

Weekly Wonders

Feats of Exploration

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



*Necromancers
of the Northwest*

Credits

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Introduction

The wilderness. Nearly every great fantasy story features some amount of time trekking through the vast and untamed expanse of nature. From *The Lord of the Rings* to your gaming table, it seems almost inevitable that mighty heroes will be challenged by the daunting power of the awe-inspiring natural world. This book celebrates those struggles, as well as the strength needed to succeed in the heroic ordeals required of explorers and wanderers. With feats tailored to various climates and terrain types, your mighty heroes are able to fortify themselves for the unique challenges of surviving in nature's most dangerous locales. Also included are a handful of generally useful survival feats for the explorer on the go, such as feats enabling you to stand up to fierce weather, master torches and lanterns, and even unlock the lore of the land itself. It's best to be prepared for any journey you are about to undertake, and *Weekly Wonders: Feats of Exploration* is sure to prepare you for the worst.

New Feats

The following feats are presented in alphabetical order.

Bounty of the Forest

You are able to maximize the forest's bounty while foraging for food within its branches, allowing you to gain improved benefits.

Prerequisite: Forester.

Benefits: Whenever you forage for food in a forest environment using the Survival skill, you can find food that is especially pleasing and beneficial. Food found in this way can be consumed to gain additional benefits. The type of benefit the food gives is chosen by you when you make the check to forage for it, as described below.

Filling: The food you find is especially hearty, causing any character that eats it to regain 3 times as many hit points as normal the next time they rest.

Invigorating: The food you find is especially energizing, causing any character that eats it to be cured of the fatigued condition, and to be rendered immune to the fatigued condition for 24 hours.

Nurturing: The food you find is especially nutritious, granting any character that eats it a +1 bonus on all saving throws for 24 hours.

Burning Missile

You are practiced in throwing torches and lanterns to burn creatures and objects.

Prerequisite: Torch Master or Lantern Bearer.

Benefits: You can make ranged attacks with a torch or lantern as a thrown weapon. You are considered proficient with the torch or lantern for the purposes of this attack. Treat this attack as a ranged touch attack with a range increment of 15 feet. If the attack is successful, it deals an amount of bludgeoning damage equal to $1d4 +$ your Strength modifier plus $1d4$ points of fire damage. On a critical hit, the target catches on fire unless he succeeds on a DC 20 Reflex save (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on catching on fire).

Cloak of the Forest

You are so at home in forested environments that you can easily hide within the trees and shadows.

Prerequisite: Forester.

Benefits: While in a forest environment, you gain a +2 competence bonus on Stealth skill checks and can move at full speed while using the Stealth skill. Additionally, while adjacent to a massive tree, as a move action you can gain concealment for 1 round; if you do, you may use the Stealth skill as a standard action to hide even while observed.

Desert Dweller

You are at home in the harsh desert lands where food and water is hard to come by, and have learned special tricks of survivalism to easily find comfort in such environments.

Benefit: While in a desert environment, you can use Survival to track or find food while moving at your full movement speed. Additionally, you can take 10 on all Survival skill checks while in a desert area.

Desert Survivor

So long have you dwelt in the desert that you are resistant to its harsh climates, able to find comfort where others suffer.

Prerequisite: Desert Dweller.

Benefits: While in a desert environment, you know how best to protect yourself from the harsh swings in temperature, using the arid air and lack of moisture to your advantage.

When you gain this feat, choose heat or cold. You gain the benefits of an *endure elements* spell with respect to heat or cold while in a desert environment.

Special: You can gain this feat a second time. Its effects do not stack. The second time you take the feat, you gain the benefits of an *endure elements* spell with respect to both heat and cold while in a desert environment.

Expert Sailor

A life on the waves has taught you masterful sailing techniques, allowing you to maneuver with ease even in the heat of battle.

Prerequisite: Seafarer.

Benefit: You may take 10 on all Profession (sailor) checks, even in the heat of battle. Additionally, if you have aquatic environments as a favored terrain, your favored terrain bonus applies to Profession (sailor) checks. Finally, you may use Profession (sailor) in place of Survival to forage for food or to create a shelter while in an aquatic environment.

