

Porphyra



Rangers of Porphyra

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Rangers of Porphyra

"Lonely men are we, Rangers of the wild, hunters- but hunters ever of the servants of the Enemy; for they are found in many places... [If Gondor] has been a stalwart tower, we have played another part. Many evil things there are that your strong walls and bright swords do not stay. You know little of the lands beyond your bounds. Peace and freedom, do you say? The North would have known them little but for us. Fear would have destroyed them. But when the dark things come from the houseless hills, or creep from the sunless woods, they fly from us. What roads would any dare to tread, what safety would there be in quiet lands, or in the homes of simple men at night, if (we) were asleep, or were all gone into the grave?"

-Strider, *The Fellowship of the Ring*, J. R. R. Tolkien

There are those warriors that fight side-by-side with others, rank and file, serried for the maneuvers of war; or guards of places and things, heavily armed and armored for defense. Rangers go first, rangers often go alone, rangers protect without high stone walls, attack without the support of a phalanx, focusing their powers by knowing their environment, knowing their enemy, and using that knowledge to bring victory and achieve their goals. Travelers of the open places, the wildernesses, the lands on the fringe of civilization where a thinking being's mettle is tested, rangers are fighters of independent mien, but at the same time, typically part of some organization charged with duties like scouting, protection, raiding and intelligence gathering. Rangers must always think on their feet.

The myriad and bewildering array of environments of the world of Porphyra has created conditions for the territorial and specialized profession of ranger. Many experienced in travel are able to function in the lands on either side of a porphyrite border, to facilitate protection, raiding, and retreat. During the NewGods War, rangers on both sides of the conflict were the bane of encamped armies in the field, and commando teams of tasked rangers wreaked havoc on forward elements. Today, rangers are often part of some racial and territorial order, with fairly clear tasks assigned to them; still, the adventuring ranger serves his own purpose, and the purpose of his adopted companions.

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Ranger Archetypes

Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful abilities to an already established character type. These ranger archetypes are among those that are found on the Patchwork Planet of Porphyra, typically associated with specific races and climatic/geographical regions of that world. Characters may take more than one archetype as long as they meet the requirements, that is, they cannot replace a class feature twice.

Bullroarer (Halfling)

There are times when even peace-loving halflings need a martial champion- hopefully one a little bigger than the average little chap. Taking the name of an ancient champion bullroarers act as bounders for halfling-settled regions, captains of informal guard societies, and as occasional adventurers of note, saving the world from disasters before second breakfast.

Class Skills: A bullroarer adds Knowledge (local) to his list of class skills, and removes Knowledge (dungeoneering) from his list of class skills.

Braver than the Average Halfling (Ex): At 1st level, halflings gain a +1 bonus on Will saves against fear. This bonus increases by 1 for every 4 levels beyond 1st. This stacks with the fearless racial trait and the halfling luck racial trait.

Of Greater Stature (Ex): At 1st level, the bullroarer archetype assumes the halfling possessing it is of larger than average build; they suffer no penalty to CMB and CMD, and suffer half the penalty incurred for being smaller than their opponent during an Intimidate check. This replaces the sure-footed racial trait, and the track class ability.

Take That, Strangely-named Orc! (Ex): Bullroarers must take some subtype of humanoid as their first favored enemy, but gain a +1 bonus to damage against all other subtypes of humanoid. This bonus does not stack with the bonus for favored enemy. This replaces the weapon familiarity racial trait.

Onward, Stalwart Bill! (Ex): At 3rd level, a bullroarer gains Mounted Combat as a bonus feat. They have no trouble riding and controlling a horse. This replaces Endurance as a bonus feat.

Greenrunner

The affinity with nature that many rangers feel usually gravitates toward animal life and their habits, but some rangers feel more in common with the quieter members of the natural world—plants. They can coax mobility out of the usually sessile beings, calm and negotiate with those hostile and carnivorous members of the plant world, and feel at home in any place that is green and growing, lending speed to their feet. Greenrunners are often very friendly with druids in their preferred territory; they are common in the jungles of Caliform and The Pyynian Coast.

