

# FEAT REFERENCE DOCUMENT



Adventure, Campaign  
and Companion Feats





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# INTRODUCTION

## FORWARD

It can be annoying to build a character using more than 2-3 books as sources. It's time-consuming to read through all the possible character options, it's hard to search through multiple books every game session to see what your choices actually do, you may have to carry a crate around for your sourcebooks, and your character sheet can be clogged with footnotes about what ability came from what source. When you have scores of small books to choose feats from, all these problems can be multiplied to ridiculous proportions.

The *Feat Reference Document* is designed to simplify that process with a game element that every character interacts with – feats. Over the course of years, the publishers of the *Pathfinder Roleplaying Game Core Rulebook* have expanded feats not only in their hardback rulebooks, but also in more than 100 adventures, softback companions, and campaign-specific setting products. Since none of those sources are included in the PRD, and many include Product Identity that can't be used by third-party publishers, no one has created a single, compiled, OGL-friendly product with the more than 700 feats that have appeared in official products beyond the hardback rulebooks.

Until now.

## USING THIS BOOK

The *Feat Reference Document: Adventure, Campaign, and Companion Feats* is designed to fill a gap in both ease of use and ease of re-use. By bringing all these feats together, we hope to make it easier for players to access and reference feats that are often much more colorful and flavor-themed than those in the hardback books. This also makes it easier for GMs to have the resources necessary to approve feats players want, and look them up for adjudication in play. Additionally, it serves as a receptacle for GMs looking to customize monsters with some specialized feats. There are feats for goblins, giants, vampires, and even ropers, giving the GM a wealth of options beyond what the *Pathfinder Roleplaying Game Bestiary* and its follow-up hardbacks offer.

In short, by putting many of the game's most interesting feats in one place, we hope to make it easier for GMs and players both to get the most out of their campaigns!

## A WORD ON OFFICIALNESS (OR LACK THEREOF)

This book is designed to be a faithful and accurate compilation of feats from dozens of official sources, and to make those feats friendly for use with Open Game License products. While that requires changes to proper nouns from the campaign of the original publisher, a GM who dislikes allowing game material from any publisher beyond the creators of the game itself can still use this book as a compilation of feats that are part of the original publisher's envisioned game system. However, that does not make this book official for any purpose as far as the material's original publisher is concerned. Freelance writers working for that publisher should not depend on it for background information, and players of organized play groups that require a copy of an official source to use a feat not in the *Pathfinder Roleplaying Game Core Rulebook* cannot bring this tome to fulfill that requirement. This is a useful and comprehensive collection of feats not in the *Pathfinder Reference Document*, but it is not itself "official" in any capacity that the core game's publisher recognizes.

## REPLACEMENTS FOR CLOSED CONTENT WORDS

There are many cases where a proper name or imaginary word referenced in the original text for a feat isn't open game content, and thus we can't use it here. That rarely has any impact on the rules themselves—the fact that the Acadamae Graduate feat references the Acadamae of Summoning within the legendary Scholomance has no bearing on how the feat works. (In this case it doesn't even have any bearing on prerequisites, since the game rules don't actually require a character be an acadamae graduate to take Acadamae Graduate). Where we *can't* use a word in the original copy of a feat, we replaced it with a new one. If that forced us to rewrite flavor text in a feat, we **highlighted**



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the text, so the reader knows at-a-glance where we've made a change in background material.

Where we have changed a word that is part of a feat or similar rules element's name, such as the Alderthane dueling sword, we just highlighted the new proper name in the feat's name.

Wherever possible, the new names of feats, and other rules elements we are required to change, have been selected to keep the same alphabetical listings as the original rule element names.

## SOURCES

Because the products from which we drew this material are not on the list of titles we have a license to mention, we cannot reference where any of these feats come from (though all sources are included in Section 15 of the Open Gaming Licenses, at the end of this book). Since the feat names are the same whenever possible (see Replacements for Closed Content Words, above), it should be easy for everyone interested in more similar material to look up the source of these feats online, so they can buy the full book from the original publisher (which we enthusiastically recommend).

However, it can be useful to have some idea which feats all come from the same source, even if we can't say what that source is. To help GMs who want that information, we've created an imaginary, in-game book or similar literary source associated with each feat. These are all new material, so we didn't bother to highlight them as we do name changes and new flavor text. They have no impact on how a feat works or how official a rule is, they're just guideposts marking that certain feats are thematically linked because they come from the same sourcebook. Of course a GM can use these sources as in-campaign materials, perhaps granting new prestige classes or archetypes access to bonus feats drawn from a specific source, or even allowing characters to retrain existing feats if they find a copy of one of the specified tomes. For example, characters who are part of an organization of explorers and adventurers within a GM's campaign might be given access to feats from any of the sources that mention the Wayfarers, representing specialized training available within the group.

## REVISED FEATS

If a source line includes *The Ancient Analects*, rather than identify a common sourcebook the feat comes from, that indicates the feat is being updated from an older version of the rules (to be truly 100% compatible with the current game rules). We only took this route if the feat had not been updated in an official source. We generally made very minor changes, but any GM who doesn't want to allow such updated material that's slightly different from the original text can simply disallow anything that lists *The Ancient Analects* as one of its sources.

In a very few cases, an official feat has been shown to have serious issues that make it difficult to use properly, and a revision is clearly in order. In these cases we list a revised version of the feat after the official version, and **highlight** the entire feat. GMs not wishing to allow third-party material into their games can simply ignore the revised versions of such feats.

## AFFINITY

Some of the feats from sources still using older editions of the game have national affinities among their prerequisites. Obviously, we had to replace all the nation names that were product identity of the original publisher (see Replacements for Closed Content Words, above), but we also need to present the rules for what an affinity is. Such feats can only be selected for a nation in which the character grew up or for which he otherwise possesses local affinity. To gain local affinity, a character must live in a nation for at least a year and gain at least 2 ranks in Knowledge (local) while there. After that time, he is considered to have affinity for that nation for the purpose of qualifying for feats that require affinity (although, of course, he must meet the feat's other prerequisites as well).

A GM may disallow such feats, or reassign them to nations of a home campaign, or simply mandate that characters can only have affinity to a single nation without requiring the nation be any one specific place within the campaign world.



# INTRODUCTION

## DIVINE PREREQUISITES

A number of feats originally required worship of specific deities, none of whom we can name. Rather than create a whole new list of deities, we've simply switched such prerequisites to the worship of a deity of the same alignment that also grants the same domains as the original deity. Example: "a Neutral deity that grants the Destruction, Knowledge, Magic, Protection, and Rune domains." GMs may wish to create similar deities for their own campaigns, or allow players to select feats of any deity that matches their deity's alignment, or two or more of the same domains, or disallow these feats entirely.

## SUPPORT RULES

Wherever a feat references a rules element available in one of the hardback core rules, we do our best to give guidance on where to find it. When in doubt, check the PRD for any feat, maneuver, spell, or equipment mentioned in this volume that doesn't note its location. Several feats refer to (and often require) additional rules elements not available in the PRD or hardback rulebooks. In such cases we have provided the required additional material in **Appendix I: Additional Rules**.

## TYPES OF FEATS

In addition to the combat, critical, general, and metamagic feats of the *Pathfinder Roleplaying Game Core Rulebook*, and the Teamwork feats common in other hardback rule expansions, there are numerous types of feats (often with special rules) presented in the sources compiled for this tome. The additional feat types, and their relevant terminology and special rules, are outlined below.

## ACHIEVEMENT FEATS

Inspired by a variety of video games and board games that utilize similar conventions, achievement feats require the cooperation of the player and the GM to make the transition into the world of pen-and-paper Roleplaying Games. Players who seek to qualify for an achievement feat should tell their GM early so she can note the PC's progress toward

the feat's requirement, or be aware that the player is tracking his character's accomplishments with this goal in mind. Although they require more bookkeeping to attain than typical feats, these feats are designed to reward players and should help PCs feel like they've accomplished something pertinent to the campaign's goals. GMs who feel achievement feats are not for their game can ignore this section with no detriment to their campaign.

## BETRAYAL FEATS

Betrayal feats are a form of teamwork feats. "Teamwork" is a relative term. Many villains don't concern themselves with collateral damage and make their plans with exceeding ruthlessness. Presented in this tome are several teamwork feats with the common theme of reaping a benefit at an allies' expense. All of these feats refer to an initiator and an abettor. The initiator is the one activating the feat (also referred to as "you") and the abettor is an ally who also has the feat and whose presence and (perhaps unwilling) sacrifice allows the feat to take effect. Choosing one of these feats effectively grants consent for an ally with the same feat to harm you in combat, and vice versa, but evil characters are often willing to take big risks to get the upper hand. Some recruit devoted minions specifically to use in this way. Characters with class abilities granting allies access to teamwork feats (such as cavaliers or inquisitors) can select these teamwork feats normally, but allies who are granted these feats can use the feats only as initiators, not as abettors. An inquisitor could not grant an ally the Ally Shield feat and then use the ally as a shield, for example, but he could allow that ally to use him as a shield.

## DAMNATION FEATS

Damnation feats represent a bargain the character has made with some dark power, granting the character great power at the cost of her eternal soul. Damnation feats are distinct from more common feats in three ways.

**Damned:** A character with a damnation feat is damned (see below). This is likely a permanent condition, but might be avoided through redemption.



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**Greater Power:** Damnation feats increase in power relative to the number of damnation feats a character possesses. Each new damnation feat increases the power of all of the character's damnation feats, including the newly taken feat and future feats.

**Patronage:** All damnation feats require the patronage of an evil outsider—typically a daemon, devil, demon, or kyton. This evil outsider patron must be favorably disposed toward the character and must have a number of Hit Dice equal to or greater than her character level. An evil outsider summoned via a spell such as *planar binding* might be coerced to serve as a character's patron (whether that character is the spell's caster or another seeking patronage). The caster of a *planar binding* spell must still attempt Charisma checks to coerce the outsider into service, but she gains a +4 bonus on her Charisma checks if that service is to act as a damnation feat's patron. Other outsiders might more willingly serve as patrons at the GM's discretion.

## DAMNATION

When a character takes a damnation feat, his soul is damned. The character's spirit is promised to a dark power, whether an evil deity or a foul planar race, and his soul will ultimately be consigned to some grim fate after his death. The method by which one becomes damned typically determines the specifics of this eternal doom, but the in-game effects are the same regardless.

Upon taking a damnation feat, the character's soul becomes ensnared by dark, otherworldly forces. From that point on, if the character dies, returning him to life proves to be more difficult. Any nonevil spellcaster who attempts to bring the character back from the dead must attempt a caster level check (DC = 10 + the slain character's Hit Dice). Success means the spell functions as normal, while failure means the spell fails and cannot be attempted again for 24 hours. Evil spellcasters, however, can raise the slain character normally, without a check.

Upon taking a second damnation feat, the character becomes even more ensnared by his doom. He remains difficult to return from the dead (as noted above), and he can't be affected by *breath of life* or *raise dead*, even when these spells are cast by an evil spellcaster. Also, the character's alignment shifts one step toward evil (typically toward the alignment of whatever creature serves as his patron).

This corruption continues if the character takes a third damnation feat. He is affected as previously noted, and in addition, the spell *resurrection* no longer affects him. The character's alignment again shifts one step toward evil (typically toward the alignment of whatever creature serves as his patron).

Finally, upon taking a fourth damnation feat, the character can no longer be returned from the dead by any method short of a *wish* or *miracle*. The character's alignment shifts one more step toward the alignment of whatever creature serves as his patron.





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## Faction Feats

Faction feats use the faction rules to reward characters who have risen to a specific level within a faction. The faction rules are an optional rule set a GM may choose to use to help bring another element into a roleplaying campaign. Factions are groups with their own goals and rules of which PCs may be members, potentially gaining benefits and access to new feats as they increase their standing. A player should not assume faction rules are in use, or that any specific faction is available, without checking with the GM. The original publisher's campaign setting has a set of factions and official faction feats tied to them, which we've adapted in this volume. A GM can use the original factions, modify our factions as appropriate for her game, or develop all-new factions using these as guidelines.

PCs improve their standing within their faction by succeeding in missions relating to or coming from a faction. In a given adventure, or even in between adventures, a GM should think about the factions the characters in the party have chosen to represent. Their factions might ask them to assassinate a crime lord, protect an innocent merchant caught in a crossfire, save a kidnapped child, hand off an important letter, foil an assassination, recover a specific stolen relic, or locate a letter of marque. Whatever the mission, a positive outcome earns the character a Prestige Award (PA).

As a character's prestige increases, her faction rewards her excellent service with ever-increasing boons. In this section, you'll find a simplified system of rules that describes how to calculate a character's Total Prestige Award (TPA), which allows her to access specific faction feats. The full rules (located in the official game publisher's guide to factions) go into greater detail on how a PC can use her Prestige Award for a variety of benefits that reflect her faction's willingness to assist her in times of need.

## Total and Current Prestige Award

Just as a character has a maximum hit point value when fully healed and a current hit point value when injured, that character has a Total Prestige Award

(TPA) and a Current Prestige Award (CPA). TPA represents the character's overall reputation within a faction. CPA represents how much influence the character currently has within that faction in terms of favors owed to him and his ability to influence others and make use of the faction's resources. Using the full faction rules characters may spend CPA to acquire goods or services, but for feats we are only concerned with TPA.

## Earning Prestige

Characters earn prestige for performing missions for a faction or otherwise advancing the faction's goals. For example, a character allied with the Eagle **Lords** gains prestige with that faction for breaking up a slaving ring, while a **fallen Lyonesse** cultist gains prestige for converting unbelievers to the faith and sending tithes back to **Lyonesse**. At your discretion, a character may earn prestige for an adventure even if it's not part of an "official" mission for a faction—a 7th-level paladin who's freed many slaves probably has earned prestige with the Eagle **Lords** even if she's never taken orders from a member of that faction.

When a character's Prestige Award increases, her TPA increases by the same value. For example, **Alaina** has 5 TPA with the Eagle **Lords** faction; if she completes a mission for them and her PA increases by 2, she now has 7 TPA.

Not every adventure or encounter needs to relate to a faction mission, nor does every faction have an interest in every possible adventure, but as a general rule you should strive to provide equal opportunity for PCs of all factions to earn prestige. If you cannot find a place within a given adventure for the interests of a particular PC's faction, make a point of integrating opportunities later on for that PC to achieve some faction goals.

The ability to earn prestige should be routine, but it need not be automatic. If a PC fails at her appointed tasks or passes up opportunities to further her factions' goals, she does not earn prestige simply because her player showed up to play. By choosing to play using a faction, a player is agreeing to "play along" with faction goals in order to obtain faction rewards. If the PC does not fulfill her obligations as a member of the faction, she should not expect to rise in the faction's esteem.



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The rate at which characters' prestige increases varies depending on the whether you use Fast, Medium, or Slow advancement (see the *Pathfinder Roleplaying Game Core Rulebook*), but on average, characters should be able to increase their TPA by 3 to 5 points per experience level, whether acquired by completing several small missions or tasks or one more difficult or significant task. Over the course of a long campaign, characters might expect to increase their TPA by 40 or more points, especially if the campaign is tightly linked to the factions players choose.

## BENEFITS OF PRESTIGE

A character's Total Prestige Award represents her trustworthiness and status within her faction. The simplest representation of this prestige is that for every 10 points of her Total Prestige Award, she gains a +1 bonus on Diplomacy checks with members of that faction. In addition, she may learn certain feats restricted to those whose TPA reaches a certain benchmark. Her faction contacts can allow her to buy or sell goods whose value exceeds the normal gp limit of the local area or that might be of questionable legality. Finally, depending on the organization, a character's TPA might afford her certain titles and incidental privileges.

## FAMILIAR FEATS

Familiar feats can be taken by characters who have familiars that meet the listed prerequisites. Wizards can take a familiar feat as a bonus feat, and witches can select a familiar feat in place of a hex. If you lose your familiar and gain a new familiar that doesn't meet the listed prerequisites for a familiar feat you possess, your new familiar doesn't gain the benefits of that feat. A new familiar that meets the prerequisites automatically gains the benefits of that feat.

When you gain a new level, if your current familiar does not meet the prerequisite of a familiar feat you possess, you can learn a new familiar feat in place of the feat your familiar doesn't qualify for. In effect, you lose the old familiar feat in exchange for the new one. The feat lost can't be a prerequisite for another feat you possess, and your familiar must meet the new feat's prerequisites. You can exchange only one feat in this way each time you gain a level.

## MEDITATION FEATS

Meditation provides some of the advantages of a monastic refuge anywhere. While meditation can help any character center herself or calm a troubled mind, those specially trained in the art can use it to unlock fantastic abilities within themselves, reflected in meditation feats. These feats can be taken by any character who meets the prerequisites, but are most commonly encountered among those who have trained in a monastery.

**Monks and Meditation Feats:** A monk may take a meditation feat in place of a bonus feat. He must meet all of the prerequisites to take the feat as normal.

## STORY FEATS

A story feat reflects a goal—often an all-consuming one—that shapes your life. Each story feat incorporates a trigger event (which comes from either a campaign occurrence or your background), an immediate benefit, a goal, and a further benefit for achieving that goal.

Story feats are marked with the story keyword. Each feat has at least two possible prerequisites, representing conditions most likely met during play or a background that fits the feat (see Backgrounds in *Pathfinder Roleplaying Game Ultimate Campaign*). You need to meet only one of these prerequisites. Anytime you gain a new feat, you may take a story feat, but you can have only one uncompleted story feat at a time. Story feats are designed for PCs, but can be taken by NPCs and monsters as well.

