 500 gp, multiplying by 5 per tier the item traverses. You can never reduce the tier below 1, or increase the tier above 5. This can never reduce the item below the base cost of the magic item.

All symbiotic items can communicate empathically with their wielder. However the wielder is given the knowledge of what the item wants in the form of unnatural urges that they experience themselves. Symbiotic items that are not intelligent cannot talk to the wielder.

Favor Bonus: A symbiotic item gains an ability that can only be activated through the expenditure of a favor token. An item's ability should be reminiscent of the tier of the item's quirk. There are some examples of various favor bonuses in the items below.

Abilities: Wonderous items, or magical weapons, armor, or shields are valid options for building symbiotic weapons. The item being used for the base ability is the base item.

The rules for designing magic items also works for the designing of a base ability for a symbiotic weapon.

Additional Abilities: Sometimes symbiotic items have abilities that don't necessarily help the wielder, they help the item itself.

Energy Resistance: The item has energy resistance it is purchased in increments of 5. The value of the ability is (energy resistance / 5) \times 1,000 gp. The maximum energy resistance the item can have is 30.

Spell Resistance: The item has spell resistance, and can avoid the effects of certain spells. The item has spell resistance 12 + an additional point of SR for every +2,500 gp, 13 SR minimum (This ability is not recommended for symbiotic weapons).

Unlife: The item heals with negative energy and is harmed by positive energy. +2,000 gp

Channel Resistance: The item gains a bonus to its host's will save to avoid taking damage from a channel effect. The formula is the bonus it gains squared \times 500 gp. It can get up to channel resistance +5.

Lookalike: The item looks like a normal version of an item of its type. Alternatively the item can look like any normal version of an item of its type. A lookalike that is hiding adds +5 to the identify DC +2,700 gp

Eyes: The item has visual capabilities, and can see. The item may make visual perception checks, using a bonus of the required level + an additional amount. (Each additional point results in an additional eye). +1,000gp + Bonus squared \times 50 gp. The additional bonus goes up to 5. Darkvision doubles the cost of the eyes. Unless the item is intelligent it can only relay the emotion of danger to the wielder. It can remove the flatfooted condition for the wielder if it detects and ambush that the wielder does not.

Fleshbound Vest:

A fleshbound vest looks like whatever it wants, until it gets agitated. In a combat situation it looks like a series of colors cords or muscles. A fleshbound vest offers an elemental resistance of 10 to the wearer, and has a chance to harden in areas that would be more vulnerable to stabbing or crushing and the like, it provides a 25% chance to ignore critical hits and sneak attacks.

Favor Bonus: As an immediate action, when a creature fails to critical or sneak attack you, you may make a touch attack

that deals 1d6 damage of the type of energy resistance the vest has +1d6 per 3 levels. To gain a favor token you must try new food or fail a save against an area attack.

Slot: Chest; **Price** 20,700; **Weight** .5lbs; **Constitution:** 10 (10 hp); Tier 2.

Construction Requirements: Craft Symbiotic Item, Craft Wondrous Item, elemental resistance 10, Lookalike; **Cost** 10,350 gp.

Hungry Cloak:

A hungry cloak looks like a pure white cloak. The wearer can utilize the cloak like a *bag of holding*. Alternatively the cloak can begin to devour things that are placed in it. The cloak deals 1d6 damage ignoring hardness or DR per round to any item designated as food until it is devoured without any trace of having existed in it.

Favor Bonus: As a standard action the cloak may attempt to grapple a creature, removing itself from the wearer's neck slot and being in the space of the target. The grapple check is resolved using $\frac{3}{4}$ the wearer's character level + the cloak's Constitution modifier + the type of bag of holding that the cloak emulates. Creatures grappled by the cloak take 1d6 acid damage per 2 character levels of the wearer once per round during the wearer's turn. Feeding a magical item worth at least half as much as cloak to it gives 1 favor token after the item is finished being devoured.

Slot: Shoulders; **Price** 3,500 gp (type I), 6,000 gp (type II), 8,400 gp (type III), 11,000 gp (type IV); **Weight:** varies; **Constitution:** 14 (10 hp); Tier 1 (Types I & II), 2 (Types III & IV).

Construction Requirements: Craft Wondrous Item, Craft Symbiotic Item; **Cost:** 1,750 gp (type I), 3,000 gp (type II), 4,200 gp (type III), 5,500 gp (type IV).

WANDERING EYES

Wandering eyes look like normal goggles, although instead of lenses they are just slightly larger eyeballs.