Plant Empathy (Ex): At 1st level, a greenrunner can improve the initial attitude of a monster of the plant type. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The greenrunner rolls 1d20 and adds his ranger level and his Charisma bonus to determine the plant empathy check result. The typical plant monster has a starting attitude of unfriendly. To use plant empathy, the greenrunner and the plant must be within 30 feet of one another under normal visibility conditions. Generally, influencing a plant in this way takes 1 minute, but, as with influencing people, it might take more or less time. The greenrunner can also use this ability to influence an ooze in the same way as a plant, but he takes a –4 penalty on the check. This replaces wild empathy.

At Home in the Green (Ex): At 3rd level, a greenrunner must choose from the following list for his first favored terrain: forest, jungle, plains or swamp. Any subsequent favored terrains can be selected normally. While in any of the four listed terrains, a greenrunner gains a +10 ft. circumstance bonus to his movement speed.

Friend to the Green (Ex): At 4th level, a greenrunner must take a plant companion as the option available under the hunter's bond class ability (Plant companions are detailed on page 6, and further in the *Pathfinder Roleplaying Game Advanced Race Guide*.) A greenrunner can choose to use his Knowledge (nature) skill instead of Handle Animal in training a plant companion.

Moon-Ranger

Rangers of rather clerical attitude, moon-rangers band together in alike-aligned groups to protect the civilian populace without their general knowledge. Their brotherhood is one of ritual and mysticism, as they assume their task with righteous zeal, and are especially

dedicated. They are commonly found in border territories, or in abandoned lands disputed by enemy nations. Oddly, moon-rangers of any alignments, good, evil or otherwise behave quite similarly, with just the goals and methods differing. Experts at hit-and-run tactics, they are the first line of defense against invaders, and are the eyes-and-ears of whatever organizations they are loyal to in the safe lands beyond.

Class Skills: A moon-ranger adds Knowledge (religion) to his list of class skills and removes Knowledge (dungeoneering) from his list of class skills.

Test Sympathies (Ex): Always on guard for traitors, spies, and dupes of the enemy, moon rangers add their class level to their Sense Motive checks. When combined with a *detect lies* spell, this can even penetrate magic used to disguise alignment, if the check is 10 points higher than the required threshold. This replaces wild empathy.

Ritual of the Moon (Sp): Moon rangers have traditions steeped in mysticism that honors a wide pantheon of gods that are in line with their alignment. At 3rd level, moon rangers pray to the moon for spells, receiving access to a number of clerical orisons equal to their Wisdom modifier. They cast these orisons at their ranger class level. This replaces the Endurance bonus feat.

Sacred Spells (Sp): Because of their more ecclesiastical bent, when moon rangers reach 4th level, they gain access to cleric spells instead of ranger spells. Unlike their orisons, moon rangers have a caster level equal to their ranger level –3. They do not qualify as a cleric for any other category, such as feat requirements or magic items, counting instead as rangers for all requirements.

Faith of the One, or the Few (Su): At 4th level, a moon-ranger's faith can bolster his own powers, or be felt by his companions who bear a like purpose. If he chooses faith of the one, he can, by spending a move action, increase his own caster level by 1 level for a number of rounds equal to his Wisdom modifier. If he chooses faith of the few, he can increase the divine caster level of his allies by 1 for the same amount of time. Once the form is chosen, it cannot be changed. This replaces hunter's bond.

Moonlight Ambush (Ex): At 5th level, you can form an ambush plan for any combat area you have considerable

accurate information about in advance. You must either observe the conditions of the prospective battlefield personally or receive a detailed scouting report. Forming a plan takes one minute, but if the information you base it on is inaccurate (or changes before the battle) your plan grants no bonus.

Make a Stealth check and compare it to the table below. This determines what bonus your plan grants to you and any allies you have briefed on the plan. This bonus begins in the first round of combat, and is reduced by 1 at the end of your turn on the second round of combat and each round thereafter. The bonus applies to attack rolls, saving throws, and Stealth checks made by you and your allies. Only one ambush plan can be in place for a given set of allies in a battle. This replaces 2nd favored enemy.

Skill Check Result	Bonus
20 or less	+1
21-30	+2
31 or more	+3

Purple Sage Rider

"He oughtn't have tried to throw a gun on me- whatever his reason was. For that's meetin' me on my own grounds. I've seen runnin' molasses that's quicker'n him."