Unlike typical feats, story feats have nebulous prerequisites, and you should choose one only after talking with the GM. The GM should weave a story feat into the greater story of the campaign and even adjust it as needed to fit the campaign's long-term goals and the specifics of your background. Story feats should work organically within the story of the campaign, rather than be chosen purely for their mechanical benefits.

Like the prerequisites, the completion conditions for a story feat might require GM adjudication. If the events of the campaign are not likely to resolve the story implied by the



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story feat, the GM should consider shifting the goal to something you can achieve. Establishing a meaningful story arc is more important than adhering to the letter of the feat.

Because a story feat represents both your motivation and character development, the GM should make an effort to incorporate elements related to the feat into the ongoing campaign. These can be direct elements, like the appearance of a villain or hated creature, or indirect elements, such as rumors of the fate of a lost relative or NPCs who are impressed by a PC's artistic endeavors. A good rule of thumb is to work in a reference to each PC's story feat once every three to five sessions.

In most cases, allies can assist in completing a story feat. At the GM's discretion, if you do not take a leadership role in tasks or conflicts related to your own story feat, you might need to complete additional goals to resolve the story feat, or might even be denied completion altogether.

## COMMON RULES

Many story feats share similar terminology in their prerequisites and completion conditions. The following terms have special meanings when used in story feats.

*Appropriate Number:* These are either creatures whose individual CRs add up to 20, or creatures whose individual CRs add up to 5 times your character level, whichever is greater. For example, if you're at 6th level, an appropriate number of creatures have CRs that add up to 30. This calculation is based on your current character level, not the level at which you selected the story feat. Overly easy challenges (encounters with CRs of 3 or more below your character level) don't count unless circumstances make them much more difficult to handle.

*Challenging Foe:* This is a foe or group of foes with a total CR of 10 or a CR of 3 plus your character level, whichever is higher. If this refers to a distinct individual, the foe's CR is set when the feat is taken, but the foe advances in power as you do. Otherwise, it refers to your current level. A typical recurring foe advances in CR by 1 for every 1–2 levels you gain.

*Character's Level:* Normally, this is your actual character level. If you're a creature best represented by CR rather than character level (such as most monsters with more than 1 HD), use your calculated CR instead of your character level.

*Decisively Defeat:* You overcome a foe in some way, such as by killing the creature, knocking it unconscious, or causing it to be taken prisoner. You must be a significant participant in the conflict to defeat the opponent, even if another strikes the final blow. Whether or not merely causing the enemy to flee qualifies is up to the GM. Generally, driving off an enemy while causing little actual harm does not qualify as a decisive defeat.

*Slay:* Slaying a foe includes killing it, destroying it, turning it to stone, banishing it to the Abyss, or otherwise eliminating it in a fashion reversible only by powerful magic. Unless otherwise noted, you must deal the final blow yourself to slay a creature.

*Thwart:* Distinct from defeating a foe, thwarting a foe involves disrupting its plans in a substantial and essentially permanent fashion. Deposing a lord, bringing down a priest's temple, or banishing a sorcerer to the depths of Hell all qualify as thwarting. You keep any benefits gained by thwarting a foe even if it survives defeat and returns more powerful than before. You must be a significant participant in the events that lead to your foe being thwarted for your actions to count toward fulfilling a story requirement.

## STORY FEATS AND STACKING

Most story feat bonuses are untyped, and stack with almost any other bonus. However, if you have multiple story feats, their untyped bonuses do not stack with each other. For example, if two story feats gave you a bonus on saving throws, you would add only the higher bonus.

## TARGETING

If you are using the optional called shots rules (see *Pathfinder Roleplaying Game Ultimate Combat*), attacks made with targeting feats count as called shots for the purposes of abilities or effects that modify called shots, such as the Improved Called Shot feat.



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**TABLE 1: GENERAL, COMBAT, AND CRITICAL FEATS**

| Feat                         | Prerequisites   | Description  | Pg# |
|------------------------------|---|--|-----|
| Acadamae Graduate            | Planar knowledge or summoner's charm class feature from arcane school specialization  | Cast a prepared conjuration spell with a reduced casting time.                                 | 49  |
| Adept Channel                | Ability to cast divine spells, summon familiar class ability, caster level 4th, Cha 13  | Gain the ability to channel energy as a cleric   | 49  |
| Advance Warning              | Cha 15  | You can shout warnings to nearby allies, preventing them from being caught off guard.          | 49  |
| Agonizing Obedience          | 3 ranks in Heal   | You physically defile yourself out of zealous devotion to pain in order to gain special boons. | 49  |
| Alderthane Dueling Disciple* | Exotic Weapon Proficiency (Alderthane dueling sword), Weapon Finesse, Weapon Focus (Alderthane dueling sword)                                   | Gain a bonus on Intimidate checks to demoralize opponents.                                     | 51  |
| Alderthane Dueling Mastery*  | Exotic Weapon Proficiency (Alderthane dueling sword), Quick Draw, Weapon Finesse, Weapon Focus (Alderthane dueling sword)                       | Gain a bonus on Initiative checks and a shield bonus to your AC.                               | 51  |
| Align Equipment              | Alignment Channel, Bless Equipment, caster level 3rd, channel energy class feature.   | Imbue weapons, shields, and armor with special abilities.                                      | 51  |
| All-Consuming Swing*         | Str 13, Power Attack, Cleave, Vital Strike, base attack bonus +8  | Apply additional damage when using Cleave or Great Cleave.                                     | 52  |
| Altitude Affinity            | Endurance   | Gain a bonus on Survival checks made at high altitudes.  | 53  |
| Ambush Sense*                | Int 13, trap sense class feature  | Be better prepared to face your foe during a surprise round.                                   | 53  |
| Ammo Drop*                   | Sleight of Hand 1 rank, proficient with sling   | Load a sling one-handed as a swift action or move action.                                      | 53  |
| Amplified Hex                | Hex class feature   | You have learned to augment your hexes with the energy of your spells.                         | 53  |
| Ancestral Scorn              | Intimidate 5 ranks, tiefling  | Intimidate and sicken evil outsiders.  | 53  |
| Ancient Draconic             | Arcane caster level 5th, speaks Draconic  | Gain a bonus to overcome spell resistance when speaking in Draconic.                           | 53  |
| Andante Falconry             | Cha 13, Animal Affinity, animal companion class feature   | Gain a bonus to handle birds of prey.  | 54  |
| Animal Ally                  | Nature Soul, character level 4th, must not have an animal companion or mount that advances as an animal companion.                              | Form a deep and lasting friendship with an animal companion.                                   | 54  |
| Ankle Biter*                 | Goblin, Escape Artist 1 rank  | Bite an opponent as an immediate action when attacked.   | 54  |
| Arcane Insight               | Arcane Shield, arcane spellcaster, caster level 10th, worship a god that grants the Destruction, Knowledge, Magic, Protection, and Rune domains | Gain additional AC when using Arcane Shield.   | 55  |
| Arcane Jinxer                | Arcane spellcaster, Halfling Jinx trait   | Sacrifice arcane spells or spell slots to make it harder to resist your jinxes.                | 55  |
| Arcane School Spirit         | Bluff 1 rank, arcane school class feature, gnome  | Cause an enemy to take a penalty to saves as a full-round action.                              | 55  |



# FEATS TABLES

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|------------------------|--|---|----|
| Arcane Trap Suppressor | Ability to cast <i>dispel magic</i> or <i>greater dispel magic</i> as a spell or spell-like ability                          | Suppress magic traps for longer than usual.   | 55 |
| Arcane Vendetta        | Spellcraft 1 rank  | Seal +2 with weapon attacks made against enemies of your people.  | 55 |
| Arcing Lob             | Dex 15, Point-Blank Shot, Precise Shot, Throw Anything   | Deal splash damage with a splash weapon to a radius around the full area of a large target.                   | 56 |
| Area Jinx              | Widen Spell, Halfling Jinx trait   | Jinx multiple creatures in a 10 ft. radius burst.   | 56 |
| Arithmancy             | Int 13, Spell Focus (divination), Spellcraft 3 ranks   | Use occult math to generate bonuses to empower your spells.   | 57 |
| Arithmancy (Revised)   | Int 13, Spell Focus (divination), Spellcraft 3 ranks   | Use simplified occult math to generate bonuses to empower your spells.  | 57 |
| Astrological Timing    | Ability to cast <i>augury</i> as a spell or spell-like ability   | Perform more accurate auguries according to planetary movements in relation to the Celestial Clockwork.       | 58 |
| Atheist Abjurations    | Divine Defiance  | Gain a +2 bonus to send an extraplanar outsider back to its home plane.                                       | 58 |
| Aura of Succumbing     | Channel energy class feature, worshiper of one of the Four Horsemen  | Use channel negative energy to create an aura that damages creatures that are already dying.                  | 58 |
| Aversion Tolerance     | Vampire  | Gain a bonus on saves to resist aversions to anti-vampire symbols and materials.                              | 58 |
| Awesome Throw*         | Str 25, Throw Anything or rock throwing, Improved Bull Rush, size Large or larger  | Perform the awesome throw combat maneuver to send smaller foes up to 10 ft., doing damage.                    | 59 |
| Babau Rogue Talent     | Dex 17, babau  | Choose one rogue talent that adds to sneak attacks.   | 59 |
| Babble-Peddler         | Appraise 5 ranks, Bluff 5 ranks, gnome   | Trick creatures into trading valuable objects for junk.   | 59 |
| Banishing Critical*§   | Critical Focus, ability to cast <i>dismissal</i> or <i>banishment</i> , caster level 9 <sup>th</sup>                         | Send otherworldly monsters back to their homes with a slashing or bludgeoning weapon critical hit.            | 59 |
| Banner of Doom*        | Base attack bonus +8, banner class feature, tiefling   | Cause foes to take penalties on saves vs fear when they see your banner.                                      | 60 |
| Bat Shape              | Cha 13, werebat-kin  | Take the form of a bat as <i>beast shape II</i> .   | 60 |
| Battle Singer          | Goblin, bardic performance class feature   | Use bardic performance to better inspire courage in your allies, especially in Goblin.                        | 60 |
| Beacon of Hope         | Channel energy 3d6, worshiper of Chaotic Good deity that grants the Chaos, Good, Healing, Liberation, and Protection domains | Those you heal with channeling gain various combat bonuses.   | 60 |
| Bear Hug*              | Str 17, Beartrap Bite, Weapon Focus (bite), base attack bonus +8   | Attempt a grapple without provoking attacks of opportunity, and gain a bonus vs your grappled foe.            | 60 |
| Bear's Balance*        | Iron Will, rage class feature  | Gain a bonus to Intimidate checks when not raging, and choose to enter your rage rather than succumb to fear. | 60 |



# FEAT REFERENCE DOCUMENT

|                        |   |   |    |
|------------------------|---|---|----|
| Beartrap Bite*         | Weapon Focus (bite), base attack bonus +6   | Hold a foe within your reach with a bite attack.  | 60 |
| Belier's Bite*         | Improved Unarmed Strike   | Deal bleed damage with an unarmed strike.   | 61 |
| Believable Veils       | Caster level 3rd, ability to cast at least one glamor or figment, worshiper of Neutral deity that grants the Knowledge, Madness, Magic, Rune, and Trickery domains    | Gain a bonus to empower your glamor or figment effect.  | 61 |
| Berserker's Cry        | Cha 13, Khaer Draconis affinity   | Grant various combat bonuses to your allies with a blood-lusting scream.  | 61 |
| Bestow Hope            | Improved Channel, channel energy class feature, worshiper of Neutral Good deity that grants the Fire, Glory, Good, Healing, and Sun domains.                          | Instill hope in the creatures you heal.   | 61 |
| Betraying Blow*        | Solo Maneuvers, base attack bonus +8  | Gain nonlethal damage bonuses to attack a friendly target.  | 61 |
| Bewildering Koan       | Bluff 1 rank, <i>ki</i> pool class feature, gnome   | Pose an unanswerable question to gain an advantage over a target.   | 62 |
| Big Game Hunter        | –   | Gain bonuses against Large or larger creatures.   | 62 |
| Black Marketeer        | Appraise 4 ranks, Gather Information 4 ranks, Knowledge (local) 4 ranks   | You have contacts and a keen eye for hidden opportunities in the marketplace.   | 62 |
| Blade Binder*          | Base attack bonus +4, proficiency with khopesh or temple sword  | Gain bonuses to bind an opponent's weapon.  | 63 |
| Blasting Boulder       | Smoking Boulder, base attack bonus +13, heat rock special attack  | Add fire damage to rocks you throw, doing damage in an area.  | 63 |
| Bless Equipment        | Caster level 3rd, channel energy class feature  | Channel energy to grant special abilities to various pieces of magical and masterwork gear.                           | 63 |
| Blessed Hammer         | Ability to cast 3rd-level divine spells, proficient with warhammer, worshiper of Lawful Good deity that grants the Artifice, Earth, Good, Law, and Protection domains | Use a warhammer to deliver divine touch spells.   | 64 |
| Blinding Flash*        | Dex 13, Combat Expertise  | Use a polished weapon or shield to temporarily blind an opponent.   | 64 |
| Blinding Light         | Inner Light, aasimar, <i>daylight</i> spell-like ability  | Temporarily blind an opponent when your <i>daylight</i> is unsuccessfully dispelled or countered.                     | 64 |
| Blinding Sneak Attack* | Base attack bonus +5, <i>darkness</i> spell-like ability, sneak attack class feature, tiefling  | Temporarily blind an opponent with your sneak attack from darkness.   | 65 |
| Bloatmage Initiate     | Spell Focus (any school)  | Encumber yourself to increase the caster level for spells in a school with which you have Spell Focus.                | 65 |
| Blood Ties             | Bluff 1 rank, bloodline class feature, gnome  | Use Bluff in place of Diplomacy when attempting to influence a creature with which you may have sorcerous blood ties. | 65 |



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|----------------------|---|--|----|
| Bloodletting*        | Worshiper of Lawful Evil deity that grants the Darkness, Death, Destruction, Evil, and Law domains.   | Critical threats deal bleed damage.  | 65 |
| Bloodmarked Flight   | Base attack bonus +5, werebat-kin   | Use change shape to gain flight.   | 65 |
| Bloody Sabres*       | Dex 15, Exotic Weapon Proficiency (sawtooth sabre), Two-Weapon Fighting, worshiper of a Lawful evil deity that grants the Death, Evil, Law, Trickery, and War domains | Use two sawtooth sabres to deal bleed damage.                                      | 66 |
| Bloody Vengeance*    | Base attack bonus +1, worshiper of a Chaotic Neutral deity that grants the Chaos, Charm, Knowledge, Luck, and Trickery domains  | Retaliate against an opponent with a melee attack that deals bleed damage.         | 66 |
| Bolster Jinx         | Great Fortitude, Iron Will, or Lightning Reflexes; Halfling Jinx trait  | Penalize a target's saves based on save-related feats you have taken.              | 66 |
| Bolster Undead       | Channel energy 6d6, worshiper of a Neutral Evil deity that grants the Death, Evil, Magic, Strength, and War domains   | Channel negative energy to not only heal undead but also grant channel resistance. | 66 |
| Boon Companion       | Animal companion or familiar class feature  | Increase the level of your companion's abilities.                                  | 67 |
| Bounding Hammer*     | Proficiency with hammer, base attack bonus +6   | Throw a hammer so it rebounds near you.  | 67 |
| Brain Eater          | Ghoul, Int 17   | Gain some of the skills and knowledge of a foe by eating its brain.                | 67 |
| Breach               | Str 15, bunyip  | Make a special charge attack from underwater against a creature on land.           | 67 |
| Breaker of Barriers* | Str 17, worshiper of a Chaotic Evil deity that grants the Chaos, Destruction, Evil, War, and Weather domains  | Gain bonuses to break down barriers.   | 68 |
| Bullseye Shot*       | Point-Blank Shot, Precise Shot, base attack bonus +5  | Spend a move action to gain a bonus on your next ranged attack.                    | 68 |
| Burn! Burn! Burn!    | Goblin, Disable Device 1 rank   | Deal extra fire damage, and gain a bonus to saves to avoid catching fire.          | 68 |
| Burn Rider           | Mounted Combat, Ride 6 ranks, Handle Animal 6 ranks   | Gain fire resistance and other bonuses while riding at high speeds.                | 69 |
| Butterfly's Sting*   | Combat Expertise  | Sacrifice your critical melee hit to grant it instead to an ally.                  | 69 |
| Calculating Mind     | Sacred Geometry, Knowledge (engineering) 5 ranks  | Increase your damage die when using Sacred Geometry.                               | 69 |
| Call Out*            | –   | Make an Intimidate check to force an opponent to duel you.                         | 69 |
| Cannon Master*       | Siege Engineer, Knowledge (engineering) or Profession (siege engineer) 7 ranks, proficiency with at least one firearm siege engine                                    | Keep firearm siege engines ready for battle.                                       | 70 |
| Careful Speaker      | Wis 13  | Gain bonuses to keep your messages, and your thoughts, secret.                     | 70 |
| Caustic Slur         | Bluff 1 rank, favored enemy class feature, gnome  | Make a Bluff check to anger a favored enemy.                                       | 70 |
| Celestial Guidance   | –   | Gain a bonus to Knowledge (geography) to learn about the stars or planets.         | 70 |