Eyes of the Beast: Darkvision 60 ft; **Favor Bonus:** Fear

Gaze: By spending a favor token as a standard action the wearer may make a gaze attack against 1 target within 30 ft. The target must make a Will save DC 12 + the eye's Constitution modifier (base +0) or be shaken for 1d4 rounds. Successfully intimidating a target grants the eyes of the beast 1 favor token.

Slot eyes; **Price** 13,200 gp; **Weight:** -; **Constitution** 10; Tier: 2
Prerequisites: Craft Wondrous Item, Craft Symbiotic Item, eyes (2). **Cost:** 6,600 gp

Eyes of the Gorgon: Blindsight 20 ft.; **Favor Bonus:** By spending a favor token as a standard action the wearer of these eye can hit 1 target within 30 feet with a petrifying gaze. The target must succeed a Fortitude save DC 16 + the item's Constitution modifier or be permanently be turned to stone. Their gear remains unaffected. Going to see new beautiful sights or pieces of art grant the eyes of the gorgon 1 favor token. Statues created by this effect do not count as new sights for this purpose.

Slot eyes; **Price** 50,000 gp; **Weight:** -; **Constitution** 14; Tier: 4
Prerequisites: Craft Symbiotic Item, Craft Wondrous Item, Constitution 14, eyes (2); **Cost** 25,000 gp.

Eyes of the Blind: Blindsense 40 ft; Eyes x2 perception of +11

Favor Bonus: As a standard action the wearer can make a gaze attack against a target within 30 feet. The target gets a Will Save DC 12 + Constitution modifier or be rendered permanently blind. Eating the eyeballs of a creature who died within 1 minute grants the wearer a favor token.

Slot eyes; **Price:** 24,000 gp; **Weight:** -; **Constitution** 12; Tier 3
Prerequisites: Craft Symbiotic Item, Craft Wondrous Item, Item Constitution 12, eyes (2); **Cost** 12,000 gp.

Heavyhanded Gloves:

These gloves grant a +5 bonus to Strength checks and Strength based skill checks, but not to attack or damage

rolls.

Favor Bonus: As a free action once per round, the symbiote bonds with a manufactured weapon or natural weapon, increasing the damage the weapon deals by 1 size category, for 1 round. The heavyhanded gloves gain a favor token when succeeding on a Strength check or sundering a held weapon.

Slot Hands; **Price** 12,500; **Weight** 1 lb; **Constitution** 10; **Tier:** 2

Prerequisites: Craft Symbiotic Item, Craft Wondrous Item
Cost 6,250.

Belt of Symbiotic Prowess: These belts act like any of the magical belts that increase physical ability scores. For each physical ability score it gives a bonus to it may utilize one of the following abilities for 1 favor token. The belt gains a favor token after 1 hour of not taking damage.

Strength: By spending a favor token as a free action after scoring a critical hit the belt refines the weapon's trajectory making it more likely to rend through flesh to hit organs. The belt grants a bonus on critical confirmation rolls equal to the Strength enhancement bonus. This bonus stacks with critical focus.

Dexterity: By spending a favor token as a standard, the belt grants a bonus on Dexterity checks equal to the Dexterity enhancement, it also grants half that bonus to Reflex saves for 1 hour.

Constitution: As a standard action the belt forms a chitinous or barklike outer layer granting temporary hit points equal to the wearer's character level + his Constitution modifier. The amount of temporary hit points are added again for every 2 Constitution the belt grants. These temporary hit points last 1 hour.

Slot: Belt; **Price** (For 1 ability score); 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6). Special for 2 ability scores, multiply price by 2.5, for all 3 multiply price by 4. **Constitution** 10; **Tier:** 1 (+2) 3(+4 & +6).

Prerequisites: Craft Symbiotic Item, Craft Wondrous Item
Cost 2,000 (+2), 8,000 gp (+4), 18,000 gp (+6)

gives a bonus to it may utilize one of the following abilities for 1 favor token. The belt gains a favor token after 1 hour of not taking damage.

Intelligence: By spending a favor token as a free action after succeeding a knowledge check to identify, attacks and spells that do HP damage do an additional amount equal to your Intelligence modifier for 1 round.

Wisdom: By spending a favor token as an immediate action, you may reroll a failed Will save after the result has been revealed. This roll is made with a bonus equal to ½ the bonus to Wisdom.

Charisma: By spending a favor token as a standard action you may have an aura of grace and majesty. This counts as sanctuary, with a save DC of 10 + ½ character + Charisma modifier.