-Lassiter, *Riders of the Purple Sage*, Zane Grey

The phenomenon of porphyrite and porphyrite borders on the world of Porphyra has created strange customs and cultures, taboos and traditions that are centered on that mystical crystal, and the aftermath of its imposition on Porphyra at the behest of the gods. One such culture is the loosely affiliated band known as the purple sage riders, named so for the scratchy weed that thrives on the exact threshold line of a porphyrite border, in that no-space where disparate, contiguous realities meet. Purple sage riders are rangers that have had enough of the petty rivalry and destruction wrought by religious bickering and oppression, which too often hides behind porphyrite borders as "a foreign problem". They travel far and use unusual tactics and weaponry to spread the word that religious might does not make right.

Class Skills: Purple sage riders add Knowledge (religion) to their list of class skills, and remove Knowledge (dungeoneering) from their list of class skills.

Ol' Paint (Ex): At 1st level, a purple sage rider gains a riding horse (or a pony, if Small) free of charge. At 4th level, a purple sage rider must choose his horse (or pony) as an animal companion. The GM may approve different, appropriate mounts as circumstances dictate. This replaces hunter's bond.

Targeted Infidels (Ex): At 1st level, a purple sage rider selects a deity and its followers from those in the campaign which are "generally known". She gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against associates of his selected targeted infidels. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them. A purple sage rider may make Knowledge skill checks untrained when attempting to identify creatures associated with their set of targeted infidels. This can be NPCs with a specific patron deity, or monsters in thrall to a religious organization. At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional set of targeted infidels. In addition, at each such interval, the bonus against any one targeted infidel (including the one just selected, if so desired) increases by +2. This replaces favored enemy.

Smoking Iron: At 3rd level, a purple sage rider gains the Amateur Gunslinger feat as a bonus feat, and gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). This replaces the Endurance bonus feat.

Across the Twilight Line (Sp): Purple sage riders are bound by oath and disposition to the strange boundaries that are present on Porphyra, porphyrite borders. A rider can become in tune with a porphyrite border and cross it without the use of porphyrite flake or a proper spell; he can do this once per day per character level, and may take one living creature along by expending one use per day. This replaces woodland stride.

The Thin Purple Line (Ex): At 3rd level, a purple sage rider's power grows as he becomes more and more in tune with porphyrite borders. When within a single move action of a porphyrite border (this includes a double move) the purple sage rider gains a +1 bonus on

initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his para-porphyrine terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). At 8th level, and every 5 levels thereafter, this bonus increases by +1. This replaces favored terrain.

Space Ranger!

When the amazing inter-dimensional phenomenon known as The Calling took place, the great Imperiax spaceship named the Venusia was disabled and thrown to the surface of Porphyra, and began the strange colony of The Advent Imperiax. Tracking their movements through the far-flung realms of Outer Space was, and still is, the duty of the intrepid men and women of the galactic police organization, Stellar Command. Their investigative arm are known as Space Rangers!- a term translated with some excitement from an ancient dialect. Space rangers are dispatched, now and then, to make sure that the progress of “primitive cultures” are not interfered with by galactic interlopers- especially the “Advent” Imperiax. Allowing minimal contact and support, these intrepid explorers support the right and law, and try to help sentients wherever they can.

Alignment: A space ranger! must be of lawful alignment, be it evil, good or neutral. Becoming a non-lawful alignment will eventually trigger a remote shutdown of the space ranger’s equipment, typically within a few days, never to be reactivated. No other abilities are lost.

Class Skills: The space ranger! adds Acrobatics, Fly and Linguistics to their list of class skills, and remove Handle Animal, Knowledge (nature), and Spellcraft from their list of class skills.

Hand-to-hand Combat!: At 1st level, the space ranger! gains Improved Unarmed Strike as a bonus feat, and his levels in space ranger! qualify as levels of monk for any feat requirements. This replaces weapon proficiency; space rangers! are only proficient with clubs, dagger and quarterstaves (see below.)

Laser Pistol!: Space rangers! gain Exotic Weapon Proficiency (firearm) as a bonus feat at 1st level.