# FEAT REFERENCE DOCUMENT

|                          |  |  |    |
|--------------------------|--|--|----|
| Celestial Obedience      | Knowledge (planes) 3 ranks, must worship an empyreal lord  | Daily prayer and minor sacrifices grant you special boons.   | 70 |
| Center of Power          | Leadership score 13, hold a leadership role related to running a kingdom   | Dedicate one of your followers to one location to gain bonuses to your kingdom's attributes.                                 | 71 |
| Chairbreaker*            | Catch Off-Guard, base attack bonus +1  | Inflict the broken condition on an improvised weapon to do additional damage, and gain a bonus to confirm criticals with it. | 72 |
| Channel Discord          | Channel energy 8d6, worshiper of a demon lord  | Cause those harmed by your channeled energy to turn on each other.   | 72 |
| Channel Endurance        | Channel positive energy 3d6, worshiper of a Neutral deity that grants the Air, Animal, Plant, Water, and Weather domains               | Grant defenses against the elements to those healed by your channeled energy.  | 72 |
| Channel Hate             | Channel energy 6d6, worshiper of a Chaotic Evil deity that grants the Chaos, Destruction, Evil, and Madness domains                    | Expend channeled energy to impel a target to seek out and destroy its enemy.   | 72 |
| Channel Ray              | Channel energy class feature   | Focus your channeled energy on a single target.  | 72 |
| Channel Viciousness      | Channel negative energy 4d6, worshiper of a Chaotic Neutral deity that grants the Chaos, Destruction, Glory, Strength, and War domains | Expend channeled energy to charge your allies' melee weapons with negative energy.   | 72 |
| Charge of the Righteous* | Base attack bonus +1, any good alignment   | Take no AC penalty while charging undead and evil outsiders.   | 73 |
| City Born                | 1st-level character, cannot have Country Born or Lone Wolf   | Gain bonuses to saves or skills based on your background.  | 73 |
| Civilized Ghouliness     | Ghoul, Cha 18  | Pass for a living creature.  | 73 |
| Clarifying Channel       | Channel energy class feature, worshiper of a Neutral Good deity that grants the Air, Charm, Good, Luck, and Protection domains         | Grant additional saves to those healed by your channeled energy.   | 73 |
| Cleansing Burst          | Able to cast remove disease or the ability to cure disease with a mercy, channel positive energy class feature                         | Suppress disease effects caused by undead you've harmed with your channeled energy.  | 73 |
| Clinging Climber*        | Str 13, Climb 3 ranks  | Climb and cling to surfaces, leaving your hands free to operate ranged weaponry.   | 74 |
| Close Call               | Deft Hands   | Reroll Disable Device or Sleight of Hand checks.   | 74 |
| Cold Celerity            | Endurance  | Gain bonuses to initiative and attack rolls when in extreme cold.  | 74 |
| Combat Advice            | –  | Grant an attack bonus to an ally.  | 74 |
| Combat Distraction       | Goblin, Acrobatics 1 rank, Escape Artist 1 rank  | Act strangely to distract a non-goblin opponent.   | 74 |
| Companion Figurine       | Handle Animal 1 rank, own a <i>figurine of wondrous power</i>  | Select the creature summoned by your <i>figurine of wondrous power</i> as an animal companion or familiar.                   | 75 |
| Conceal Scent            | Hide 3 ranks, Survival 3 ranks   | Creatures cannot use the scent ability to track you.   | 76 |
| Concentrated Splash*     | Precise Shot or Throw Anything   | Limit the splatter of your splash weapons to increase damage against your target.  | 76 |



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|-----------------------|--|---|----|
| Consume Undeath       | Nabasu, Con 23   | Destroy an undead you created to gain its special attacks.  | 76 |
| Conversion Channel    | Channel energy 7d6, worshiper of a Lawful Evil deity that grants the Evil, Fire, Law, Magic, and Trickery domains.   | Heal faithful of Asmodeus when you damage living creatures with your channeled energy.                            | 77 |
| Conviction            | Cha 13   | Increase the DC for a vampire to resist an object to which it is averse.  | 77 |
| Cornugon Shield*      | Dex 15, Weapon Focus (spiked chain)  | Gain an AC bonus when wielding a spiked chain.  | 77 |
| Cornugon Smash*       | Power Attack, Intimidate 6 ranks   | Demoralize your opponent with a Power Attack.   | 77 |
| Cornugon Stun*        | Stunning Fist  | Use Stunning Fist with special monk weapons.  | 77 |
| Cornugon Trip*        | Dex 15, Improved Trip, Weapon Focus (spiked chain)   | Throw your spiked chain to make trip attacks.   | 77 |
| Corsair of Tallar     | Spent at least 1 month working on a ship for the imperial corsairs.  | Gain bonuses when using light or one-handed weapons on a ship.  | 77 |
| Country Born          | 1st-level character, cannot have City Born or Lone Wolf  | Ignore fatigue or exhaustion, and gain a bonus to Will saves.   | 78 |
| Courage in a Bottle   | Bravery class feature, worshiper of a Chaotic Good deity that grants the Chaos, Charm, Good, Strength, and Travel domains  | Increase the bonus gained from the bravery class feature when inebriated.   | 78 |
| Covering Shield*      | Dex 13, Shield Focus, Shield Proficiency   | Gain a bonus to Reflex saves when using the shield to which your Shield Focus feat applies.                       | 78 |
| Critical Conduit      | Deliver touch spells ability, familiar   | Increase the range of your master's touch attacks that you deliver.   | 81 |
| Cruelty               | Worshiper of Lawful Evil deity that grants the Darkness, Death, Destruction, Evil, and Law domains   | Gain bonuses to your attack when you deal bleed damage, cause fear or pain, or reduce a target's hit points to 0. | 81 |
| Cry Challenge         | Antagonize   | Gain a bonus to AC when purposely provoking an attack of opportunity during a 5-foot step.                        | 81 |
| Cry of Mercy          | Wis 13   | Protect opponents from death.   | 81 |
| Curse of Vengeance    | Ability to cast at least one spell or spell-like ability with the curse descriptor, worshiper of a Chaotic Neutral deity that grants the Chaos, Charm, Knowledge, Luck, and Trickery domains | Lay a retributive curse on a foe.   | 81 |
| Cursed Item Detection | Spellcraft 5 ranks, ability to cast <i>detect magic</i> as a spell or spell-like ability.  | Gain a +2bonus to identify the properties of magic items.   | 82 |
| Cut Your Losses       | Str 13, Acrobatics 1 rank  | Pick up an object in your path without provoking an attack of opportunity.  | 82 |
| Cypher Magic          | Int 15, Scribe Scroll  | Gain bonuses to cast spells from scrolls.   | 82 |
| Cypher Script         | Knowledge (arcana) 1 rank, Linguistics 1 rank, Spellcraft 1 rank, spellbook class feature  | Scribe spells into your spellbook in less time and cost.  | 82 |
| Daggerbite Lore       | Craft (alchemy) 5 ranks, member of the Daggerbite Coven, poison lore or poison use class feature   | Increase the DC and number of saves needed to cure a poison of choice.  | 82 |



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|-------------------------|---|--|----|
| Dampen Presence         | Skill Focus (Stealth), Stealth 5 ranks  | Use Stealth to hide from creatures using blindsight or blindsense.                               | 82 |
| Dark Adept              | Drow, character level 3 <sup>rd</sup>   | Gain <i>detect magic</i> , <i>feather fall</i> , and <i>levitate</i> as spell-like abilities.    | 83 |
| Darting Viper*          | Base attack bonus +4, proficiency with the dwarven chain-flail.   | Change whether you're using the chain-flail as a normal or reach weapon as a swift action.       | 83 |
| Deadly Dealer           | Arcane Strike, Sleight of Hand 5 ranks  | Throw a playing card as if it is a dart.   | 83 |
| Death from Below*       | Base attack bonus +1  | Gain a bonus against flying opponents under certain circumstances.                               | 83 |
| Deific Obedience        | Knowledge (religion) 3 ranks, must worship a deity  | Gain special boons from your deity through daily prayer and minor sacrifices.                    | 84 |
| Demon Hunter*           | Knowledge (planes) 6 ranks  | Gain skill and attack bonuses against demons.  | 85 |
| Demonic Nemesis*        | Demon Hunter, Knowledge (planes) 6 ranks  | Gain combat bonuses against followers of a demon lord of choice.                                 | 85 |
| Demonic Obedience       | 3 ranks in Knowledge (planes), must worship a demon lord  | Gain special boons from your demon lord by defiling yourself, others, or holy objects.           | 85 |
| Demonic Possession      | Demon or half-demon, Cha 21, Wis 17   | Gain the ability to use <i>magic jar</i> as a spell-like ability.                                | 85 |
| Demonologist            | Knowledge (planes) 3 ranks  | Gain a +2 bonus on all Knowledge checks related to the Abyss or to demons.                       | 86 |
| Derro Magister          | Cha 20, derro   | Gain enhanced resistance to magic and gain additional spell-like abilities and traits.           | 86 |
| Dervish Dance*          | Dexterity 13, Weapon Finesse, Perform (dance) 2 ranks, proficient with scimitar   | Use Dexterity modifier instead of Strength for damage when wielding a scimitar one-handed.       | 86 |
| Desert Dweller          | Con 13, Survival 1 rank   | Reduce the effect heat conditions and gain a bonus vs starvation and thirst.                     | 86 |
| Desperate Battler*      | –   | Gain a +1 bonus on attacks and damage when you are isolated in combat.                           | 86 |
| Destroy Identity*§      | Critical Focus, base attack bonus +11, worshiper of a Chaotic Evil deity that grants the Chaos, Evil, Madness, Strength, and Trickery domains | Deal Charisma damage your target with a critical hit.  | 86 |
| Destructive Persuasion* | Str 13, Power Attack, Intimidate 1 rank   | Gain a bonus to Intimidate by breaking an unattended inanimate object.                           | 86 |
| Devilish Pride          | Iron Will, worshiper of a Lawful Evil deity that grants the Evil, Fire, Law, Magic, and Trickery domains                                      | Roll twice when saving against charm or compulsion spells cast by non-worshippers.               | 87 |
| Diabolical Negotiator   | Skill Focus (Diplomacy), worshiper of a Lawful Evil deity that grants the Evil, Fire, Law, Magic, and Trickery domains                        | Add your Intelligence or Wisdom modifier on Diplomacy checks in place of your Charisma modifier. | 87 |
| Dilettante              | 2 ranks each in 5 different Knowledge skills  | Gain a +2 bonus on Knowledge checks if you have 1–5 ranks in that skill.                         | 87 |
| Dire Bat Shape          | Cha 13, Bat Shape, base attack bonus +3, werebat-kin  | Use Bat Shape to become a dire bat.  | 87 |
| Directed Disarm*        | Int 13, Combat Expertise, Greater Disarm, Improved Disarm, base attack bonus +11  | Send an opponent's weapon 15 ft. away, or into another opponent.                                 | 87 |



# FEATS TABLES

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|--------------------------------------|---|---|----|
| Dirty Trick Master*                  | Greater Dirty Trick, Improved Dirty Trick, base attack bonus +11  | Use dirty trick to worsen a foe's already gained condition.   | 87 |
| Disciple of the Sword                | Weapon Focus (longsword), cleric or inquisitor level 4th, worshiper of a Lawful Good deity that grants the Glory, Good, Law, Sun, and War domains       | Master Weapon Specialization feats and Weapon Focus feats to greater effect.                                      | 88 |
| Disorienting Blow*                   | Stunning Fist, base attack bonus +11  | Use Stunning Fist to confuse your foe.  | 89 |
| Distant Jinx                         | Halfling Jinx trait   | Increase the range of your jinx.  | 89 |
| Distant Spell Link                   | Enlarge Spell or Reach Spell; animal companion, eidolon, familiar, or other allied creature with the share spells ability                               | Share spells and grant touch spells to your companion creature over a great distance.                             | 89 |
| Divert Harm*                         | Int 13, Combat Expertise, base attack bonus +6, evasion class feature   | Cause an opponent to make a Reflex save vs an area attack instead of you.   | 89 |
| Divination Guide                     | Caster level 3rd, ability to cast <i>augury</i> or <i>divination</i> , must worship a deity   | Receive further guidance from <i>augury</i> or <i>divination</i> .  | 89 |
| Divine Barrier                       | Channel energy class feature, worshiper of a Lawful Good deity that grants Artifice, Good, Law, Scalykind, and Travel domains                           | Expend a use of channel energy to shield yourself and allies from a breath weapon attack.                         | 89 |
| Divine Deception                     | Knowledge (religion) 5 ranks, Use Magic Device 5 ranks  | Gain a +5 bonus on Use Magic Device checks for specific uses.   | 90 |
| Divine Defiance                      | –   | Gain a bonus on saves against divine spells and spell-like abilities granted by levels in a divine casting class. | 90 |
| Divine Denouncer                     | Divine Defiance   | Gain a +2 bonus on various skills involving any divine spellcaster or outsider that casts spells as a cleric.     | 90 |
| Divine Dignity                       | Combat Casting, ability to cast divine spells, worshiper of a Lawful Neutral deity that grants the Earth, Law, Nobility, Protection, and Travel domains | Cast a harmless divine or domain spell without provoking an attack of opportunity.                                | 90 |
| Divine Expression                    | Bard level 1st, cleric or oracle level 1st, worshiper of a Neutral Good deity that grants the Air, Charm, Good, Luck, and Protection domains            | Levels you take as either a cleric or oracle stack with your bard level for bardic performance.                   | 90 |
| Dog Killer, Horse Hunter             | Goblin, Handle Animal 1 rank  | Gain bonuses against dog-like and horse-like creatures.   | 90 |
| Dog-Sniff-Hate                       | Skill Focus (Perception), goblin  | Gain the scent ability, and other bonuses against canines.  | 90 |
| Do Heft, Dwarven Chain-Flail Master* | Two-Weapon Fighting, base attack bonus +4, proficiency with the dwarven dorn-dergar   | Use a dwarven chain-flail one-handed.   | 91 |
| Draconic Defender                    | Con 17, Toughness   | Grant an ally an AC bonus when you fight defensively or use Combat Expertise.                                     | 91 |
| Dragon Discipline                    | Wis 17, base will save +10, any lawful alignment, dragon type   | Get an extra chance to succeed on a saving throw vs mind-affecting enchantment or necromancy effects.             | 91 |
| Dragoncrafting                       | Craft (any) 5 ranks, Knowledge (arcana) 3 ranks   | Gain the ability to create dragoncraft items from true dragon remains.  | 91 |



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|--------------------------------|--|--|-----|
| Dragonheart                    | Knowledge (arcana) 1 rank  | Gain a +1 bonus on saving throws against special attacks of creatures with the dragon type.  | 92  |
| Dragonslayer*                  | Knowledge (arcana) 4 ranks, base attack bonus +4   | Sacrifice critical hit damage to suppress your foe's breath weapon for a time.   | 92  |
| Dreamed Secrets                | Ability to cast divine spells, caster level 7th, worshiper of a Great Old One or Outer God   | Choose extra spells to cast with each night of rest.   | 92  |
| Druidic Decoder                | Linguistics 1 rank, cannot be a druid  | Gain a +5 bonus on Linguistics checks made to decipher writings in the Druidic language  | 93  |
| Drunken Brawler*               | Endurance, worshiper of a Chaotic Good deity that grants the Chaos, Charm, Good, Strength, and Travel domains  | Gain bonuses to saves and extra hit points when inebriated.  | 93  |
| Duelist of the Rushing River*  | Alderthane Dueling Disciple, Exotic Weapon Proficiency (Alderthane dueling sword), Weapon Finesse, Weapon Focus (Alderthane dueling sword), base attack bonus +5 | Add your Dexterity bonus to damage instead of Strength when you strike a shaken, frightened, or panicked foe with an Alderthane dueling sword. | 93  |
| Duelist of the Shadowed Mists* | Alderthane Dueling Disciple, Exotic Weapon Proficiency (Alderthane dueling sword), Weapon Finesse, Weapon Focus (Alderthane dueling sword), base attack bonus +5 | Gain bonuses when attempting a bull rush or to reposition a foe.   | 93  |
| Earthtouched                   | Cha 15, stone giant  | Gain a bonus to your caster level, and extra spells known, marked by a distinguishing physical feature.  | 95  |
| Effortless Trickery            | Gnome  | Maintain concentration on one illusion spell as a swift action.  | 95  |
| Eldritch Aid                   | Caster level 1 <sup>st</sup>   | Spend a spell or spell slot to grant an ally a bonus to his caster level.  | 95  |
| Elemental Vigor                | Worshiper of an elemental lord   | Gain bonuses to hit points and speed when you polymorph into the form of an elemental.   | 96  |
| Elephant Stomp*                | Str 13, Power Attack, Improved Overrun, base attack bonus +1   | Choose to make an attack at the end of an overrun instead of knocking your target prone.   | 97  |
| Emergency Attunement           | Spellcraft 7 ranks   | Alter one of your ongoing abjuration or transmutation spells.  | 98  |
| Empathy                        | Cha 13, android  | Lose the emotionless special quality to gain morale bonuses.   | 98  |
| Endure Pain (Torturer's Kiss)  | Survived being tortured 10 or more times   | Save to reduce nonlethal damage by half.   | 98  |
| Enhanced Ki Throw*             | Ki pool class feature, Ki Throw  | Expend 1 ki point to add damage to your Ki Throw feat.   | 98  |
| Equipment Trick*               | Base attack bonus +1   | Use any equipment tricks relating to an equipment item.  | 98  |
| Exceptional Pull*              | Dex 13, Deadly Aim, base attack bonus +3   | Add 2 to a ranged weapon's strength rating you are proficient with.  | 103 |
| Esoteric Advantage             | Knowledge (arcana, dungeoneering, local, nature, planes, or religion) 3 ranks  | Adapt your tactics to reduce a target's natural defenses.  | 104 |