Fire Starter

You can use a torch to easily start deadly infernos.

Prerequisite: Torch Master.

Benefits: When you make a successful attack with a torch, you deal an additional $2d6$ points of fire damage to objects with a hardness of less than 8. Whenever you deal fire damage to an object with a torch, that fire damage is not halved before applying hardness, and ignores hardness of less than 8. Fires started as a result of a torch attack you made spread very quickly, moving to two adjacent squares each round.

Fog Fighter

You have practiced your combat skills in deep fogs and swirling mists in order to take advantage of those conditions for hunting or warfare.

Prerequisite: Perception 5 ranks.

Benefits: If your vision would be impeded by fog, mist, or a similar effect, the distance at which you can see normally is increased by 10 feet, and the miss chance you gain as a result of being concealed in fog, mist, or similar conditions is increased by 10%.

Forester

You are at home in the woods, learned in what plants are safe to eat and where to find game in wooded areas, making you skilled at both foraging and protecting yourself from woodland threats.

Benefit: While in a forest environment, you can use Survival to track or find food while moving at your full movement speed. Additionally, you can take 10 on all Survival skill checks while in a forested area.

Frozen Survivalist

Your time in the coldest climates renders you more resilient to cold and frost.

Prerequisite: Polar Explorer.

Benefits: You gain cold resistance 1. At 5th level, and every five levels thereafter, this cold resistance increases by a further 1. Additionally, your cold resistance is doubled for the purposes of resisting cold damage due to environmental effects (such as severe cold).

Great Plains Horseman

You are one with the horse and use it to get the most out of a nomadic existence on the rugged plains.

Prerequisite: Great Plains Nomad.

Benefits: Whenever you forage for food using Survival, for every character you can normally feed, you can also feed one mount of Large size or smaller. Additionally, while in a plains environment, you gain a +2 bonus on Handle Animal and Ride checks, and any mount you are riding gains a +10-foot bonus to its movement speed.

Great Plains Nomad

You have spent your life dwelling on the world's plains and meadows, living off wild game and moving from stream to stream in search of nature's bounty.

Benefit: While in a plains environment, you can use Survival to track or find food while moving at your full movement speed. Additionally, you can take 10 on all Survival skill checks while in a plains area.

Horizon Seeker

You are a master at observing things at long distances, either through the use of your own keen vision, or by means of a spyglass, telescope, or similar device.

Prerequisite: Character level 3rd.

Benefit: The maximum distance at which you can see things in a given environment is doubled. Additionally, when you use a spyglass or similar device, your ability to notice details at that distance is remarkable, granting a +10 bonus on Perception checks made using the aid of such a device. Finally, you are able to construct spyglasses more effectively, and magnifying objects viewed through them to a much greater extent. The penalty to Perception skill checks suffered by characters using a spyglass you crafted is only -1 for every 10 feet per character level you possessed when it was crafted between themselves and the target, rather than -1 per 10 feet (for example, if you were 10th level when you crafted the spyglass, the penalty would be -1 per 100 feet).

Lantern Bearer

You are a frequent user of lanterns, and have learned a number of special tricks in their operation.

Benefits: Lanterns you use consume oil at 1/2 the rate they normally would, as skillful tending of the flame allows you to consume less fuel. Additionally, by moving at half speed and by reducing the radius of light shed by your lantern by half, you can shelter the light source, spreading it out below you in a pool. This prevents characters from noticing your light source until they are within range of its light. Finally, you do not provoke attacks of opportunity for making improvised weapon attacks with a lantern.

Mountain Climber

Your long tenure in the highlands has made you an unusually competent climber, and an expert in the use of ropes and climbing gear.

Prerequisite: Mountaineer.

Benefits: You may move at your full speed while climbing and may take 10 on Climb checks while climbing natural surfaces in mountain or hill environments. Additionally, your skill with ropes and climbing kits makes you an expert in their use. The Climb DC of any rope you tie or knot is reduced by a further 5. Additionally, you gain a +4 bonus to attack rolls made with grappling hooks. Finally, you gain an additional +4 competence bonus on Climb checks that involve a climber's kit.