Space Combat Style (Ex): Space rangers are trained to fight with their suit weapons in a particular style, and must always select within the following combat style

feats when they are available:

2nd level: Deadly Aim, Focused Shot, Point-blank Shot, Precise Shot

6th level: Add Parting Shot, Point Blank Master, Rapid Shot

10th level: Add Impact Critical Shot, Shot on the Run

Space Ranger Suit: A space ranger! starts play with an all-in-one “space ranger! suit” to facilitate his survival. It is essentially an HEV suit (see [Technological Armor](#)) that has the vacuum protection and flying capability of a spacesuit. It has a utility belt that has the carrying capacity of a masterwork backpack, and comes with a flashlight, 7 goo tubes, 3 lighters and a battery (see [Technological Gear](#)). Mounted on the arm of the space ranger! suit is a laser cannon that functions identically to a laser pistol (see [Technological Weapons](#).) The special space ranger! suit also has some unusual properties. One is a device called a vampire drive, which can drain the ranger’s Constitution to refill a battery, on a 1:2 basis. The other is a mounted communicator that can be used to contact “Stellar Command” once per day for further data. This acts as an *augury* spell effect at the space ranger’s character level. Lastly, it can, as a standard action, use a built-in analyzer to cast the following *detect* spells: *aberration*, *animal or plant*, *poison*, *radiation* or *snares and pits*. These are always cast at 1st level, but the detection power can be used until 1 minute (10 rounds) of detection has been used per day. This replaces armor proficiency (of any kind but the space ranger! suit), wild empathy, ranger spells, starting wealth and woodland stride.

Purple Duck Note: *A space ranger! suit is keyed to that particular ranger, and ceases to function if removed after the ranger’s death, rapidly breaking down into non-polluting molecules of no value. It can be removed while the ranger still lives, but breaks down as above if not put back on for more than 24 hours.*

The Infinite Void: Starting at 3rd level, a space ranger’s first favored terrain is vacuum, which is not normally listed on the list of terrain choices. Any subsequent favored terrains are chosen normally.

Junior Ranger Patrol (Ex): At 4th level, a space ranger must choose the companion bond version of the hunter’s bond class ability. He does, however, only have to spend a free action instead of a move action to activate the ability, by speaking the words “Junior Ranger Patrol, as-

semble!” This modifies the hunter’s bond ability.

Automatic Upgrade: At 12th level, the space ranger suit undergoes an automatic upgrade to a full spacesuit, with the same modifications and keyed behavior as the original. The utility belt replenishes, with the addition of a new battery, grippers, and a brown hologram generator (see [Technological Gear](#)).

New Equipment

The following weapons and equipment have been developed by and for rangers in the field.

Arm-Cannons

These skirmisher-designed firearms consist of pistol-like barrels mounted on straps that encircle the forearm. The firing mechanism is triggered by pulling a wire handle held in the palm of the hand. The projectile fires at whatever the arm is pointed at. There are single- and double-barreled versions of arm-cannons, but all are subject to a -2 to penalty to hit; double-barreled versions add the -4 penalty, if both are fired. Arm-cannons can conceivably be mounted on both arms- two-weapon fighting penalties would apply; note that an arm-cannon is not a light weapon.

Note that Rapid Reload (pistol) does not apply to an arm-cannon. A double-barreled arm-cannon can be fired singly or both at the same target; a -4 penalty applies to-hit if both barrels are fired at the same time. Thus, two double-barreled arm-cannons fired both barrels at the same target would suffer a -12/-16 penalty to hit, a -10/-10 penalty with Two-weapon Fighting.

Sap-drainer

This tool/weapon comprises a metal or bamboo tube with one end cut diagonally to make a sharp entry,

and the other a circular guard with a wire- or leather-wrapped hilt; the end of the tube is corked or capped, and can be easily removed. As a tool, it is used to drain fluids from such plants as cacti and maple trees, to be processed or consumed; it adds +1 to Survival checks in such situations, where appropriate flora are present. As an Exotic Weapon, a sap-drainer does damage as a hand-axe, and can, on a critical hit, be left in the target to cause 1 point of bleed damage per round, until the target spends a standard action to remove the offensive item. On plant creatures, a sap-drainer does 2 points of bleed damage per round.