# FEATS TABLES

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|------------------------|---|---|-----|
| Exorcist's Rebuttal    | Improved Iron Will, Iron Will   | Do Wisdom damage to a foe that unsuccessfully forced you to roll and reroll a save against a compulsion effect. | 104 |
| Expanded Spell Kenning | Spell kenning class feature   | Select a spell from the druid or witch list when using spell kenning.   | 104 |
| Expanded Studies       | Wis 17, hunter or warpriest level 16 <sup>th</sup>  | Add 7th-level spells to your spell list for purposes of using spell completion and spell trigger magic items.   | 104 |
| Expansive Trap Ability | Ability to use ranger traps or land mines   | Designate your ranger trap or land mine to occupy up to 4 squares.  | 105 |
| Experienced Vagabond   | Bluff 2 ranks, Knowledge (local) 2 ranks, member of an underclass   | Gain bonuses to skill checks concerning members of the underclass.  | 105 |
| Expert Trainer         | –   | Gain retraining synergy with three classes, and retrain class options in half the time.                         | 105 |
| Extra Feature          | Con 13, skinwalker  | Gain the benefits of an additional bestial feature while in bestial form.                                       | 106 |
| Extra Gnome Magic      | Cha 13, Gnome   | Gain an additional three uses of your gnome spell-like abilities.   | 106 |
| Extra Item Slot        | Non-humanoid body shape   | Gain a magic item slot not normally available to you.   | 106 |
| Extra Surge            | Con 13, nanite surge ability  | Gain an additional use of your nanite surge ability.  | 106 |
| Eye of the Hexlord     | Knowledge (arcana) 4 ranks, ability to cast arcane spells   | Gain a bonus to divination spells, darkvision, <i>detect magic</i> , and Perception with a third eye.           | 106 |
| Falling Water Gambit*  | Alderthane Dueling Disciple, Duelist of the Rushing River, Duelist of the Shadowed Mists, Exotic Weapon Proficiency (Alderthane dueling sword), Weapon Finesse, Weapon Focus (Alderthane dueling sword), base attack bonus +8 | Gain bonuses to attack and damage with your Alderthane dueling sword, when feinting.                            | 106 |
| False Casting          | Magical Aptitude, Bluff 1 rank, Sleight of Hand 1 rank  | Trick onlookers into believing you cast a spell when you use a magic item or spell-like ability.                | 107 |
| False Focus            | Knowledge (religion) 1 rank, ability to cast arcane spells  | Use a divine focus to cover part of the cost of an arcane spell component.                                      | 107 |
| Familiar Bond          | Iron Will   | Gain a familiar, as wizard arcane bond class feature.   | 107 |
| Familiar Focus         | Familiar  | Your master's caster level is +1 when casting harmless spells or spell-like abilities on you.                   | 107 |
| Famine Tolerance       | Moroi or nosferatu  | Go many days without feeding, and gain twice the hit points when you do.  | 108 |
| Far-Roaming Familiar   | Intelligence 13, must have a familiar   | Retain the empathic link to your familiar regardless of distance.   | 108 |
| Fascination Jinx       | Bardic performance class feature, Halfling Jinx trait   | Jinx a fascinated creature to penalize its initiative checks and saves.   | 108 |
| Fast Change            | Dex 13, base attack bonus +6, skinwalker  | Assume your bestial form as a move action.  | 108 |
| Fast Crawl             | –   | Move at half speed while prone.   | 108 |
| Fateful Channel        | Channel positive energy 3d6, worshiper of a Neutral deity that grants the Death, Healing, Knowledge, Repose, and Water domains  | Grant the ability to roll twice and take the best result to creatures who are healed by your channeled energy.  | 108 |



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| Fearsome Finish*    | Intimidating Prowess, worshiper of a Chaotic Evil deity that grants the Chaos, Evil, Madness, Strength, and Trickery domains          | Gain a bonus to demoralize opponents who see you drop another opponent.   | 109 |
| Feinting Flurry*    | Dex 15, flurry of blows class feature, Combat Expertise   | Forgo your first attack to feint while using flurry of blows.   | 109 |
| Fencing Grace*      | Dex 13, Weapon Finesse, Weapon Focus (rapier)   | Add your Dexterity modifier instead of Strength to your one-handed rapier damage, and, gain a bonus to CMD with a panache point.      | 109 |
| Fey Foundling       | You may only select this feat at 1st level.   | Recover additional hit points when healed, and gain a bonus to saves against death effects.   | 110 |
| Fey Friend          | Worshiper of one of the eldest fey  | Gain bonuses to skills checks concerning fey, and choose which racial type of yours applies against their spells and other abilities. | 110 |
| Fiendish Darkness   | <i>Darkness</i> spell-like ability, tiefling  | Use your <i>darkness</i> three times per day.   | 110 |
| Fiendish Façade     | Must be taken at 1st level, tiefling  | Gain a bonus to Disguise when impersonating another race.   | 110 |
| Fiendish Heritage   | Tiefling, must be taken at 1st level  | Roll for your tiefling ability three times, and choose a heritage modifier in place of a racial ability modifier.                     | 110 |
| Fiendish Resilience | Dex 13, evasion class feature, tiefling   | Gain a bonus to save vs a chosen energy type.   | 110 |
| Fire God's Blessing | Half-orc or orc, worshiper of the Fire God  | Heal yourself when you do fire damage.  | 111 |
| Flagbearer*         | Cha 15  | Grant various combat bonuses to members of your clan or party.  | 111 |
| Flagellant          | Endurance, character level 7th, worshiper of Lawful Evil deity that grants the Darkness, Death, Destruction, Evil, and Law domains    | Gain a bonus against pain effects, and never lose consciousness due to nonlethal damage.  | 111 |
| Flame Warrior*      | Fire subtype, giant subtype   | Deal fire damage with your melee weapon.  | 112 |
| Playing Critical*§  | Critical Focus, base attack bonus +11   | Penalize an opponent's AC with a critical hit.  | 112 |
| Flensing Strike     | Sneak attack +3d6, bleeding sneak attack rogue trick or bleed universal monster ability   | Reduce an opponent's AC with sneak attack bleed damage.   | 112 |
| Focused Disbelief   | Divine Defiance   | Gain spell resistance against the divine spells and spell-like abilities granted by levels in a divine casting class.                 | 112 |
| Focused Discipline* | –   | Gain a bonus on saves against fear effects, and gain various combat bonuses when you save.  | 112 |
| Focused Overseer    | Focused Worker  | Spend a day of downtime to purchase capital for half cost.  | 112 |
| Focused Worker      | –   | Gain 50% more of one type of capital while losing ½ of another type.  | 112 |
| Footslasher*        | –   | Impede a larger foe's movement with a piercing or slashing attack.  | 114 |
| Forceful Channel    | Channel negative energy 7d6, worshiper of a Neutral deity that grants the Destruction, Knowledge, Magic, Protection, and Rune domains | Choose to force creatures damaged by your channeled energy to make a Fortitude save instead of a Will save.                           | 114 |
| Fortitude of Giants | Con 14, Great Fortitude, giant subtype  | Roll twice against a poison or fatigue effect.  | 114 |
| Fortunate Manager   | Own at least one building.  | Choose from two rolls on a building or organization event table during downtime.  | 114 |

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| Fortunate Ruler               | Hold the Ruler leadership role for a kingdom.  | Choose from two rolls on a kingdom or settlement table during downtime.   | 114 |
| Fortune Teller                | Ability to cast divination spells  | Use a focus item in place of a spell's material component, and gain a bonus to caster level.                                    | 115 |
| Fox Shape                     | Cha 13, base attack bonus +3, kitsune  | Take the form of a fox as <i>beastshape</i> II, with some limitations.  | 115 |
| Free Spirit                   | Cha 13, any chaotic alignment  | Gain bonuses to saves against mind-affecting effects and on Escape Artist or grapple checks made to escape.                     | 115 |
| Friend to Animals             | Nature Soul, Handle Animal 3 ranks   | Animals cannot attack you without a Will save, unless you attack first.   | 115 |
| Friendly Switch               | Base attack bonus +1   | Trade places with a nearby willing ally.  | 116 |
| Frightful Suggestion          | Frightful presence, true dragon  | Make a <i>suggestion</i> to an opponent affected by your frightful presence.  | 116 |
| Frost Warrior*                | Cold subtype, giant subtype  | Deal additional cold damage.  | 116 |
| Fury of the Tainted*          | Cha 13, rage class feature, tiefling   | Gain a bonus on saves vs good, while raging.  | 116 |
| Fury's Fall*                  | Improved Trip  | Add your Dexterity bonus to your CMB when making a trip attack.   | 116 |
| Fury's Snare*                 | Fury's Fall, Improved Trip   | Entangle a target after you trip it with a whip.  | 116 |
| Galley Slave                  | Profession (sailor) 2 ranks, current or former galley slave  | Gain bonuses to skills and damage when aboard a ship.   | 116 |
| Giant-Bane Caster             | Caster level 4th, favored enemy (giants) class feature   | Add ½ your favored enemy bonus to your check to resist spells cast by giants, and to the DC of your spells cast against giants. | 116 |
| Giant's Crush*                | Str 13, Power Attack, Vital Strike, base attack bonus +6, giant subtype  | Knock a larger opponent prone when using Power Attack and Vital Strike.   | 117 |
| Giant-Killer Stance*          | Power Attack   | Ready to penalize an enemy's attack against you.  | 117 |
| Giant's Smash*                | Str 13, Power Attack, giant subtype  | Gain a Strength bonus, and ignore some of an inanimate object's hardness.   | 117 |
| Giant's Wallop*               | Str 13, Power Attack, Vital Strike, base attack bonus +6, giant subtype  | Daze a smaller creature when using Power Attack and Vital Strike.   | 117 |
| Gift of Sight                 | Troll, patron deity a Chaotic Evil demon lord that grants the Chaos, Evil, Fire, and Weather domains   | Take 6d6 damage to read the future from your own entrails.  | 117 |
| Glorious Heat                 | Ability to cast divine spells, caster level 5th, worshiper of Neutral Good deity that grants the Fire, Glory, Good, Healing, and Sun domains | Heal a nearby ally when you cast a divine fire spell, and grant a bonus to attack rolls.  | 118 |
| Glorious Heat (Revised)       | Ability to cast divine spells, caster level 5th, worshiper of Neutral Good deity that grants the Fire, Glory, Good, Healing, and Sun domains | Heal a nearby ally when you cast a divine fire spell, and grant a bonus to attack rolls, if your ally is healed.                | 118 |
| Godless Healing               | Cannot have a patron deity   | Heal yourself when at half your hit points.   | 118 |
| Golden Eagle's Stayed Blade   | Base attack bonus +3   | Choose to knock a creature to –1 hit points instead of death.   | 119 |
| Grand Convocation Familiarity | Base attack bonus +3, proficiency with at least one firearm  | Reroll a firearm attack that would have misfired.   | 119 |



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|-------------------------|---|---|-----|
| Greater Awesome Blow*   | Str 25, Awesome Blow, Improved Bull Rush, Power Attack, size Large or larger  | Throw a target additional distance when using awesome blow, and grant attacks of opportunity to your allies.          | 119 |
| Greater Bless Equipment | Bless Equipment, Improved Bless Equipment, caster level 12th, channel energy class feature                          | Bless more equipment per casting with double duration.  | 119 |
| Greater School Familiar | School Familiar, wizard level 10th, specialized arcane school class feature   | Your school familiar gains the greater school power from the school familiar archetype.                               | 119 |
| Greater Serpent Lash*   | Serpent Lash, base attack bonus +4  | Make additional disarm or trip attempts when using the Serpent Lash feat.   | 120 |
| Green Acolyte           | Follower of druidism or deity that grants the plant domain  | Plants are immune to your spells that would harm life, and increase your caster level when concerning magical plants. | 120 |
| Ground-Grabber*         | Con 13  | Gain a bonus to CMD against certain combat maneuvers from larger foes.  | 120 |
| Gunslinger              | Base attack bonus +4, Weapon Focus (any firearm), proficiency with any firearm                                      | When you attack with a firearm, you do not provoke attacks of opportunity.  | 121 |
| Halfling Slinger*       | Halfling  | Gain a bonus on attack rolls with a sling.  | 121 |
| Hamadajitsu Grasp*      | Hamadajitsu Strike, Improved Grapple, Strength 13, base attack bonus +9   | Suffer a grapple penalty to deal extra damage with your impaling weapon.  | 121 |
| Hamadajitsu Strike*     | Improved Grapple, Strength 13, Base Attack Bonus +7   | Make a grapple check to deal damage to an impaled foe.  | 121 |
| Hamadajitsu Supremacy*  | Improved Unarmed Strike, Weapon Focus (unarmed strike)  | Your unarmed attacks can deal either bludgeoning or piercing damage.  | 121 |
| Hands of Valor          | Lay on hands class feature, worshiper of a Lawful Good deity that grants the Glory, Good, Law, Sun, and War domains | Grant valor and bonuses to attacks and saves against fear to an ally healed by your lay on hands.                     | 121 |
| Harmonic Spell          | Bardic music ability  | Cast a spell, or switch between performances, while maintaining bardic performance.                                   | 122 |
| Harrowing Readings      | –   | Gain a bonus to Will saves vs enchantment effects, and to randomly chosen attributes.                                 | 122 |
| Harrowing Summoning     | Harrowing Readings  | Draw two cards when drawing from a deck randomly assigning summoned creatures.  | 122 |
| Heightened Trap Sense   | Search 6 ranks, trap sense +1   | Gain a bonus to Search to notice nearby traps.  | 123 |
| Hellcat Pounce*         | Hellcat Stealth, Skill Focus (Stealth), sneak attack +2d6   | Make an immediate second attack against a foe you damaged on the surprise round.                                      | 123 |
| Hellcat Stealth         | Skill Focus (Stealth), Stealth 6 ranks  | Make Stealth checks with penalties in normal or bright light, even when observed.                                     | 123 |
| Hellish Shackles        | Channel energy 5d6; worshiper of an archdevil, infernal duke, malbranche, or whore queen                            | Attempt <i>dimensional anchor</i> on creatures damaged by your channeled energy.                                      | 123 |
| Helpless Prisoner       | Bluff 5 ranks, Escape Artist 1 rank, gnome  | Gain a bonus to Escape Artist with a successful Bluff check.  | 124 |
| Hermetic Blood          | You may only gain this feat at 1st level  | Choose two skills with the same modifying attribute as class skills.  | 124 |
| Heroic Interposition*   | Dex 13, Dodge, Improved Initiative, Mobility, worshiper of an empyreal lord   | Penalize the attack roll of a foe attacking an ally.  | 124 |

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| Hold the Blade*                 | Improved Disarm, base attack bonus +10  | Disarm a foe flanking or sneak attacking you with a melee weapon.  | 124 |
| Holy Water Assault*             | Base attack bonus +1, Knowledge (religion) 3 ranks  | Use holy water for a variety of other effects.   | 124 |
| Horn of the Criosphinx*         | Base attack bonus +6 or monk level 6 <sup>th</sup>  | Multiply your Strength damage when charging with a two-handed weapon.  | 125 |
| Hunter of Dragons               | Favored enemy (dragon), worshiper of a Chaotic Evil deity that grants the Chaos, Destruction, Evil, Scalykind, and Trickery domains | Increase your favored enemy bonuses against metallic dragons.  | 125 |
| Hymn Singer                     | Bardic performance, good alignment, worshiper of a good deity   | Your bardic performance counts as a holy symbol for keeping vampires at bay.                                   | 126 |
| Iconoclast*                     | Divine Defiance, Improved Sunder, Power Attack, Intimidate 3 ranks  | Sunder a holy symbol to gain bonuses to demoralize your opponents.   | 126 |
| Impaling Charge                 | Gore attack, powerful charge  | Grapple as a free action when you successfully gore as part of a charge.                                       | 126 |
| Improved Awesome Throw*         | Str 25, Awesome Throw, Greater Bull Rush, Throw Anything or rock throwing, size Large or larger                                     | Send your thrown target further, granting your allies attacks of opportunity.                                  | 126 |
| Improved Bestial Transformation | Vampire   | Change shape as <i>beast shape II</i> .  | 126 |
| Improved Bless Equipment        | Bless Equipment, caster level 9th, channel energy class feature   | Decrease the number of channel energy uses required to bless or align equipment, and grant multiple blessings. | 127 |
| Improved Day Job                | Ability to attempt Day Job checks   | Gain a bonus on Day Job checks using a chosen skill.   | 127 |
| Improved Death-Stealing         | Nabasu, Ability Focus (death-stealing gaze)   | Create a ghast instead of a ghoul with your death-stealing gaze.   | 127 |
| Improved Familiar Bond          | Familiar Bond, Iron Will  | You and your familiar gain all normal the abilities available to a familiar and a wizard.                      | 127 |
| Improved Feinting Flurry*       | Dex 17, flurry of blows class feature, Combat Expertise, Feinting Flurry, base attack bonus +6                                      | Deny the Dexterity bonus to AC of a foe you feinted against.   | 127 |
| Improved Fiendish Darkness      | Fiendish Darkness, <i>darkness</i> spell-like ability, caster level 3rd, tiefling   | Gain bonuses to your darkness ability, and your evil spells.   | 127 |
| Improved Fiendish Sorcery       | Fiendish sorcery racial trait, tiefling   | Gain a bonus Charisma if you have the Rakshasa or Shadow bloodline.  | 128 |
| Improved Fury of the Tainted*   | Cha 13, Fury of the Tainted, base attack bonus +8, rage class feature, tiefling   | Gain spell resistance vs good spells while raging.   | 128 |
| Improved Gaseous Form           | Vampire   | Remain gaseous indefinitely, and gain an improved fly speed.   | 128 |
| Improved Infuse Weapon          | Infuse weapon special ability, Cha 27   | Add +1 worth of weapon qualities to an infused weapon.   | 128 |
| Improved Learn Ranger Trap      | Learn Ranger Trap, Survival 8 ranks   | Learn one additional trap, and use both extraordinary and supernatural versions of any ranger traps you know.  | 128 |
| Improved Parry*                 | Int 13, Combat Expertise  | Deny a creature its Dexterity bonus to AC after you parry its melee attack.                                    | 128 |
| Improved Possession             | Demonic Possession or shadow demon, Cha 25  | Increase the duration of your <i>magic jar</i> spell-like ability to 24 hours.                                 | 128 |