Slot: Head; **Price** (For 1 ability score); 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6). Special for 2 ability scores, multiply price by 2.5, for all 3 multiply price by 4. **Constitution** 10; **Tier:** 1 (+2) 3(+4 & +6).

Prerequisites: Craft Wondrous Item; Craft Symbiotic Item.
Cost 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

Vinewhip Bracers: These wooden bracers have a pod looking adornment atop them. As a swift action a vine can fire from the pod allowing the wearer to pick up an unattended object from up to 15 feet away.

Favor Bonus: By spending a favor token the wearer may attempt to trip or disarm a creature using the vinewhip bracers. The bracers do not provoke attacks of opportunity from the target if the wearer is not being threatened by his target. On a successful disarm the wearer may take the item if he has a hand free. The vinewhip bracers gain 1 favor token after consuming 10 gp of mulch, pure water, and 10 minutes of bright sunlight.

Slot: Arms; **Price** 6,000 gp; **Constitution** 10; **Tier:** 2

Prerequisites: Craft Wondrous Item, Craft Symbiotic Item.
Cost: 3,000 gp.

Headband of Mental Coordination: These headbands act like any of the magical headbands that increase mental ability scores. For each mental Ability score it



SYMBIOTIC WEAPONS AND ARMOR

Growing symbiotic weapons and armor

is like forging magic weapons and armor, in price and requirement. Symbiotic weapons gain 2 DR/-,+1 natural armor bonus to AC, and +10 HP for each enhancement bonus on it. Symbiotic weapons and armor are not magical, and function in an antimagic field. Symbiotic weapons and armor take half damage from an area effect spell if the wearer rolls 5 points under the save DC.

Below are example favors that can be applied to melee weapons the abilities can scale depending on the tier of the item, although it is not necessarily based on such.

Melee Weapon Favors:

Tier 1: Target Selection: By spending a favor token as a swift action, the wielder selects a target. Attacks against that target gain a +1 circumstance bonus for 3 rounds.

Tier 2: Adjust Range: By spending a favor token as a swift action the wielder may adjust the effective reach of the weapon by 5 ft for 1 round. Long spears can shorten, and swords or axes may get longer. This has no bearing on the type of weapon it is.

Tier 3: Critical Strike: By spending a favor token as a free action after threatening a critical hit, the wielder may add 1 to the weapon's critical multiplier.

Tier 4: Heavy Hitter: By spending a favor token as a swift action, the weapon adds 2d6 damage on every successful hit, this damage is considered weapon damage and multiplied on a critical hit for 1 round.

Tier 5: Death Calls: The symbiotic weapon hates 1 type of creature, by spending a favor token and making an attack as a standard action, the wielder if he hits and deals damage, forces the target to make a Fortitude saving throw DC 15 + the item's Constitution modifier + the item's enhancement bonus or die.

Ranged Weapon Favors:

Tier 1: Shot Multiplier: By spending a favor token as a free action the shooter may add 1 projectile to an attack. This functions like manyshot but can be applied to any attack in a full attack action.

Tier 2: Ammo Generation (Guns): By spending a favor token as a swift action, the weapon generates its own ammo and powder for 1 round.

Tier 3: Close Enough: By spending a favor token as a swift action, the weapon treats full concealment as a 20% miss chance for 1 round.

Tier 4: Barrage Blast: By spending a favor token as a

standard action the weapon fires out a series of bullets or arrows, dealing weapon damage to all creatures in a 30 foot cone who fail a Reflex save DC 10 + item's Constitution Modifier+ item's Enhancement bonus.

Tier 5: Detonating Shot: By spending a favor token as a swift action the weapon makes all ammo fired explode in a splash, functioning as a splash weapon and dealing minimum damage to all adjacent targets.

Armor Favors:

Tier 1: Lucky: By spending a favor token as an immediate action the armor forces the enemy to reroll a critical confirmation roll.

Tier 2: Hardening: By spending a favor token as a swift action the armor applies its enhancement bonus as DR/magic and bludgeoning for 3 rounds.

Tier 3: Warding: By spending a favor token as an immediate action, apply the armor's enhancement bonus on saves versus necromancy and death effects.

Tier 4: Healing: By spending a favor token as a swift action the armor heals the wearer by 1d8 for every enhancement bonus the armor has + the wearer's level.

Tier 5: Unkillable: By spending a favor token as an immediate action when an attack or effect would reduce you to 0 hit points or below, both yourself and your armor remain at 1 hit point.