Plant Companions

Each plant companion has different starting sizes, speed, attacks, ability scores, and special qualities. All plant attacks are made using the creature’s full base attack bonus unless otherwise noted. Plant attacks add the plant’s Strength modifier on the damage roll, unless it has only one attack, in which case it adds 1-1/2 times its Strength modifier. Some plant companions have special abilities, such as scent. Plant companions cannot gain armor or weapon proficiency feats, even as they advance in hit dice, and cannot use manufactured weapons at all unless their description says otherwise.

As you gain levels, your plant companion grows in power as well. It gains the same bonuses that are gained by animal companions noted on Table: Animal Companion Base Statistics. Each plant companion gains an additional bonus, usually at 4th or 7th level, as listed with each plant choice. Instead of taking the listed benefit at 4th level, you can instead choose to increase the companion’s Strength and Constitution by 2.

Prerequisite: A xesa with the animal companion feature can gain a plant companion [see also *Fehr’s Ethnology: Collected*]. As well, an elven druid with the treesinger ar-

Early Firearms

	Cost	Dmg (S)	Dmg (M)	Crit	Range	Misfire	Weight	Type	Special
Arm-cannon	1,100 gp	1d6	1d8	x4	10 ft.	1-2	5 lbs.	B, P	not “light”
Double-barreled	1,800 gp	1d6	1d8	x4	10 ft.	1-2	10 lbs.	B, P	not “light”, Arm-cannon penalties

Light Exotic Melee Weapon

	Cost	Dmg (S)	Dmg(M)	Crit	Weight	Type	Special
Sap-drainer	7 gp	1d4	1d6	x3	2 lbs.	P	bleed 1 (2)

chetype, or a ranger with the greenrunner archetype can select a plant companion from this list or another found in another specific source.

Floating Seaweed [Ocean (temperate) Terrain]

Starting Statistics: **Size** Medium; **Speed** 10 ft., swim 30 ft.; **AC** +1 natural armor; **Attack** slam (1d4); **Ability Scores** Str 12, Dex 14, Con 14, Int 1, Wis 12, Cha 2; **Special Attacks** grab; **Special Qualities** amphibious, low-light vision, scent

7th level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** slam 1d6; **Ability Scores** Str +4, Con +4; **Special Attacks** constrict 1d6

Rolling Cactus [Desert (warm) Terrain]

Starting Statistics: **Size** Small; **Speed** 30 ft.; **AC** +1 natural armor; **Attack** slam (1d4); **Ability Scores** Str 13, Dex 10, Con 14, Int 2, Wis 14, Cha 6; **Special Attacks** 1 point bleed damage per attack; **Special Qualities** 1d4 damage to opponents who grapple, use natural weapons or unarmed strikes, low-light vision

4th level Advancement: **AC** +2 natural armor; **Ability Scores** Str +2, Con +2

Snowthorn (Ledosha)* [Plains (cold) Terrain]

Starting Statistics: **Size** Medium; **Speed** 40 ft., burrow 10 ft. (snow only); **AC** +1 natural armor; **Attack** slam (1d6); **Ability Scores** Str 12, Dex 12, Con 14, Int 1, Wis 12, Cha 6; **Special Qualities** low-light vision, resist cold 5, scent

7th level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** slam (1d8); **Ability Scores** Str +8, Dex -2, Con +4

* See also the entry for “ledosha” in *Cavaliers of Porphyra*

New Feats

The following feats are commonly taken by rangers.

Subconscious Reflexes

I can smell ‘em in my sleep, they can’t sneak up on me...

Prerequisite: Evasion, ranger level 9, Perception 9 ranks

Benefit: You are no longer considered helpless when you are asleep, bound or unconscious. Rogues cannot sneak attack against you when you are helpless, unless they could otherwise do so. When you are helpless, your Dexterity is considered ½ normal.

Normal: A character suffers a -5 Dexterity modifier when helpless.

Whip the Bow (Combat)

When you need to, you can defend yourself with a bow while you draw your sword.