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| Improved Roar                 | Con 17, bunyip, roar special attack  | Affect creatures with 8 or fewer HD with your roar.  | 129 |
| Improved Stench               | Stench universal monster ability   | Increase the aura range, DC, and duration of your stench ability.  | 129 |
| Improved Swarm Form           | Vampire  | Change into a chosen form as a standard action.  | 129 |
| Improved Toxicological Timing | Craft (alchemy) 11 ranks, Toxicological Timing   | Add or subtract up to 1 day from your crafted poison's onset time.   | 129 |
| Indigestible                  | Favored enemy (ooze) or survived engulfing by an ooze  | Gain acid resistance 5.  | 129 |
| Indomitable Mount*            | Mounted Combat, Handle Animal 5 ranks, Ride 5 ranks, Keeplands affinity  | Make a Ride check in place of a saving throw for your mount.   | 129 |
| Infectious Weapons            | Ability to cause disease with a natural weapon via an extraordinary or supernatural ability.   | Infect your ranged and melee weapons with your disease-spreading natural weapon.   | 129 |
| Inner Light                   | Aasimar, <i>daylight</i> spell-like ability  | Increase the caster level of your <i>daylight</i> ability, and gain darkvision when an enemy counters or dispels it.   | 130 |
| Inspirational Commander       | Charisma 13  | Gain a bonus to Morale checks, and additional boons, for you and your army.  | 130 |
| Instant Alchemy               | Craft (alchemy) 1 rank   | Create an alchemical item as a standard action when performing spontaneous alchemy.  | 130 |
| Instrumental                  | Bardic Performance class feature, Perform (any instrument) 3 ranks   | Begin a bardic performance when activating a magical instrument, or expend rounds of bardic performance to increase any DCs associated with the instrument's powers. | 130 |
| Intrepid Rescuer*             | Combat Reflexes, worshiper of a Neutral Good deity that grants the Community, Good, Luck, Strength, Travel domains   | Opponents attacking your helpless or prone allies provoke attacks of opportunity from you.   | 130 |
| Invoke Primal Instinct        | Bluff 1 rank, wild shape class feature, gnome  | Render targets frightened, or make them ignore you, with a Bluff check.  | 130 |
| IO's Sword Oath               | Proficient in longsword, Weapon Focus (longsword), base attack bonus +4, worshiper of a Lawful Good deity that grants the Glory, Good, Law, Sun, and War domains and has longsword as favored weapon | Select longsword-related feats as if you were a 4th-level fighter.   | 131 |
| Ironbound Master              | Cleric level 7th, worshiper of a Chaotic Neutral deity that grants the Chaos, Destruction, Glory, Strength, and War domains  | Gain armor training with an effective fighter level equal to your cleric level –4.   | 131 |
| Irrepressible Icemage         | Sorcerer, Northumnal affinity, may only be taken at first level  | Increase your caster level for cold spells while decreasing it for all other energy types, and choose to deal cold damage with your spells.                          | 131 |
| Jackal Blood                  | –  | Gain a bonus on saves to resist falling asleep, and gain a bonus on hearing-based Perception checks.   | 131 |
| Jackal Heritage               | Humanoid, must be taken at 1st level   | Gain a bonus on saves vs mind-affecting effects, and a on Perception checks.   | 132 |

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| Jaguar Pounce*      | Base attack bonus +4   | Your first attack behaves as if you have the Improved Critical feat, when charging or Spring Attacking.   | 132 |
| Jinx Alchemy        | Swift alchemy class feature, Halfling Jinx trait   | Deny a jinxed creature the benefits from potions that must be ingested.   | 132 |
| Juggle Load*        | Ammo Drop, Sleight of Hand 1 rank, proficient with sling   | Load a sling or double sling as a free action.  | 132 |
| Jumper              | Acrobatics 1 rank, creature type other than humanoid or outsider   | Take Acrobatics as a class skill, and gain the running start benefit when jumping.  | 132 |
| Kathak Scholar      | Int 15, Tarse affinity   | Grant your allies a bonus to damage vs a creature you've identified.  | 132 |
| Ki Channel          | Channel positive energy class feature, worshiper of a Lawful Neutral deity that grants the Healing, Knowledge, Law, Rune, and Strength domains | Creatures healed by your channeled energy may choose to regain <i>ki</i> instead.   | 133 |
| Know Weakness*      | Bardic knowledge class feature   | Gain a bonus to attack and damage against an identified creature.   | 133 |
| Kobold Confidence   | Charisma 13, kobold  | Use your Charisma, Intelligence, or Wisdom instead of Constitution to determine your bonus to Fort saves and your maximum negative hit points before death. | 133 |
| Lamia's Mark        | Con 13, a Chaotic Evil deity that grants the Chaos, Evil, Madness, Strength, and Trickery domains as patron deity                              | Gain a bonus to Intimidate and a penalty to Diplomacy, and attempt to temporarily reduce a nonevil target's Charisma with a melee attack.                   | 134 |
| Large Target*       | Proficient with sling  | Gain bonuses to damage against larger creatures.  | 134 |
| Lead from the Back* | Goblin, Intimidate 1 rank  | You are not threatened by enemies when you are behind cover, and grant allies a bonus to damage.  | 134 |
| Legacy of Oaths     | Base attack bonus +5, good alignment   | Gain a bonus to damage with good-aligned weapons.   | 135 |
| Letter Fury         | Goblin, rage class feature   | Activate your rage as an immediate action when you see someone read or write.   | 135 |
| Liberation Channel  | Channel energy 7d6, worshiper of a Chaotic Good deity that grants the Chaos, Charm, Good, Strength, and Travel domains                         | Grant <i>freedom of movement</i> to creatures healed by your channeled energy.  | 135 |
| Lie Low             | –  | Increase the difficulty for others to spot you when you are prone.  | 136 |
| Life-Dominant Soul  | Dhampir  | Heal some damage when within channeled energy intended to heal living creatures or undead.  | 136 |
| Lingering Smite     | Channel Smite, channel energy 3d6  | Choose to damage a target who is injured by your Channel Smite over a number of rounds instead of in one blow.  | 136 |
| Lithe Attacker      | Narrow Frame, Escape Artist 5 ranks, animal or magical beast   | Keep your Dexterity bonus to AC while using Escape Artist to squeeze through a narrow space.  | 136 |
| Lob Shot*           | Far Shot, Point-Blank Shot   | Ignore cover bonuses to AC when making a ranged attack.   | 136 |
| Lone Wolf           | 1st-level character, cannot have City Born or Country Born   | Gain a bonus to Fort saves, and increase your chance to stabilize when dying.   | 136 |
| Longshanks          | Giant subtype, size Large or larger  | Increase your land speed, and ignore some difficult terrain.  | 136 |



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| Lost in the Crowd    | –  | Gain bonuses to Hide in urban areas, and a bonus to AC when threatened by 2 or more enemies.  | 137 |
| Mad Magic*           | Bloodrage class feature or perfect clarity rage power  | Cast spells with an increased DC when in bloodrage.   | 137 |
| Magical Epiphany     | Ability to prepare spells, worshiper of a Neutral deity that grants the Destruction, Knowledge, Magic, Protection, and Rune domains  | Prepare a spell in an open spell slot as a standard action.   | 137 |
| Malicious Eye        | Evil eye witch hex, Halfling Jinx trait  | Add the effect of your jinx to the effect of your hex.  | 137 |
| Mark of the Devoted  | 1st-level character, human of Ivory Empire ethnicity, Abioye worshiper, must personally create a token worth at least 50 gp prior to an 8-hour branding ritual during which you survive taking 2d6 points of fire damage | Perform a ritual to gain fire resistance and a bonus on Will saves, and rise upon death as a juju zombie that also deals fire damage.   | 137 |
| Massed Charge*       | Mounted Combat, Handle Animal 4 ranks, Ride 9 ranks, Keeplands affinity  | Gain a bonus to bull rush, overrun, and trip checks, and suffer no penalties for squeezing when you share a space with another rider who also has this feat.                                  | 138 |
| Master Delver        | Explored part of the Undercity   | Gain bonuses to skills concerning dungeoneering.  | 138 |
| Master of Disguise   | Cha 12, Skill Focus (Disguise) 5 ranks   | Gain bonuses to Disguise checks to impersonate an individual.   | 138 |
| Master of Knowledge  | Int 17, Skill Focus (Knowledge [any]), worshiper of a Lawful Neutral deity that grants the Healing, Knowledge, Law, Rune, and Strength domains   | Choose a natural 20 on a Knowledge skill roll with which you have Skill Focus.  | 138 |
| Master of the Ledger | Appraise 6 ranks, Profession (any one) 6 ranks   | Gain various bonuses to Appraise, Profession, and Sense Motive checks when using hunch.   | 139 |
| Master of Wonders    | Iron Will, Wonderseeker faction, gnome   | Roll twice for the effects of a <i>rod of wonder</i> .  | 139 |
| Master of Your Kind  | Familiar, speak with animals of its kind ability   | Your master gains a bonus on Handle Animal checks with animals of your kind, and you may use <i>animal messenger</i> , <i>animal trance</i> , or <i>charm animal</i> as a spell-like ability. | 139 |
| Measured Response*   | Base attack bonus +1, worshiper of a Lawful Neutral deity that grants the Earth, Law, Nobility, Protection, and Travel domains   | Choose to deal average damage with a melee or ranged weapon attack.   | 140 |
| Merciless Beating*   | Int 13, Combat Expertise, Gang Up  | Forgo your flanking bonus to grant two or more allies a bonus to their flanking attacks.  | 141 |
| Merciless Magic      | Ability to cast spells, kobold   | Increase the DC to resist your spells cast upon creatures already afflicted with certain conditions.  | 141 |
| Merciless Precision  | Sneak attack class feature, kobold   | Increase your sneak attack damage against targets already afflicted with certain conditions.  | 141 |
| Merciless Rush*      | Improved Bull Rush, worshiper of a Chaotic Evil deity that grants the Chaos, Destruction, Evil, War, and Weather domains   | Deal extra damage when you overachieve with a bull rush.  | 141 |
| Messenger of Fate    | Ability to cast <i>augury</i> , worshiper of a Neutral deity that grants the Death, Healing, Knowledge, Repose, and Water domains  | Increase your caster level when casting divination spells, and increase the chance to gain useful information to 100%.  | 141 |
| Minotaur's Charge    | Str 13, Improved Bull Rush, powerful charge  | Choose to initiate a bull rush when you hit with a charge attack.   | 141 |

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| Mixed Scales               | Draconic Aspect or dragon-scaled racial trait, kobold   | Gain the benefits of an additional color for your Draconic Aspect feat, or dragon-scaled racial trait.   | 142 |
| Momentous Discipline       | Valdaer affinity  | Reduce the level of an afflicted condition caused by a fear effect, and gain a bonus on saves vs fear.   | 142 |
| Monkey Lunge*              | Lunge, Acrobatics 1 rank  | Increase the reach of your melee attacks without suffering a penalty to your AC.   | 142 |
| Monstrous Mask             | Tiefling, must be taken at 1st level  | Gain a bonus to Intimidate humanoids.  | 142 |
| Monstrous Mount            | Handle Animal 4 ranks; Ride 4 ranks; divine bond (mount), hunter's bond (animal companion), or mount class feature with an effective druid level of 4 | Select an exotic beast from the list of monstrous mounts.  | 142 |
| Monstrous Mount Mastery    | Monstrous Mount, character level equal to or higher than that listed in the Mastery entry   | Your monstrous mount gains the abilities and bonuses listed under Mastery in its stat block.   | 143 |
| Motivating Display*        | Cha 13, Dazzling Display, Weapon Focus  | Grant a bonus to your allies' attacks and skills when you use Dazzling Display to demoralize.  | 144 |
| Mountain-Splitting Strike* | Wis 13, Improved Unarmed Strike   | Increase the DC of your Stunning Fist, and deal damage as one size category larger, when making a charge against a larger foe.                             | 144 |
| Mounted Blade              | Ride 3 ranks, Mounted Combat, Ride-By Attack, base attack bonus +1, Tarse affinity  | Make an attack against a target adjacent to the one you just hit when using Ride-By Attack.  | 144 |
| Mounted Onslaught*         | Mounted Combat, Trample, Ride 5 ranks, Keeplands affinity   | Overrun more than one creature per round.  | 144 |
| Multiweapon Defense        | Three or more arms, Dex 21  | Forgo additional attacks in exchange for AC bonuses.   | 144 |
| Multiweapon Specialist     | Three or more arms, Dex 21  | Gain a bonus to damage when wielding two weapons of the same weapon group.   | 144 |
| Nanite Disruption          | Nanite surge racial trait   | Penalize the next d20 roll of a creature made of electronic opponents to which you are adjacent.   | 145 |
| Narrow Frame               | Escape Artist 1 rank, animal or magical beast   | Take no penalties to your attacks or AC when squeezing through a narrow space.   | 145 |
| Natural Joust*             | Centaur (or any tauric creature at the GM's discretion)   | Gain proficiency with the lance, wield it one-handed, and double the damage you deal with it while charging.   | 145 |
| Natural Ruler              | Hold a leadership role related to running a kingdom.  | Increase your leadership ability score to affect one of your kingdom's attributes, and gain a Stability bonus for as long as you occupy a leadership role. | 146 |
| Nature Soul                | –   | Gain bonuses to Knowledge (nature) and Survival checks.  | 146 |
| Necromantic Affinity       | Con 15  | Gain a bonus to saves against negative energy, and heal from inflict spells as if you are undead.  | 146 |
| Necromantic Resistance     | Con 13, Necrosia affinity   | Gain a bonus on saves to resist necromancy and negative levels, and decrease ability score damage from an undead creature.                                 | 146 |
| Night Stalker              | Stealthy, darkvision, Large or larger   | Ignore size penalties when in darker conditions, and gain a bonus to Stealth.  | 146 |



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|-------------------------------|--|---|-----|
| Nightmare Scars               | Worshiper of a Chaotic Evil deity that grants the Chaos, Evil, Madness, Strength, and Trickery domains   | Gain a bonus to Diplomacy and Handle Animal to affect the attitudes of magical beasts, monstrous humanoids, and worshipers of your deity, and gain a bonus to Intimidate. | 146 |
| Nimble Natural Summons        | Augmented Summoning, Spell Focus (conjunction), ability to cast <i>summon nature's ally</i> , caster level 6th, worshiper of a Lawful good deity that grants the Animal, Community, Good, Law, and Plant domains | Your summoned creatures are able to move through undergrowth with ease.   | 146 |
| Noble Scion                   | Cha 13, must be taken at 1st level   | Gain a bonus to Knowledge (nobility), and choose a special benefit based on your family's affinity.   | 147 |
| Noble Scion (Fallen Lyonesse) | fallen Lyonesse affinity, member of a fallen Lyonesse noble house  | Gain benefits based on the noble house to which you belong.   | 147 |
| Noxious Bite                  | Acidic breath weapon, bite attack  | Deal acid damage and inflict nausea with your bite attack.  | 147 |
| Oath of the Unbound           | Worshiper of a Chaotic Evil deity that grants the Chaos, Destruction, Evil, War, and Weather domains   | Gain a bonus to break free of a grapple or pin, or to break through bonds or doors, and to resist entangles.  | 147 |
| One Finger                    | Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, Weapon Finesse, base attack bonus +8, ki strike class ability  | Use Stunning Fist attacks as melee touch attacks.   | 149 |
| Onslaught*                    | Str 13, Power Attack, base attack bonus +1, sneak attack class feature   | Sneak attack when you Power Attack with your first melee attack during a surprise round.  | 149 |
| Ooze Companion                | Ooze Whisperer, animal companion, wild empathy   | Gain oozes as possible animal companions.   | 150 |
| Ooze Whisperer                | Wild empathy class feature   | Target oozes with spells and special abilities that normally only affect animals.   | 150 |
| Ordered Mind                  | Caster level 7th, any lawful alignment   | Take an increase to the DC to identify a foe's spell in exchange for the ability to counterspell with any spell of the same school.                                       | 150 |
| Osiris Archeology             | Knowledge (history) 1 rank, Knowledge (local) 1 rank, must be able to speak Ankharian and Ancient Ankharian  | Gain bonuses to skills checks concerning Ankhara or its people.   | 150 |
| Osiris Archeologist           | Knowledge (history) 4 ranks, Knowledge (local) 4 ranks, Speak Language (Ankharian, Ankharian)  | Gain bonuses to various skills when in Ankhara, or making checks concerning Ankhara.  | 150 |
| Ostentatious Display          | –  | Wear a valuable nonmagical item in a magic item slot to gain bonuses with corresponding skills.   | 151 |
| Osyluth Guile*                | Bluff 8 ranks, Dodge   | Add your Charisma bonus to your AC when fighting defensively.   | 151 |
| Outer Planes Traveler         | Knowledge (planes) 11 ranks, ability to cast <i>plane shift</i> or <i>gate</i> as a spell or spell-like ability  | Gain a bonus to saves against abilities associated with of a chosen outer plane, and cast spells of that descriptor at +1 caster level.                                   | 151 |
| Pack Tactics                  | Int 13, animal companion class feature   | Your animal companion is considered to have all of your teamwork feats for purposes of determining if you have allies with the same feats.                                | 152 |
| Pantheistic Blessing          | Wis 13, must worship a pantheon of deities   | Gain a spell-like ability based on your deity.  | 152 |
| Patient Strike*               | Int 13   | Ready an attack as a full-round instead of a standard action to gain a bonus on your attack.  | 153 |