Shield Favors:

Tier 1: Reactive Shield: By spending a favor token as a swift action the shieldbearer may attack with a 2 handed weapon or shield bash during his turn and retain the shield bonus to AC for 1 round.

Tier 2: Defensive Shielding: By spending a favor token while fighting defensively or taking a full defense action the shield grants an additional +2 AC for 1 round.

Tier 3: Barrier: By spending a favor token as a swift action the shield provides its bonus against rays and touch attacks for 1 round.

Tier 4: Weapon Catching: By spending a favor token as an immediate action when an opponent misses with a melee attack, the wielder may make a disarm attempt against an opponent's weapon.

Tier 5: Damage Reflecting: By spending a favor token as an immediate action to being struck with an attack, you may make an attack of opportunity with the shield by forgoing its bonus. If successful the attack of opportunity deals the

damage that the triggering attack dealt.

PRIMAL URGES IN YOUR CAMPAIGN

Some primal urges are throwbacks to a simpler time, or visitors from another plane of existence. Some are semi-sentient remnants of pure magical waste, or even emotions made physical. They can come in various shapes or sizes. They can be the oddly discovered magical sword next to a deceased adventurer, hidden in a canteen; they can be a virus in a cloud of dust, or even some kind of creature coming off of a meteorite. While not a necessary addition to any campaign setting, Primal Urges are versatile enough to be placed in most settings.

Primal Urge Breeds

Some of the variety of primal urges comes from how they have manifested themselves, or the processes that brought about their creations. This affects how they evolve, and the powers that manifest as they grow in power alongside their host.

Flesh-Bound

A flesh-bound primal urge is depicted as an ooze-like puddle of goop, sometimes brightly colored, sometimes almost transparent against the background. These primal urges can be alchemical waste that has gained some semblance of self, a visitor from another plane, or some hitherto unknown species of ooze. They vary in sentience between those with a fully established identity, and those that just require some kind of sustenance to keep them moving and granting power. Sometimes the flesh-bound want to collect shiny objects, or consume lots of delicious and new foods.

Grave-Bound

A grave-bound primal urge can be a morhg-like creature taking root inside a host, a virus controlling the body with particles and chemicals, or a collection of necromantic energy from the destruction of a lich. Whatever the form it takes, the grave-bound revels in death and the ending of life. It may want to destroy the living simply for the sake of living, or it may want to hoard treasures and stockpile weapons long past its death, or it may simply want to live again.

Hive-Bound

A hive-bound primal urge renders its host part of a family;

they become one mind in a hive of creatures that live inside them. These things can be creatures reminiscent of spiders, ants, or wasps. But whatever they are, they and the host they live inside are one unified being. By coming together as a set of claws as hard as steel, and the host growing carapace like armor the hive-bound and their guests use their cohesion to protect each other, and gather things that are necessary for the benefit of the whole hive. Sometimes hive-bound urges want to consume more and more and expand their hive to new beings.

Horror-Bound

A horror-bound primal urge most often comes from a crack between realities, or from another plane of existence. The being is difficult to look upon, and comes from everyone's blindside. When attached to a host it becomes more anchored in our reality, able to affect change and move towards whatever simple machinations it uses to pave the way for the masters that let it loose. These urges are often scouts sent to learn everything about the world of its host that it can.

Root-Bound

A root-bound primal urge can be a patch of moss on a tree, or one seed that worked its way into a piece of fruit. But, as plants often do, these urges grow. A root bound primal urge can cover his host in a bark-like hardy coating to protect him from danger, attack with vines or roots from unexpected ranges or angles, or heal and subsist with water and sunlight. Root bound urges involve attacking creatures that break the natural cycle, or protecting life in any of its forms.

Sigil-Bound

A sigil-bound primal urge often looks like a magic item, or a piece of armor. Sometimes they are intelligent items that have picked up a trick or two over the years, and can better exist with a being that can move holding the reins. Other sigil bound primal urges are excess magical energies that gained sentience, or the remnant energies of a destroyed and yet awakened construct. These primal urges often long for revenge against magical beings, or seek to learn more about the nature of magic, or collect more and more magical items for the purpose of study.

VERSION 1.0a THE OPEN GAMING LICENSE

OPEN GAME LICENSE Version 1.0a

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

- 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 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.
- Primal Host 2014, Little Red Goblin Games LLC, Authors: Maverik Bishop, Jeremiah Zerber, Caleb Aylsworth

Product Identity: Little Red Goblin Games LLC company names and logo; the "Primal Host" name and logo; all artwork, and logos; all trade dress, and graphic design elements.

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.