Prerequisite: Archery combat style

Benefit: As a standard action, you can parry melee attacks with a bow or crossbow, granting the benefits of fighting defensively while drawing a melee weapon, and still receiving a move action. You bow does 1d4 points of bludgeoning damage.

Normal: Fighting defensively is a standard action, and drawing a weapon is a move action.

New Magic Items

The following are magic items commonly carried and used by rangers, typically being associated with a particular race and the rangers that protect and serve within that race.

Elfstone (blue, green, white and yellow)

Aura moderate abjuration; **CL** 7th

Slot neck; **Price** 8,400 gp; **Weight** —

Description

These beautiful pieces of jewelry contain a brilliant gem of varying color, based on the territory of the recipient, typically being given to rangers who have given service to elven communities. The setting is always silver, and in the shape of an eagle, and is intended to be used as a cloak clasp. *Elfstones* grant a +1 deflection bonus to the wearer, which increases to +2 if the wearer is in their primary (first) favored terrain, and that terrain matches the elfstone’s color; blue—plains, green—forest, white—water, yellow—desert. The wearer also gains a +2 competence bonus to skill and ability checks if they in the indicated favored terrain as follows: blue—Strength and Dexterity checks and based skills, green—Intelligence checks and based skills, white—Wisdom checks and based skills, yellow—Charisma checks and based skills.

Construction

Requirements Craft Wondrous Item, *karmic blessing*, *shield of faith*, creator must be an elf; **Cost** 4,200 gp

Reforged Sword

Aura strong evocation and conjuration; **CL** 13th

Slot weapon; **Price** 30,335 gp; **Weight** 6 lbs.

Description

These powerful magical bastard swords are the possessions of great leaders of ranger orders, and often bear their own specific names. They are called *reforged swords* because they are made from the shards of magical blades recovered from great battlefields, a process which can

take many years, even generations. Fitted with a magical scabbard, a reforged sword is a +2 *impervious bastard sword* that is also *keen* against the wielder's favored enemies, if any. A *reforged sword* grants the wielder darkvision 60 ft. (or increases existing darkvision to 90 ft.) and allows the wielder to cast the spells *daylight*, *faerie fire* and *ancient demand* (without the material component) once per day. The magical scabbard of a *reforged sword* is also *impervious*, and radiates *nondetection* on itself and the blade within. At a command word spoken by the owner, a *reforged sword* cannot be drawn from the scabbard until a counterword is spoken; without knowledge of such words only a great deal of divination can find them out and allow the sword to be drawn.

Construction

Requirements Craft Magic Arms and Armor, *ancient demand*, *daylight*, *faerie fire*, *nondetection*, *peacebond*; creator must be a ranger 13 or higher; **Cost** 15,000 gp

Seven-Star Herb Pouch

Aura moderate conjuration; **CL** 7th

Slot none; **Price** 13,000 gp; **Weight** 1 lb.

Description

This embossed leather pouch with an attaching strap conjures healing herbs within it so that a skilled healer can address physical ailments. Each day, it bears seven charges that can be used to do the listed treatments. The user must have 1 rank in Heal to equal the healing charge attempted.

- *Cure light wounds* (1 charge)
- *Lesser restoration*, *cure moderate wounds* (2 charges)
- *Neutralize poison* (3 charges)
- *Restoration* (4 charges)

In addition, the owner gains a +5 competence bonus to his Heal skill checks.

Construction

Requirements Craft Wondrous Item, *cure light wounds*, *cure moderate wounds*, *lesser restoration*, *neutralize poison*, *restoration*; **Cost** 6,500 gp

New Ranger Spells

The following spells are available to rangers and other qualified races who become aware of them through observation, legacy, or being taught them by one who already knows the spell.

Amplify Herbs

School conjuration (healing); **Level** ranger 1

Casting Time 1 round

Components V, S M (spittle)

Range close (25 + 5 ft. / 2 levels)

Area of Effect 10 ft. by 10 ft. square or 1 plant monster

Duration instantaneous

Saving Throw Will half; see text; **Spell Resistance** yes (harmless); see text

By means of this spell, the caster adds strength to living plants in a given area, or heals a significantly large plant. The latter heals 1d8 hit points of damage to a plant with hit points, plus 1 point per caster level, up to a maximum of 5 points. This may also be a living non-monstrous plant, such as a living tree. The former effect increases the herbal potency of a plant, so that a Craft (alchemy) check to use the plant's properties will be increased by 1 per casting.