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| Peacemaker              | Charisma 13, good alignment   | Increase the DC of the spells you cast to ensure peace.  | 153 |
| Penetrating Possession  | <i>Magic jar</i> as a known spell or spell-like ability, Cha 21   | When you attempt to possess a host using <i>protection from evil</i> , you have a chance to dispel that spell.   | 153 |
| Perfect Casting         | Combat Casting, Divine Dignity, ability to cast divine spells, worshiper of a Lawful Neutral deity that grants the Earth, Law, Nobility, Protection, and Travel domains | Your Divine Dignity now affects the casting of any of your divine spells.  | 153 |
| Pernicious Stab*        | Sneak attack +2d6   | Forgo some of your sneak attack damage to increase your poison's chance of success.  | 154 |
| Persuasive Performer    | Versatile performance class feature, worshiper of a Neutral Good deity that grants the Air, Charm, Good, Luck, and Protection domains                                   | Use any of your Perform skills in place of Diplomacy and gain a +2 bonus on your check.  | 154 |
| Pestle Euphoria         | Pestle tar addict or Sal Arcanum  | Gain a bonus to Will saves when using pestle tar.  | 154 |
| Pestle Tar Healing      | Pestle Tar addict or Sal Arcanum  | Heal a hit point when you take a dose of pestle tar.   | 155 |
| Pestle Tar Rejuvenation | Pestle tar addict or Sal Arcanum  | Gain temporary hit points if brought to 0 or fewer hit points when you have recently used pestle tar.  | 155 |
| Pestilent               | Ability to cause disease via a spell, spell-like ability, or supernatural means   | Gain a bonus to attacks and damage when you magically cause disease.   | 155 |
| Piranha Strike*         | Weapon Finesse, base attack bonus +1  | Take penalties on melee attack rolls to gain bonuses to melee damage.  | 155 |
| Planar Hunter           | Knowledge (planes) 5 ranks, favored terrain (any plane) class feature   | Gain bonuses to weapon attacks when on your favored plan, gain bonuses to attack rolls against outsiders native to that plane, and ignore some damage reduction when making weapon attacks against them.                                     | 155 |
| Planned Spontaneity     | Knowledge (arcana) 9 ranks, ability to prepare and cast 4th-level spells  | Memorize two spells for one spell slot so you can choose which one to cast later.  | 156 |
| Poisoner's Channel      | Channel energy 3d6, worshiper of a Neutral Evil deity that grants the Charm, Death, Evil, Knowledge, and Trickery domains   | Decrease saves against poison on living creatures damaged by your channeled energy.  | 156 |
| Porcupine Defense*      | Combat Expertise, Combat Reflexes, base attack bonus +6   | Gain a bonus on attacks of opportunity against a larger foe.   | 156 |
| Potent Holy Symbol      | Good alignment, worshiper of a good deity   | When you use your holy symbol as a divine focus it counts as presenting a holy symbol for keeping vampires at bay.   | 157 |
| Potion Glutton          | Worshiper of a Neutral Evil deity that grants the Death, Evil, Magic, Strength, and War domains   | Drink potions, elixirs, or other potables as a swift action without provoking attacks of opportunity.  | 157 |
| Practiced Leadership    | Leadership, membership in the same organization as your cohort  | Your cohort gains a bonus to Will saves while you are in good standing, she is considered to have all of your teamwork feats for purposes of determining allies with the same feats, and she gains a leadership benefit based on your group. | 157 |
| Precocious Youth        | Young age category  | Lose a penalty associated with your age category.  | 158 |
| Profits of Trade        | Diplomacy 1 rank, Akkesh affinity   | Gain a resource pool of 100 gp to which you may add other profits.   | 158 |



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| Protective Channel          | Channel energy 7d6, worshiper of a Lawful Good deity that grants the Glory, Good, Law, Sun, and War domains                             | Grant <i>protection from evil</i> to living creatures healed by your channeled energy.   | 159 |
| Protective Strike           | Base attack bonus +5, smite evil class feature  | Grant bonus AC to an ally when you smite evil.   | 159 |
| Protector's Strike          | Base attack bonus +5, smite evil class feature  | Grant bonus AC to an ally when you smite evil.   | 159 |
| Proxy Summoning             | Ability to cast conjuration (summoning) spells or a conjuration (summoning) spell-like ability, caster level 5 <sup>th</sup>            | Your summoned creature may carry your spell's charge, and you both gain the spell's benefits when cast.                        | 159 |
| Pungent Stench              | Stench universal monster ability, Improved Stench, Great Fortitude  | Nauseate and sicken a creature affected by your stench.  | 160 |
| Quick at Hand               | Ogre  | Use any item as an improvised melee or ranged weapon without penalty.  | 160 |
| Quick Preparation           | Ability to prepare spells   | Halve the time required to prepare spells.   | 160 |
| Quillbreaker Defense*       | Proficiency with armor spikes   | Choose to give your armor spikes the broken condition to reduce the damage you take.   | 160 |
| Quivering Palm Adept*       | Quivering palm class feature  | Increase the saving throw DC to resist your quivering palm attacks.  | 160 |
| Quivering Palm Versatility* | Quivering palm class feature, base attack bonus +13   | Produce a chosen effect when using quivering palm.   | 160 |
| Rallying Blow               | Aura of courage   | Reduce the fear effect suffered by your allies when you confirm a critical hit.  | 161 |
| Rapid Recovery              | Rapid Repair, Con 13, nanite surge ability  | Remove various conditions when you heal using Rapid Repair.  | 161 |
| Rapid Repair                | Wis 13, nanite surge ability  | Heal hit points using your nanite surge ability.   | 161 |
| Reach Defense*              | Dex 15  | Gain a bonus to AC against attacks of opportunity from non-adjacent opponents.   | 161 |
| Reckless Aim*               | Point-Blank Shot, Precise Shot  | Sacrifice AC to gain attack bonus with a ranged weapon against an opponent engaged in melee.                                   | 161 |
| Redeemed Kobold             | Good alignment, kobold  | Gain bonus Diplomacy vs good creatures, and Charisma bonus when channeling positive energy.                                    | 162 |
| Reject Poison               | Con 13, poison use class feature, worshiper of a Neutral Evil deity that grants the Charm, Death, Evil, Knowledge, and Trickery domains | Gain a 20% chance to naturally reject a toxin when you fail the initial save.  | 162 |
| Relentless Shot*            | Point-Blank Shot, base attack bonus +6  | Threaten a tripped opponent at range.  | 163 |
| Religious Pilgrim           | Knowledge (geography) 2 ranks, Knowledge (religion) 4 ranks   | Gain bonuses to Will saves, Diplomacy, and Survival. Additionally, you may purchase non-magical religious items at a discount. | 163 |
| Renown                      | –   | Increase your Fame in a large settlement.  | 163 |
| Revered Guidance            | Aasimar, must be taken at 1st level   | Gain a bonus to Diplomacy with a chosen subtype.   | 163 |
| Rhino Charge*               | Power Attack, Improved Bull Rush, base attack bonus +5  | Ready a charge.  | 163 |
| Riptide Attack*             | Improved Drag, Improved Trip, worshiper of a Neutral deity that grants the Air, Animal, Plant, Water, and Weather domains               | Attempt a drag with a successful trip.   | 164 |
| River Raider*               | –   | Gain a bonus to Swim and Stealth, and act in a surprise round, when in water.  | 164 |

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| Roll With It*                     | Goblin, Acrobatics 1 rank  | Convert damage you would have taken into movement that sends you off in an uncontrolled bouncing roll.  | 164 |
| Rugged                            | Endurance, member of a Mastodon Rider's warband  | Gain a bonus on saves against magical and natural effects that deal cold damage, and move across ice without penalty.                                       | 164 |
| Rugged Northerner                 | Con 13, Survival 1 rank  | Decrease the effect of environmental cold on your body.   | 164 |
| Ruincaster                        | Wis 15, ability to cast spells, Ivory Empire affinity  | Increase the effectiveness of your spells by tapping the power of an Ivory Empire ruin, with varying results.   | 164 |
| Sabre Company Flyer               | Ride 6 ranks, ranger level 4 <sup>th</sup>   | Gain a hippogriff as your animal companion, and bonuses Ride and saves against fear.  | 165 |
| Sacred Geometry                   | Int 13, Knowledge (engineering) 2 ranks  | Perform certain steps to gain the benefits of two metamagic feats you do not already have.  | 165 |
| Sacred Geometry (Revised)         | Int 13, Knowledge (engineering) 2 ranks  | Make a Knowledge (engineering) check to gain the benefits of two metamagic feats you do not already have.   | 166 |
| Saddle Shrieker*                  | Goblin, Ride 1 rank  | Take a penalty on attacks and combat maneuvers to grant your mount a bonus on attacks and damage with natural weapons.                                      | 166 |
| Sal Arcanum                       | Able to cast 2nd-level spells, pestle tar <sup>1</sup> user, and Spell Focus (enchantment) or Spell Focus (necromancy)                                 | Add Sal Arcanum spells to your list, gain a bonus to Appraise pestle tar, and gain a bonus on Fort saves and saves vs poison.                               | 166 |
| Sandwalker                        | Dex 13, Con 13   | Move at $\frac{3}{4}$ speed when desert terrain would reduce your movement to $\frac{1}{2}$ , and gain a bonus to desert Survival checks.                   | 167 |
| Savior's Arrow                    | Ability to cast cure spells, proficient with longbow, worshiper of a Lawful good deity that grants the Animal, Community, Good, Law, and Plant domains | Draw a longbow as the somatic component of a <i>cure</i> spell to heal at range.  | 168 |
| Scaled Disciple                   | Ability to spontaneously cast divine spells, kobold  | Gain a bonus to caster level when casting scalykind or dragon spells, and gain other benefits to the dragon disciple prestige class.                        | 168 |
| Scent of Fear                     | Bugbear, possess the scent ability, any evil   | Track and pinpoint opponents by scent, gain a bonus on attacks against shaken or frightened opponents, and gain a bonus to Will saves then they are nearby. | 168 |
| Scholar                           | —  | Gain bonuses on two Knowledge skills.   | 168 |
| School Familiar                   | Familiar effective level 5th, specialized arcane school class feature  | Apply the school familiar archetype to your familiar.   | 168 |
| Schooled Resolve                  | Bravery class feature  | Add your bravery bonus on Will saves against mind-affecting spells and effects from vampires.   | 168 |
| Scuttle                           | —  | Crawl at half your normal speed and can take a 5-foot step when crawling.   | 168 |
| Secret of Steel-Shattering Spirit | Improved Unarmed Strike, base attack bonus +6, must be lawful  | Your unarmed strikes work like adamantite weapons for the purpose of overcoming damage reduction or bypassing hardness.                                     | 169 |



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| Secret Signs              | Int 13  | Gain a bonus to Bluff when passing secret messages, and decrease an opponent's chance to notice and identify your spells.  | 169 |
| Seductive Channel         | Channel positive energy class feature, worshiper of a Chaotic Neutral deity that grants the Chaos, Charm, Knowledge, Luck, and Trickery domains | Those healed by your channeled energy may choose to take additional healing in exchange for a penalty on Will saves vs your charm effects.                           | 169 |
| Seeds of Doubt            | Hex class feature, Divine Defiance  | Grant a creature a bonus to Will saves, but it then must make a save in order to benefit from divine magic.  | 169 |
| Serpent Lash*             | Weapon Finesse, proficient in whip  | Trip, disarm, or pull targets with your whip.  | 170 |
| Shade of the Crosstimbers | Neutral evil, patron Lawful Evil deity that grants the Darkness, Death, Destruction, Evil, and Law domains                                      | Add several spells to your list, but remove all fire spells.   | 170 |
| Shadow Dodge              | Dex 13, worshiper of a Neutral Evil deity that grants the Charm, Death, Evil, Knowledge, and Trickery domains                                   | Gain a bonus to AC in normal or dim light when moving.   | 170 |
| Shadow Gambit             | Spell Focus (illusion), caster level 5 <sup>th</sup>  | Your figment spell may deal real damage.   | 170 |
| Shambling Monolith        | Shambling mound   | Increase your size, strength, and durability by drawing additional vegetable matter into yourself.   | 171 |
| Shatter Resolve           | Channel energy class feature, worshiper of a Neutral Evil deity that grants the Death, Evil, Magic, Strength, and War domains                   | Inflict the shaken condition on creatures who are damaged by your channeled energy.  | 172 |
| Shield Snag*              | Improved Shield Bash, Shield Proficiency, Two-Weapon Fighting, base attack bonus +6   | Attempt to disarm a foe hit by your shield bash, and gain other bonuses when using a shield.   | 172 |
| Shingle Runner            | Dex 13, Acrobatic   | Gain a bonus to Climb and Acrobatics when you jump, and take less damage when you fall.  | 172 |
| Shrapnel Strike*          | Str 15, Improved Sunder, Power Attack   | Gain a bonus to Strength when you attempt to shatter an object.  | 172 |
| Shrewd Tactician*         | Alertness, Combat Reflexes  | Opponents do not gain flanking bonuses against you, and gain a bonus on Sense Motive against Bluff checks to feint in combat.  | 172 |
| Silent as Stone           | Roper, Stealthy   | Gain a bonus to Stealth in rocky environments, use Stealth at no penalty while climbing, and automatically choke if you use your strand attack in the surprise round | 173 |
| Siphon Channel            | Channel energy 3d6, worshiper of a Chaotic Evil deity that grants the Air, Animal, Chaos, Destruction, and Evil domains                         | Gain temporary hit points when you channel negative energy to damage living creatures.   | 173 |
| Siphon Poison             | –   | Use Heal to remove poison from a creature.   | 173 |
| Slaying Sprint            | Dodge, Mobility, Spring Attack, base attack bonus +13   | Move up to half your speed when performing a coup de grace.  | 173 |
| Sleeper Hold*             | Greater Grapple, base attack bonus +8   | Attempt to knock out your opponent when you maintain a grapple for a few rounds.   | 173 |
| Sliding Axe Throw*        | Dex 13, base attack bonus +1  | Attempt to trip a flat-footed, running, or charging target by throwing your axe.   | 173 |
| Slow Exhalation           | Breath weapon, true dragon  | Deal your breath weapon damage when making a bite attack.  | 174 |

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| Sluggish Jinx         | Halfling Jinx trait  | Apply your jinx's penalty on saving throws to the target's initiative and attack rolls.  | 174 |
| Sly Draw              | Quick Draw   | Use Sleight of Hand instead of Bluff to attempt a feint when you draw a light weapon in combat.  | 174 |
| Small But Deadly      | Weapon Focus or natural weapon, Small size or smaller  | Ignore the Strength penalty to damage when attacking with your natural weapons and weapons for which you have the Weapon Focus feat.   | 174 |
| Sneaky Vagabond       | –  | Gain bonuses to skills when trying to hide, or when others actively seek you in a crowd.   | 174 |
| Sniper Shot           | Int 13, Wis 13, Far Shot, Focused Shot, Point Blank Shot, Precise Shot, Yftel affinity   | Make an attack that deals precision-based extra damage at range.   | 174 |
| Snoutgrip*            | Combat Expertise, Combat Reflexes, Improved Grapple, Improved Unarmed Strike, base attack bonus +12 or 10th-level monk                   | Attempt to grapple when you are bitten by an opponent.   | 175 |
| Solo Maneuvers*       | –  | Gain bonuses to your combat maneuvers against a creature who is threatened by only you.  | 175 |
| Sow Terror            | Stealthy   | Inflict the shaken condition on a foe when you make an opposed Stealth check.  | 175 |
| Spear Dancer*         | Weapon Focus (any two-handed reach weapon), Perform (dance) 4 ranks  | Inflict dazzle on a creature you hit with a two-handed reach weapon with which you have Weapon Focus.  | 175 |
| Spell Sponge          | Animal companion or familiar, share spells ability   | The duration of the "you" target spells your master casts on you is doubled.   | 176 |
| Spiked Destroyer*     | Proficient with armor spikes   | Make an additional attack with your armor spikes when you bull rush or overrun a target.   | 176 |
| Spirit of the River   | Aquatic subtype, Knowledge (nature) 1 rank   | Gain the ability to breathe air or water interchangeably, and gain a new class skill.  | 176 |
| Spirit Strike         | Knowledge (religion) 5 ranks, channel energy, favored enemy  | Expend channeled energy to imbue a weapon with <i>bane</i> against your favored enemy.   | 176 |
| Spirit Vision         | <i>Magic jar</i> as a known spell or spell-like ability, Wis 15  | Observe possible hosts before you possess them.  | 176 |
| Splash Weapon Mastery | –  | Gain the benefits of the Far Shot feat when throwing a splash weapon.  | 177 |
| Squash Flat*          | Improved Bull Rush, Merciless Rush, worshiper of a Chaotic Evil deity that grants the Chaos, Destruction, Evil, War, and Weather domains | Attempt a trip when you overachieve your combat maneuver check to bull rush.   | 177 |
| Squire                | Character level 4th, proficient with all martial weapons   | Attract a squire to aid you in your knightly endeavors.  | 177 |
| Stable Gallop         | Animal or magical beast  | Halve your AC penalty when charging, reduce the penalties your rider makes when you double move, and grant a bonus to your rider's concentration checks caused by your motion. | 178 |
| Stance of the Xorn*   | Wis 15, base attack bonus +3   | Deny the flanking bonus to creatures flanking you.   | 178 |
| Steadfast Mind        | Cha 15, Int 15, or Wis 15  | Attempt to retain your spell when you fail to cast defensively.  | 178 |