Mountain Warrior

You are a defender of the world's high places, and are more effective fighting on cliff sides and rocky crags than other characters.

Prerequisite: Mountaineer.

Benefits: Whenever you take damage while climbing, you do not have to make a Climb check to avoid falling. Additionally, while in a mountain or hill environment, you gain an additional +2 bonus to attack rolls while you have higher ground, and if you make a charge attack against a foe against which you have higher ground, you deal double damage on a successful hit.

Mountaineer

The hills and mountains are your home, and you climb them with great ease and pleasure, sure of your techniques for surviving in such high places.

Benefit: While in a mountain or hill environment, you can use Survival to track or find food while moving at your full movement speed. Additionally, you can take 10 on all Survival skill checks while in a mountain or hill environment area.

Plains Spotter

You are at your most alert while in your prairie home, and are able to easily identify dangers from great distances, allowing you to deal with threats before they come close to you.

Prerequisite: Great Plains Nomad.

Benefit: You can see twice as far as you would normally be able to while in a plains environment. Additionally, you gain a +2 bonus on Perception checks and suffer only half the normal penalty to Perception checks due to distance while in a plains environment. Finally, the range increment of any ranged weapon you wield while in a plains environment has its range increment is increased by 5 feet, as a result of your improved clarity of vision over distances.

Polar Explorer

You venture forth into the frozen wastes in search of the natural wonders found in the very coldest places, and have mastered the basic techniques for survival there.

Benefit: While in a cold environment, you can use Survival to track or find food while moving at your full movement speed. Additionally, you can take 10 on all Survival skill checks while in a cold environment.

Sand Viper Strike

You are so at home in the desert that you can burrow through the sands and spring forth to attack with sudden and unpredictable strength.

Prerequisite: Desert Dweller.

Benefits: While in a sandy desert, you can bury yourself in sand as a full-round action. When you do, you have total concealment and gain a +20 competence bonus on Stealth checks, so long as you do not move. This bonus is reduced to +5 while moving through the sands. While buried in this way, you can move through the sands at a quarter of your normal speed. As a full-round action, you may choose to burst out from the sand, landing upright on the sand's surface and making a single melee attack at your highest base attack bonus against an adjacent creature. If the target was not aware of your presence, he suffers an additional 1d6 points of precision damage on a successful hit.

Seafarer

You live your life on the waves or beneath them, living off the endless bounty of the sea.

Benefit: While in an aquatic environment, you can use Survival to track or find food while moving at your full movement speed. Additionally, you can take 10 on all Survival skill checks while in an aquatic area.

Snow Walker

Your time in frozen climates has exposed you to blizzards, sleet storms, frozen fog, and the like, and your experience in dealing with these phenomena has made you uniquely gifted to resist their dangers.

Prerequisite: Polar Explorer.

Benefits: You can walk on snow and ice at your full movement speed and without needing to make Acrobatics checks to keep your balance. Additionally, you can see normally in conditions such as rain, sleet, or snow, and other creatures in such conditions do not gain concealment against your attacks.

Spelunker

You are a gifted explorer of caves and caverns, content to dwell in their darkness as you explore the very depths of the world's mysteries.

Benefit: While in an underground environment, you can use Survival to track or find food while moving at your full movement speed. Additionally, you can take 10 on all Survival skill checks while in an underground environment area.

Subterranean Explorer

Your expertise in cave exploration has taught you a number of valuable tricks for underground survival.

Prerequisite: Spelunker.

Benefits: You gain a +2 bonus on Perception checks while in an underground environment. Additionally, your eyes adapt more quickly to the dark and your sharp senses allow you to notice things at greater distances. You gain low-light vision while underground. If you already had low-light vision, that low-light vision functions at twice the distance it normally would while underground. If you have darkvision, the range of that darkvision is increased by 10 feet while underground.

Subterranean Sneak

You are a master of using the eternal shadows of the underground to hide your presence from others.

Prerequisite: Spelunker.

Benefits: While underground, you gain a +5 bonus to Stealth checks as long as you do not move. Additionally, while underground you can use a full-round action in order to use Stealth to hide even while observed. After hiding in such a way, if you move more than 5 feet in a round, characters who were observing you at the time you hid gain a +20 bonus on Perception checks made to find you. Each round, this bonus is reduced by 5 until it reaches 0.