Ancient Demand

School conjuration (calling); **Level** ranger 4

Casting Time 1 minute

Components V, S, M/DF (special)

Range close (25 + 5 ft. / 2 levels)

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This dangerous and often desperate spell calls forth spirits bound in undead flesh to serve the ranger, in penance for unforgiven deeds they did in life. To cast the spell, the ranger must have some knowledge about the area and what beings have died there, by making a successful DC 15 Knowledge (history) (local) or (religion) check. Then, the spell ritual is cast, using a holy symbol made of silver—which is destroyed at the end of casting. The caster must make a Charisma check and consult the table below:

- *Natural 1*: Roll again, the caster is attacked by the rolled being
- *2-10*: 2 wights are called to the caster; in a coastal area 2 advanced draugr are called
- *11-19*: 2 shadows are called to the caster OR 3 skeletal warriors (caster's choice)
- *20+*: A 2 HD ghost (with template applied) designed by the GM.

The undead so called need not necessarily be used for combat; wights, shadows and ghosts can speak and be

asked questions (typically three) that they can answer as an *augury* spell with 85% accuracy or as accurate or campaign-specific as the GM wishes. Undead will serve the caster until destroyed, though every day they are kept to serve a d20 is rolled, with a natural 1 causing the bound undead to turn on the caster. Any further castings of ancient demand will fail if the currently bound undead still exist.

Aspect of the Oak

School transmutation; **Level** druid 3, ranger 4

Casting Time 1 standard action

Components V, S, M/DF

Range personal

Duration 1 minute/level

Saving Throw Fortitude negates (harmless); **Spell resistance** yes

When you cast this spell, you take on the aspect of an oak tree, including some its physical characteristics. You become stiff and tall, with your hair becoming like leaves, skin becoming woody, with twig-like fingers. You gain a +4 enhancement bonus to Constitution and Wisdom, a -2 penalty to Dexterity, and a +2 natural armor bonus. You suffer a -10 ft. penalty to movement, but also gain DR 4/slashing and a +2 enhancement bonus to your CMD and Swim checks.

Planar Companion

School conjuration (calling); **Level** ranger 3

Casting Time 1 minute

Components V, S, M (offerings worth 500 gp)

Range close (25 ft. + 5 ft. / 2 levels)

Duration instantaneous

Saving Throw none; **Spell Resistance** no

By casting this spell, you beseech the gods of your alignment to send you a minor companion of their choosing. Offerings of herbs, oils and food the outsider might enjoy are consumed in the 1 minute ritual. You may ask the creature to perform one task for you. Tasks may range from the simple to the complex. You must be able to communicate with the creature called in order to secure its services.

The possible outsiders called may have the ability to commune with the gods of their home plane; if requested to do so, a planar companion will do only that, and only allow one question per 5 levels of ranger the caster possesses. They will then leave.

The possible outsiders called are as follows: the caster

may not choose which specific type.

- *Chaotic Good*: lyrakien azata, caypup
- *Chaotic Neutral*: voidworm protean, yakkha yaksha*
- *Chaotic Evil*: cythnigot qliploth, quasit demon
- *Neutral*: nosoi psychopomp, paracletus aeon
- *Neutral Evil*: cacodaemon, doru div, spirit oni
- *Neutral Good*: silvanshee agathion, 2 foo dogs
- *Lawful Good*: cassissian angel, lantern archon
- *Lawful Neutral*: arbiter inevitable, shikigumi kami
- *Lawful Evil*: augur kyton, imp devil, raktavarna rakshasa, tripurasura rakshasa

* from *Monsters of Porphyra II*

Sword-Pain

School abjuration (good/evil); **Level** magus 2, ranger 2

Casting Time 1 round

Components V, S

Range touch

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

This spell protects the personal weapon of the caster from unauthorized use by another. A phrase of no more than 10 words dictating who can use the weapon safely is spoken when the spell is cast, such as “No evil being may use this sword” or “Only humans can use this sword”. An unauthorized user who tries to use it takes 4d6 positive or negative energy damage, depending on the caster alignment (or choice if he is neutral); this makes the spell of the good or evil subtype. Furthermore, after the damage is discharged, the weapon suffers a -2 penalty to hit and damage for the duration of the spell, and bears a magical aura that can be seen without aid by the caster, or from simple divination magic.