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|---------------------------|---|---|-----|
| Steady Engagement*        | Combat Reflexes, Stand Still, worshiper of a Lawful Neutral deity that grants the Healing, Knowledge, Law, Rune, and Strength domains                       | Disarm or trip a foe when you Stand Still.  | 178 |
| Steelskin Channel         | Channel energy 7d6, worshiper of Lawful Good deity that grants the Artifice, Earth, Good, Law, and Protection domains                                       | Grant damage resistance to creatures healed by your channeled energy.   | 178 |
| Stoic                     | Iron Will   | Gain a bonus on saves against fear.   | 178 |
| Stone Awareness           | Wis 13, Perception 10 ranks, stone giant  | Gain tremorsense when in contact with earth.  | 179 |
| Stone Clinger             | Roper   | Gain a climb speed, and the ability to drop from the ceiling, dealing damage.   | 179 |
| Stone Magic               | Cha 17, stone giant elder (age 700 years or older)  | Gain additional spell-like abilities related to stone.  | 179 |
| Stone Read                | Knowledge (dungeoneering) 4 ranks   | Gain bonuses on Perception checks in underground or mountainous environments.   | 179 |
| Stone Soul                | Stone giant   | Gain a bonus to AC, and use <i>stoneskin</i> as a spell-like ability.   | 179 |
| Stone Strider             | Stonecunning racial trait, worshiper of Lawful Good deity that grants the Artifice, Earth, Good, Law, and Protection domains                                | Move through rocky terrain without suffering any impairments the terrain causes.  | 179 |
| Storm-Lashed              | –   | Reduce or ignore the effects of severe weather.   | 180 |
| Storm Soul                | Cloud or storm giant  | Gain immunity to electricity.   | 180 |
| Storm Warrior             | Storm Soul, cloud or storm giant  | Deal electricity damage with a metal melee weapon.  | 180 |
| Stormstruck Shambler      | Shambling mound, must have been struck by lightning   | Deal electricity damage and gain advantages against foes in metal armor.  | 180 |
| Strength of the Diamond   | Con 13, Wisdom 13, character level 3rd, member of the Adamant Regiment  | Reduce fear conditions inflicted upon you, and gain a bonus to save against fear.   | 180 |
| Stunning Fist Adept*      | Stunning Fist, base attack bonus +3   | Gain a bonus to the DC to resist your Stunning Fist attack.   | 181 |
| Stunning Irruption*       | Str 15, Power Attack, base attack bonus +5  | Stun your foes, denying them their actions on the surprise round, by violently breaking into the room.  | 181 |
| Subtle Poisoner           | Sleight of Hand 5 ranks   | Apply poison to your weapon as you draw it.   | 181 |
| Suffocating Strangulation | Improved grab, constrict  | Choke an opponent to death with a grapple check.  | 181 |
| Summon Evil Monster       | Evil alignment  | Gain access to additional monsters when casting <i>summon monster</i> .   | 181 |
| Summon Good Monster       | Good alignment  | Gain access to additional monsters when casting <i>summon monster</i> .   | 182 |
| Summon Neutral Monster    | Chaotic neutral, lawful neutral, or neutral alignment   | Gain access to additional monsters when casting <i>summon monster</i> .   | 183 |
| Sun Striker*§             | Critical Focus, Weapon Focus (scimitar), character level 7th, worshiper of a Neutral Good deity that grants the Fire, Glory, Good, Healing, and Sun domains | Your critical hits against undead bypass all DR, deals full damage to incorporeal creatures, and acts as though it has the <i>flaming burst</i> weapon special ability. | 184 |
| Sunlit Strike             | Arcane Strike, able to prepare or cast <i>daylight</i>  | Use Arcane Strike to deal additional damage to creatures vulnerable to light.   | 185 |

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| Superintendent             | Own at least one room  | Repair a broken room for half the cost, and your buildings and organizations are not affected by capital attrition until you've been gone for a month. | 185 |
| Supernal Feast             | Con 15, aasimar  | Gain temporary hps when adjacent to, or feasting on, a good outsider suffering bleed damage.   | 185 |
| Sure-Footed                | Quadruped animal or magical beast  | Gain a bonus checks to keep your balance, and move at normal speed on slopes and stairs.   | 185 |
| Sure-Handed Alchemy        | Craft (alchemy) 3 ranks  | Gain bonuses to create items, and take no penalties to Craft (alchemy) with improvised equipment, when using spontaneous alchemy.                      | 185 |
| Surprising Combatant*      | Improved Initiative, Bluff 3 ranks   | Bluff to conceal your presence at the beginning of combat.   | 186 |
| Survivor                   | Con 13, Diehard, Endurance   | Gain a bonus to stabilize while dying, and negate critical or sneak attack damage once per day.  | 186 |
| Swarm Dodger               | Dex 15, evasion  | Attempt to avoid damage when a swarm attacks you by ending its turn in your space.   | 186 |
| Sweeping Dodge*            | Dex 13, Dodge  | Gain a chance for critical or sneak attack damage to fail when making a dueling dodge while wearing a cloak.   | 186 |
| Swift Kitsune Shapechanger | Dex 13, base attack bonus +6, kitsune  | Assume human or kitsune form as a swift action.  | 186 |
| Tactical Reposition*       | Int 13, Combat Expertise, Improved Reposition  | Move an enemy into a hazard when making a reposition combat maneuver.  | 187 |
| Tallar Conscript           | Tallar serf in service to a lord   | Gain bonuses to damage and initiative when wielding a farm implement.  | 187 |
| Tallar Duelist*            | Dex 13, Exotic Weapon Proficiency (falcata), Shield Proficiency (buckler), Weapon Focus (falcata)                    | Gain bonuses to AC and Acrobatics when fighting with falcata and buckler.  | 187 |
| Tallar Knight              | Base attack bonus +6, heavy armor proficiency, proficient in a martial weapon  | Gain a cohort and bonuses with that cohort.  | 187 |
| Tallar Squire              | Base attack bonus +1, proficient in a martial weapon   | Gain a bonus to initiative and AC when an ally with the Mounted Combat feat is nearby.   | 187 |
| Tantrum                    | Bluff 1 rank, rage class feature, gnome  | Use the Bluff skill to feint while raging.   | 188 |
| Tapestry Traveler          | Character level 5th  | Gain bonuses to caster level when teleporting, especially if you are going to an established Wayfarers' League Chapterhouse.                           | 188 |
| Telepathic Link            | Have a familiar with the speak with master ability.  | Communicate with your familiar telepathically.   | 188 |
| Teleport Sense             | Wis 13, Teirsis affinity   | Make a Sense Motive check to detect nearby teleportation.  | 188 |
| Terrifying Mask            | Cha 13, Monstrous Mask, tiefling   | Choose to make an Intimidate check in place of Sense Motive to get a hunch or detect trustworthiness.  | 190 |
| Terrifying Strike          | Despair special ability, mummy   | Inflict the shaken or paralyzed condition when you slam attack.  | 190 |
| Thicket Channel            | Channel energy 7d6, worshiper of a Lawful good deity that grants the Animal, Community, Good, Law, and Plant domains | Grow plants in your channeled positive energy area.  | 190 |



# FEAT REFERENCE DOCUMENT

|                              |   |  |     |
|------------------------------|---|--|-----|
| Throw Back Arrows*           | Dex 17, Deflect Arrows, Improved Unarmed Strike, Snatch Arrows  | Throw ranged ammunition that you catch using Snatch Arrows.  | 190 |
| Thunder and Fang*            | Str 15, Two-Weapon Fighting, Weapon Focus (earth breaker), Weapon Focus (klar)  | Use an earth breaker as a one-handed weapon, and gain other bonuses when using a klar.   | 191 |
| To the Last*                 | Diehard, Endurance, worshiper of a Chaotic Neutral deity that grants the Chaos, Destruction, Glory, Strength, and War domains | You are not staggered when you are disabled.   | 191 |
| Torch Bearer*                | –   | Treat a torch as a light weapon that deals an additional 1 point of fire damage with no penalties for improvised weapon.   | 192 |
| Torch Handling               | –   | Treat torches as simple weapons, increase the radius of illumination shed by them, and reroll a save to resist an extinguishing effect.  | 192 |
| Torchbearer                  | Character level 5 <sup>th</sup>   | Acquire a professional torchbearer to accompany you.   | 192 |
| Totem Beast                  | Wis 13, animal companion class feature  | Your animal companion gains the benefits of an chosen animal aspect.   | 192 |
| Totem Spirit                 | Member of a Vahal clan  | Gain various bonuses based on your clan.   | 193 |
| Tourmaline Defender          | Tourmaline affinity   | Gain bonuses to attack and damage against an enemy of Tourmaline.  | 193 |
| Toxic Stench                 | Stench universal monster ability, immunity to poison, Improved Stench, Toughness  | Poison a creature affected by your stench.   | 193 |
| Toxicological Timing         | Craft (alchemy) 9 ranks   | Increase or decrease the amount of time used to measure the frequency of your crafted poison.  | 194 |
| Trailblazing Channel         | Channel energy 3d6, worshiper of a Chaotic Good deity that grants the Chaos, Good, Liberation, Luck, Travel and domains       | Cause allies to be unimpeded by difficult terrain when you heal them with your channeled positive energy.  | 194 |
| Tribal Scars                 | Member of a Mastodon Rider warband  | Gain 6 hit points, and additional benefits, based on your tribal affinity.   | 194 |
| Trick Shooter*               | Dex 13, Deadly Aim, base attack bonus +1  | Gain a bonus on ranged combat maneuvers, and choose to not damage the target at no penalty.  | 194 |
| Troth of the Eternal Nomarch | Must be a member of the Sect of the Eternal Nomarch   | Your body destroys itself when you die such that spells such as <i>raise dead</i> or <i>speak with dead</i> cannot be used on your remains, and deals fire damage to those nearby. | 194 |
| Twisted Flesh                | Con 15, Tainted Lands affinity  | Gain a bonus to AC, gain cold, electricity, and fire resistance, and gain a bonus to Intimidate.   | 195 |
| Uncanny Activation           | Use Magic Device 12 ranks   | Increase an item's caster level, when you overachieve with Use Magic Device.   | 196 |
| Undermining Exploit          | Knowledge (dungeoneering) 4 ranks   | Gain a bonus on combat maneuver checks against opponents in rocky difficult terrain.   | 196 |
| Unfair Grip*                 | Str 13, Dex 13, Improved Grapple, Improved Unarmed Strike, Power Attack, base attack bonus +1                                 | Gain a bonus to maintain your grapple.   | 196 |
| Unusual Heritage (Dhampir)   | Dhampir   | Gain a natural bite attack with the possibility of bleed damage.   | 197 |

# FEATS TABLES

|                              |   |  |     |
|------------------------------|---|--|-----|
| Unusual Heritage (Fetchling) | Fetchling   | Create an <i>arcane eye</i> as you sleep.  | 198 |
| Unusual Heritage (Gillman)   | Gillman   | Increase the caster level of your divination spells and spell-like abilities, and cast <i>augury</i> as a spell-like ability when immersed in water. | 198 |
| Urban Forager                | Knowledge (local) 4 ranks, Survival 4 ranks   | Use the Survival skill with various bonuses to forage and track in urban areas.  | 198 |
| Valiant Steed                | Animal or magical beast   | Gain a bonus to saves against fear and emotion effects, and grant it to your rider, if you have one.   | 198 |
| Vampiric Animal Companion    | Vampire, Charisma 18, animal companion class ability, sufficiently high level                           | Create a vampiric animal companion when using child of the night and create spawn.   | 198 |
| Vampiric Companion           | Dhampir or vampire, non-good alignment, 10 levels in a class that grants a familiar or animal companion | Your animal companion or familiar's type changes to "undead."  | 199 |
| Vandal                       | Goblin, sneak attack class feature  | Deal sneak attack damage to unattended objects.  | 199 |
| Variant Prayer Scroll        | Jiang-shi   | Change out the powers granted by your prayer scroll.   | 200 |
| Variable Tattoo              | Spell Focus   | Increase the caster level of spells with which you have Spell Focus, and gain a new spell-like ability.  | 200 |
| Veiled Vileness              | Half-orc  | Gain a bonus to Diplomacy, Intimidate, and Will saves.   | 200 |
| Vermin Companion             | Vermin Heart, animal companion class feature, wild empathy class feature                                | Add new monsters to your list of possible animal companions.   | 201 |
| Versatile Jinx               | Iron Will, Halfling Jinx trait  | Base the DC of your jinx on Intelligence or Wisdom instead of Charisma.  | 202 |
| Versatile Spontaneity        | Int 13 or Wis 13 (see Special), ability to spontaneously cast 2nd-level spells                          | Choose to prepare an unknown spell in place of a daily spell.  | 202 |
| Vile Leadership              | Character level 7th, good standing with an evil organization.   | Attract a loyal cohort and a number of cowed followers.  | 202 |
| Violent Display*             | Dazzling Display, Weapon Focus, base attack bonus +6  | Use Dazzling Display when you hit with a weapon with which you have Weapon Focus.  | 203 |
| Virtuous Creed               | You must be good.   | Gain various benefits based on a chosen virtue.  | 203 |
| Vulpine Pounce*              | Swift Kitsune Shapechanger, base attack bonus +10, kitsune  | Make a full attack when you charge and change into your kitsune form in the same round.  | 204 |
| Wand Dancer                  | Dex 13, Dodge, Mobility, Perform (dance) 5 ranks  | Move both before and after using a spell trigger item without provoking an attack of opportunity from a chosen creature.                             | 204 |
| Warleader's Rage             | Cha 13, half-orc or orc, non-lawful   | Increase the duration of an adjacent ally's rage abilities.  | 205 |
| Warning Shot*                | Point-Blank Shot, Precise Shot, Weapon Focus, proficiency with the selected weapon                      | Choose to attempt to demoralize an opponent with a ranged weapon touch attack instead of dealing damage.   | 205 |
| Warped Mind                  | Wis 15, Tainted Lands affinity  | Gain bonuses to initiative, and Will saves, and inflict the dazed condition on those attempting to contact your mind.                                | 205 |
| Waterway Caster              | —   | Gain a bonus to cast spells underwater, and automatically succeed while subjected to violent motion while either swimming or on a ship.              | 205 |



# FEAT REFERENCE DOCUMENT

|                             |   |   |     |
|-----------------------------|---|---|-----|
| Wave Master                 | Worshiper of a Neutral deity that grants the Air, Animal, Plant, Water, and Weather domains                   | Swim at full- or half-speed.  | 205 |
| Weapon Versatility*         | Weapon Focus, base attack bonus +1  | Choose to deal bludgeoning, piercing, or slashing damage with a weapon with which you have Weapon Focus.                        | 205 |
| Weather Eye                 | Survival 3 ranks, must worship nature   | Gain a bonus on Survival checks made to predict the weather, and gain a bonus on saves to avoid the effects of extreme weather. | 206 |
| Weathered Warrior*          | Endurance   | Take only half the ranged attack penalty when in areas of strong or severe wind.  | 206 |
| Welcome Pain                | Iron Will, worshiper of Lawful Evil deity that grants the Darkness, Death, Destruction, Evil, and Law domains | Make a Will save to ignore the ongoing damage that would bring you to 0 or fewer hit points.                                    | 206 |
| Wheeling Charge*            | Mounted Combat, Ride-By Attack, Ride 5 ranks, Keeplands affinity  | Your mount may make a 90 degree turn as part of your charge action.   | 206 |
| Whip-Slinger*               | Proficient with sling   | Threaten areas around you with your sling.  | 207 |
| Wicked Valor                | Con 15, Diehard, Endurance, tiefling  | Heal double hit points when resting.  | 207 |
| Will of Giants              | Wis 14, Iron Will, giant subtype  | Gain immunity to enchantment effects that target only humanoids.  | 208 |
| Wingclipper*                | Base attack bonus +9  | Prevent a winged opponent from flying when you confirm a critical hit.  | 208 |
| Wings of the Androsphinx*   | Int 13, Combat Expertise, Improved Reposition, base attack bonus +1 or monk level 1 <sup>st</sup>             | Gain a to AC against charge attacks, and attempt to reposition that foe.  | 208 |
| Witchbreaker*               | Iron Will   | Gain a bonus on saves against the abilities of a witch or hag, and grant a save to any creature under its mind-affects.         | 208 |
| Witty Feint                 | Bluff 1 rank, weapon training class feature, gnome  | Choose to gain bonus AC when you feint, instead of denying your opponent his Dexterity bonus.                                   | 208 |
| Worldly Walker              | 5 or more Hit Dice, good alignment  | Choose whether good or neutral when targeted with spells designed to harm good creatures.                                       | 209 |
| Worst Case Jinx             | Knowledge (arcana) 5 ranks, Halfling Jinx trait   | Beneficial variable effects on a jinxed target always result in the minimum amount for the effect.                              | 209 |
| *Combat Feat §Critical Feat |   |   |     |

**TABLE 2: ACHIEVEMENT FEATS**

| Feat                | Prerequisites  | Description   | Pg# |
|---------------------|--|---|-----|
| All Gnolls Must Die | Deliver the killing blow to 20 gnolls, hyenas, dire hyenas, werehyenas, jackalweres, or minions of their gods.   | Gain a +2 to Will saves and a +2 on attacks and weapon damage against gnolls and their ilk. | 52  |
| Chainbreaker        | Over the course of at least five different occasions, free a cumulative total of 50+ sentient beings held in unjust captivity.   | Gain bonuses against known slavers.   | 71  |
| Devil's Foe         | Face 10 different devils in combat and take damage or suffer some other sort of injury from five or more attacks made by each one without falling unconscious, fleeing, or otherwise becoming unable to strike back at them. | Your attacks are good-aligned to bypass devils' damage reduction.                           | 87  |