Survival Expert

You know more than just how to avoid poisonous plants and natural pit falls, and are able to use your knowledge of an area to help you prepare for the kinds of creatures that dwell there.

Prerequisite: Favored terrain class feature or Terrain Affinity.

Benefits: While in your favored terrain, or in a terrain for which you have the Terrain Affinity feat, you may use Survival in place of a Knowledge skill in order to identify monsters and learn about their special abilities, weaknesses, and lore.

Swamp Hermit

You are conditioned to the dangers of swampy environs, able to easily weather the diseases and natural poisons of such places.

Prerequisite: Swamp Survivalist.

Benefit: You gain a +4 competence bonus on saving throws against non-magical diseases, as well as against magical diseases carried by creatures native to swamps. Additionally, you gain a +2 bonus on saving throws made to resist poisons of creatures and plants native to swamps.

Swamp Survivalist

You call the wetlands, marshes, and bogs your home, and are more adept at surviving in the dangerous wetlands of the world.

Benefit: While in a swamp environment, you can use Survival to track or find food while moving at your full movement speed. Additionally, you can take 10 on all Survival skill checks while in a swamp area.

Terrain Affinity

You are familiar with the traits common to certain types of terrain, and this familiarity grants you a natural advantage while in such areas.

Prerequisite: Knowledge (geography) 1 rank or Survival 1 rank.

Benefit: Choose a terrain from among the list of the ranger's favored terrain class feature. While in this kind of terrain, you may take 10 on Initiative checks and you cannot be caught flat-footed. Additionally, you gain a +2 bonus to Survival checks while in that terrain and can move at full speed while in natural difficult terrain (such as underbrush, sand, snow or the like).

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

Terrain Warrior

Your study of a terrain and of the types of creatures found within it has provided you with a series of useful tips and tricks for combating the creatures that make such places their home.

Prerequisite: Survival Expert.

Benefits: While in a terrain for which you gain the benefits of the Survival Expert feat, you gain a +2 bonus to attack and damage rolls against monsters native to that terrain type. For this purpose, this bonus counts against any monster whose ecology lists that terrain type in the environment section of their stat block, or whose environment is labeled as "any."

Torch Master

You are an expert at using torches both inside and outside of combat.

Benefit: You may make attacks with a torch in your off hand as if you had the Two-Weapon Fighting feat, even if you do not possess this feat. For this purpose, a torch is considered a light weapon. Additionally, any successful attack with a torch deals an additional 2 points of fire damage, and a critical hit with the torch causes the target to catch on fire (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on catching on fire). Additionally, your torches last twice as long before becoming extinguished, and you may make a DC 20 Reflex save any time an effect would put out a torch you are wielding, in order to prevent it from becoming extinguished.

Underwater Expert

You are a master of moving and swimming underwater.

Prerequisite: Seafarer.

Benefits: You gain a swim speed equal to 1/4 your land speed and can hold your breath for twice as long as you otherwise would be able to. Additionally, while swimming in an aquatic environment, you gain a +2 bonus on attack and damage rolls. This bonus is doubled against characters not native to aquatic environments.

Wetland Warrior

You can use the mud and muck of the swamps, marshes, and wetlands to your advantage.

Prerequisite: Swamp Survivalist.

Benefit: You ignore difficult terrain in swamp environments and are unaffected by quicksand and similar hazards. Additionally, you can use your attacks to guide an opponent into murk and mud. Whenever you make an attack while in a swamp environment, you may choose to suffer a -2 penalty to the damage roll in order to entrap your foe in the mud. If you do, on a successful hit the target's movement speed is reduced by 5 feet for 1 round. These effects are cumulative.

Wind Warded

You are conditioned to withstand strong winds and know how to get along successfully in the face of even the harshest windstorms.

Benefit: You gain a +4 bonus on Strength checks and Fly checks made to resist being checked or blown away by strong winds. Additionally, you treat winds as 1 category less severe than they actually are when determining your ability to make ranged attacks as well as the penalty to Fly skill checks you would normally suffer due to extreme winds.

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