Additional Ranger Resources

The following Porphyra products product additional ranger-based options.

- *Heroes of the Fenian Triarchy* (2 ranger traps, Wild Huntsmans [feykissed racial archetype], several ranger spells)
- *Heroes of the Middle Kingdoms* (several ranger spells)
- *Heroes of the Siwathi Deserts* (1 ranger spell)

Sample Character

The sample below has the damage modifier for Power Attack already included; favored class bonuses are added to hit points.

Telcontira Istil

“A day may come when the bullies of a mad god push aside the shields of righteousness and shame the hearts of the free. But it is not this day.”

Telcontira Istil (CR 8; XP 4,800)

Female half-elf ranger (moon-ranger) 9

CG Medium humanoid (elf, human)

Init +2; **Senses** low-light vision, Perception +14

Defense

AC 20, touch 12, flat-footed 18

(+8 armor, +2 Dex)

hp 62 (9d8+18)

Fort +7, **Ref** +9, **Will** +6

Defensive Abilities evasion

Offense

Speed 20 ft.

Melee *reforged sword* +15/+8 (1d10+8/19-20)

Ranged +1 *composite longbow* (+4) +12/+7 (1d8+5/x3)

Special Attacks combat style (two-handed weapon), favored enemy (outsiders [fire] +2), moonlight ambush

Spells Known (CL 6th; concentration +8)

2nd—*spear of purity* (W-DC 14), *silence* (W-DC 14)

1st—*bless*, *protection from evil*, *shield of faith*

0th (At will)—*guidance*, *virtue*

Statistics

Str 18, **Dex** 14, **Con** 10, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +9; **CMB** +13; **CMD** 25

Feats Deadly Aim, Endurance, Furious Focus, Power Attack, Skill Focus (Survival), Stealthy, Subconscious Reflexes, Toughness

Skills Knowledge (local) +9, Knowledge (nature) +6, Knowledge (religion) +12, Perception +14, Sense Motive +14, Stealth +16, Survival +16; **Racial Modifiers** +2 Perception, +2 Sense Motive

Languages Common, Elven

SQ dreamspeaker, favored terrain (desert +2, forest +4), faith of the one, swift tracker, test sympathies (+9), tracking (+4), woodland stride

Combat Gear *potions of barkskin* (x2), *cure moderate wounds* (x2); **Gear** +2 *shadow chainmail*, *belt of mighty constitution* +2, *reforged sword* [Fanduril], +1 *composite longbow* (+4), *ioun torch*, masterwork backpack, ranger's kit, *elixir of love*, 2 daggers, 112 gp

Telcontira did not choose the life of a moon-ranger—she was born into it, eldest child of a chieftain of the Moon-Rangers of Tussalath—known to outsiders as the Scrublands. Her mother a missionary cleric of Tulis, Telcontira has been fervent from a young age, and trained in weapons almost as soon as she could walk. Quickly rising through their ranks, she has been very forward in her philosophies of defense of the Elven Marches, such as intolerance of unauthorized travelers though the Scrublands.

Telcontira's magical sword is Fanduril, (“bright avenger” in Elven) a powerful reforged sword passed down through the generations of moon-rangers. She will make all who travel with her swear to not let it fall into enemy hands. She has heard word of a fanatical ifrit army slowly bearing down on the northern reaches of the Scrublands and is fearful of her people's ability to stem its flow.

Regional Traits

The following regional traits can be taken by characters from the scrublands.

Defender of the Marches: When trouble comes against the Great Green, or specifically against the brave frontiersmen of the Scrublands, they are ready to defend against forces much stronger than themselves. You gain a +1 trait bonus to your combat maneuver defense score.

Sharp-eyed Scrublander: Few settlers have the mettle to make a living in the thin soil and rough terrain of the western Scrublands, and those that can are tough and mindful of their surroundings. Once per day you can reroll a Survival check, keeping whatever result is higher.

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