# FEATS TABLES

|                         |  |   |     |
|-------------------------|--|---|-----|
| Eagle Lord's Nobility   | Character level 5th, convince four different Eagle Lords and either a member of the Ruling Council or an Andante town mayor to write letters of commendation on your behalf. | Gain a benefit based on the branch of the Eagle Lords you join.     | 94  |
| Flame-Tested Survivor   | Knocked unconscious or killed by fire damage at least 10 times.  | Gain fire resistance, and a bonus to saves to resist fire.          | 111 |
| Gifted Mesmerist        | Successfully affect 25 different targets with charm or compulsion spells.  | Use a charm or compulsion spell you know as a spell-like ability.   | 117 |
| Graverisen              | Die and be brought back at least twice.  | Gain a single-use supernatural ability to save yourself from death. | 119 |
| Healer's Touch          | Cure a cumulative total of 1,000 points of damage.   | Maximize healing spells on targets other than you.                  | 123 |
| History of Scars        | Take a cumulative total of 1,000 points of damage.   | Exchange a -2 on Charisma-based skill checks for a +2 AC bonus.     | 124 |
| Relentless Butcher      | Confirm at least 50 critical hits.   | Stun an opponent with a critical hit.                               | 162 |
| Tallar's Lifting Spirit | Take at least 10d6 falling damage on three different occasions and survive.  | Precast a healing spell on an ally.                                 | 187 |

**TABLE 3: DAMNATION FEATS**

| Feat           | Prerequisites | Description   | Pg# |
|----------------|---------------|---|-----|
| Fiendskin      | –             | Gain defensive abilities related to your patron's outsider subtype.             | 110 |
| Maleficium     | –             | Increase the potency of your evil spells with multiple damnation feats.         | 137 |
| Mask of Virtue | –             | Conceal your alignment, and increase the benefit with multiple damnation feats. | 138 |
| Soulless Gaze  | –             | Manipulate and terrify others with multiple damnation feats.                    | 175 |

**TABLE 4: FACTION FEATS**

| Feat                                | Prerequisites   | Description   | Pg# |
|-------------------------------------|---|---|-----|
| Advanced Defensive Combat Training* | Defensive Combat Training, Path of Pedals 10 TPA                | Gain a +4 bonus to your CMD.  | 49  |
| Blood's-Debt Manhunter              | Bright Blade Company 10 TPA                                     | Gain bonuses to skill checks and weapon attacks and damage vs humans. | 65  |
| Calm Disposition                    | Church of Coins 10 TPA Gain +2 on saves to keep your composure. |   | 69  |
| Death's Suitor                      | Undying Defenders 20 TPA  | Reroll a save or skill check if failure has a chance of killing you.  | 83  |
| Disassemble Magic Item              | Any item creation feat, Asp Syndicate 20 TPA                    | Take apart and reassemble magic items.                                | 88  |
| Fearsome Barricade*                 | Intimidate 5 ranks, Njor Sentinels TPA 20                       | Make an Intimidate check to demoralize an opponent attacking an ally. | 109 |



# FEAT REFERENCE DOCUMENT

|                        |  |   |     |
|------------------------|--|---|-----|
| Grand Master Performer | Bardic performance class feature, Extra Performance, Master Performer, bard level 8th, Imperial Conservatory of Tallar 20 TPA  | Increase bonuses granted to allies, using bardic performance.                                 | 119 |
| Ki Diversity*          | Ki pool class feature, Wis 13, Six Immortal Masters 25 TPA   | Gain a new <i>ki</i> power ability.   | 133 |
| Let Them Come*         | Dwarf, Badger Battalion TPA 25   | Treat all one- or two-handed melee weapons as if they had the brace special feature.          | 135 |
| Master Performer       | Bardic performance class feature, Extra Performance, Imperial Conservatory of Tallar 15 TPA                                    | Increase the bonus granted by your bardic performance.  | 139 |
| Nameless Servitor      | Undying Defenders rank, Undying Defenders 10 TPA   | Gain immunity to spells using your name, and increase the DC to divine information about you. | 145 |
| Old Ones Awakener      | Elder Cults 20 TPA   | Use Heal in a ritual to plant mental visions.   | 148 |
| Ominous Mien           | Unwavering Order rank, Unwavering Order 10 TPA   | Increase the DC of your compulsion, fear, phantasm, or shadow spells.                         | 149 |
| Silent Performer       | Bardic performance class feature, Extra Performance, Master Performer, bard level 12th, Imperial Conservatory of Tallar 15 TPA | Use audible-component bardic performance as visual-component bardic performances.             | 172 |
| Touched by Sacred Fire | Endurance, Undying Defenders rank, Undying Defenders 15 TPA  | Gain fire resistance and a bonus to saves against fire or heat.                               | 193 |
| Verbose Performer      | Bardic performance class feature, Extra Performance, Master Performer, bard level 8th, Imperial Conservatory of Tallar 15 TPA  | Double the range of your bardic performance.  | 201 |
| Whispered Knowledge    | Corporeal undead, Silent Society 15 TPA  | Gain various enhancements based on a chosen secret.   | 207 |
| *Combat Feat           |  |   |     |

**TABLE 5: FAMILIAR FEATS**

| Feat                   | Prerequisites                                     | Description   | Pg# |
|------------------------|---|---|-----|
| Decoy's Misdirection   | Must have a familiar with the decoy archetype     | Scrying attempts watch your familiar as if it is you.                                       | 84  |
| Emissary's Emboldening | Must have a familiar with the emissary archetype  | Gain bonuses vs fear when your familiar is adjacent.  | 98  |
| Figment's Fluidity     | Must have a familiar with the figment archetype   | Your familiar can manually reshape itself using evolution points.                           | 111 |
| Guardian's Return      | Must have a familiar with the protector archetype | Your familiar can teleport to you when you take melee damage.                               | 120 |
| Mascot's Affection     | Must have a familiar with the mascot archetype    | Increase the number of team members your familiar can have.                                 | 138 |
| Mauler's Endurance     | Must have a familiar with the mauler archetype    | Your familiar gains extra hit points.   | 140 |
| Polyglot Familiar      | Must have a familiar.                             | Your familiar can speak with other categories of creatures.                                 | 156 |
| Sage's Guidance        | Must have a familiar with the sage archetype      | Gain bonuses to attacks and skills concerning an opponent or hazard known to your familiar. | 166 |

# FEATS TABLES

**TABLE 6: GRIT/PANACHE FEATS**

| Feat              | Prerequisites  | Description  | Pg# |
|-------------------|--|--|-----|
| Blowout Shot Deed | Craft (alchemy) 3 ranks, grit class feature or Amateur Gunslinger feat                             | Spend grit to create concussive blasts with your firearm.                                | 66  |
| Casterbane Shot*  | Amateur Gunslinger or the grit class feature, Point-Blank Shot, Precise Shot, base attack bonus +4 | Spend grit to gain a bonus to break a spellcaster's concentration with a readied attack. | 70  |
| Fabulist          | Amateur Gunslinger feat or grit class feature  | Gain Perform as a class skill and bonuses to skill checks concerning story-telling.      | 106 |
| Gun Twirling      | Amateur Gunslinger feat or grit class feature, Dazzling Display, Weapon Focus                      | Holster a pistol as a free action, and gain the ability to feint with a small firearm.   | 120 |
| Named Bullet      | Amateur Gunslinger feat or grit class feature, Gunsmithing, base attack bonus +5                   | Create ammunition with the <i>bane</i> weapon quality.                                   | 144 |
| Redirected Shot*  | Amateur Gunslinger or the grit class feature, Deadly Aim, Point-Blank Shot, Precise Shot           | Redirect your volley mid-flight.   | 162 |
| Whip-Shot Deed    | Grit class feature or Amateur Gunslinger feat, pistol-whip deed                                    | Fire your firearm as you strike with the butt.   | 207 |
| *Combat Feat      |  |  |     |

**TABLE 7: ITEM CREATION FEATS**

| Feat                      | Prerequisites   | Description   | Pg# |
|---------------------------|---|---|-----|
| Brew Fleshcrafting Poison | Caster level 10th, 8 or more ranks in Craft (alchemy)                                   | Brew a poison that mimics a monster ability.                                  | 68  |
| Craft Ooze                | Brew Potion, Craft Wondrous Item, Craft (alchemy) 3 ranks, caster level 5 <sup>th</sup> | Use alchemy to create dangerous ooze creatures.                               | 78  |
| Craft Shadow Piercing     | Craft (jewelry) 5 ranks, caster level 5 <sup>th</sup>                                   | Craft magical piercings infused with the power of shadow.                     | 79  |
| Demon Grafter             | Demonologist, Heal 5 ranks, Knowledge (planes) 5 ranks, Spellcraft 5 ranks              | Gain bonuses in regards to evil outsiders and grafting, and demonic implants. | 85  |
| Inscribe Rune             | Caster level 3 <sup>rd</sup>  | Create runes.   | 130 |

**TABLE 8: MEDITATION FEATS**

| Feat                     | Prerequisites   | Description  | Pg# |
|--------------------------|---|--|-----|
| Bend with the Wind       | Wis 15, Body Control, Endurance, Meditation Master                            | Gain cold and fire resistance after meditation.  | 61  |
| Body Control             | Wis 11, Meditation Master   | Gain Fortitude bonuses for a time after meditation.  | 66  |
| Body Mastery             | Wis 19, Body Control, Meditation Master, character level 15 <sup>th</sup>     | Gain damage reduction for a time after meditation.   | 66  |
| Combat Meditation*       | Wis 13, Meditation Master, character level 5th                                | Temporarily gain the benefits of your meditation feats, and trade an insight bonus for a reroll. | 75  |
| Meditation Master        | –   | Gain bonuses to d20 rolls with rest and meditation.  | 140 |
| Meditative Concentration | Wis 13, Combat Meditation, Meditation Master, character level 5 <sup>th</sup> | Gain a bonus to checks to resist distraction when you perform combat meditation.                 | 141 |
| Perfect Awareness*       | Wis 17, Combat Meditation, Meditation Master, character level 9 <sup>th</sup> | Take 20 on a Perception check as a move action.  | 153 |



# FEAT REFERENCE DOCUMENT

|                 |  |   |     |
|-----------------|--|---|-----|
| Perfect Center* | Wis 21, Combat Meditation, Meditation Master, character level 17 <sup>th</sup> | Take 10 on any skill check or concentration check, even if it is not normally allowed due to strenuous circumstances. | 153 |
| Slow Time*      | Wis 15, Combat Meditation, Meditation Master, character level 7 <sup>th</sup>  | Gain the effects of <i>haste</i> when using Combat Meditation.  | 174 |
| *Combat Feat    |  |   |     |

**TABLE 9: METAMAGIC FEATS**

| Feat                 | Prerequisites  | Description  | Pg# |
|----------------------|--|--|-----|
| Coaxing Spell        | Spell Focus (enchantment), Knowledge (dungeoneering) 6 ranks | Oozes and vermin are vulnerable to your mind-affecting spells.                       | 74  |
| Consecrate Spell     | Aasimar, able to prepare or cast <i>consecrate</i>           | Treat a consecrated spell as a maximized spell against evil creatures.               | 76  |
| Familiar Spell       | Spellcaster with familiar class feature                      | Imbue your familiar with a spell.  | 107 |
| Jinxed Spell         | Any two metamagic feats, Halfling Jinx trait                 | Creatures failing saves against a jinxed spell also suffer the effects of your jinx. | 132 |
| Seeking Spell        | –  | Bend your spell around to reach your target.   | 170 |
| Shadow Grasp         | Tenebrous Spell, Umbral Spell                                | Entangle creatures in your darkness spells.  | 171 |
| Stable Spell         | –  | Reduce the chance of triggering primal magic.  | 178 |
| Tenebrous Spell      | –  | Increase the DC of your spell when in darkness or dim light.                         | 188 |
| Threatening Illusion | Spell Focus (illusion), Gnome                                | Flank a target with your illusion spells.  | 190 |
| Umbral Spell         | Tenebrous Spell  | Create a radius of darkness around your foe.   | 195 |
| Yai-Mimic Spell      | Int 15, Still Spell  | Cast a ray spell without somatic components, and gain regeneration temporarily.      | 209 |

**TABLE 10: PERFORMANCE FEATS**

| Feat                    | Prerequisites  | Description  | Pg# |
|-------------------------|--|--|-----|
| Awe-Inspiring Smash*    | Str 15, Power Attack, base attack bonus +3                         | Apply Strength modifier instead of your Charisma modifier to performance combat checks.                                      | 58  |
| Black Powder Spectacle* | Amateur Gunslinger or the grit class feature, base attack bonus +4 | Sacrifice ammunition to gain Intimidate and Perform bonuses.   | 62  |
| Leapfrog*               | Acrobatics 3 ranks   | Gain bonuses to various skills when you attempt a performance combat check following a successful charge or combat maneuver. | 134 |
| Masterful Flourish*     | Weapon training class feature                                      | Add your weapon training bonus to performance combat checks with that weapon.  | 139 |
| Ostentatious Weakness*  | Base attack bonus +5, favored enemy class feature                  | Add your favored enemy bonus to your performance combat check.   | 151 |
| Savage Surge*           | Intimidating Prowess, rage class feature                           | Expend rounds of rage to gain a bonus to your performance combat check, while raging.  | 167 |
| Second Wind*            | Endurance  | Gain a bonus to your performance combat check, and suppress a condition you suffer.  | 169 |

# FEATS TABLES

|                      |  |  |     |
|----------------------|--|--|-----|
| Spectacular Exit*    | Dex 15, Dodge, Acrobatics 7 ranks        | Attempt to withdraw from an opponent without penalty, and gain a bonus on Perform.                                     | 176 |
| Thrilling Vengeance* | Base attack bonus +3, rage class feature | Gain a bonus to your performance combat check while you're raging, if you deal damage to a creature that just hit you. | 190 |
| *Combat Feat         |  |  |     |

**TABLE 11: STORY FEATS**

| Feat                 | Prerequisites  | Description  | Pg# |
|----------------------|--|--|-----|
| Apotheosis           | You must have had direct contact with a deity or godlike being, or have been risen from the dead at the personal behest of a deity or godlike being.                                     | Gain a +2 bonus to stabilize while dying, and increase <i>augury</i> chance by 5%.                         | 55  |
| Artifact Hunter      | You must have come within sight of a legendary artifact at some point in your past.  | Gain bonuses on Use Magic Device checks when emulating a class feature, ability score, race, or alignment. | 57  |
| Blessed              | You must have had friendly contact with a good outsider that would qualify as a challenging foe, be a sorcerer with the celestial bloodline, or have direct celestial ancestry.          | Gain bonuses against good-aligned outsiders.   | 64  |
| Crisis of Conscience | Lawful neutral, neutral, or chaotic neutral alignment. Your alignment must have shifted from either good or evil at least once since 1st level or the last time you completed this feat. | Gain bonuses to avoid discovery of your true nature.   | 80  |
| Dragon-Touched       | You must have been knocked unconscious in an encounter with a challenging draconic foe or have a regional background tied to a specific dragon.  | Gain bonuses against the dragon who shaped your life.  | 91  |
| Dynasty Founder      | You must have lived in the chosen city for at least 1 year or be the heir of a former city leader.   | Gain, or gain additional, followers.   | 94  |
| Explorer             | You must have crossed at least 30 miles of wilderness without map or guide.  | Gain bonuses to Survival and Knowledge (geography) concerning survival in the wild.                        | 105 |
| Giant Vendetta       | You must have been knocked unconscious in an encounter with a challenging giant foe or have a regional background trait tied to giants.  | Gain bonuses to attacks, skills, and defenses against a chosen giant type.                                 | 117 |
| Object of Legend     | You must have some highly personal stake in attaining the object of your quest as determined collectively by you and the GM  | Gain bonuses to your Knowledge checks concerning the object of your quest.                                 | 148 |
| Planar Traveler      | You must be related to an outsider or have been born on a plane other than the Material Plane.   | Gain a bonus to Survival when outside your home plane, and identify planar connections.                    | 156 |
| Truth-Seeker         | You must have visited a ruin or forgotten place that has been abandoned for at least five times as long as you've been alive.  | Gain bonuses to Knowledge (history).   | 195 |
| Vengeful Banisher    | You witnessed a loved one's murder by demons, or you have the Hated Foe or An Eye for an Eye background.   | Gain a bonus on saves against spells or effects demons and their worshipers.                               | 200 |



# FEAT REFERENCE DOCUMENT

**TABLE 12: STYLE FEATS**

| Feat                      | Prerequisites  | Description  | Pg# |
|---------------------------|--|--|-----|
| Archon Diversion*         | Archon Style, Combat Expertise, Improved Unarmed Strike, base attack bonus +4 or monk level 4 <sup>th</sup>                                  | Take a melee weapon attack in place of a targeted ally.                                  | 56  |
| Archon Justice*           | Archon Diversion, Archon Style, Combat Expertise, Improved Unarmed Strike, base attack bonus +8 or monk level 7 <sup>th</sup>                | Take no AC penalty for using Archon Style to protect allies.                             | 56  |
| Archon Style*             | Combat Expertise, Improved Unarmed Strike, base attack bonus +2 or monk level 2 <sup>nd</sup>  | Grant +2 AC to allies against an adjacent opponent.                                      | 56  |
| Kobold Flood*             | Combat Expertise, Kobold Groundling, Kobold Style, Small size or smaller   | Get on top of a prone Medium or Large foe, with a grapple check.                         | 133 |
| Kobold Groundling*        | Combat Expertise, Kobold Style, Small size or smaller  | Deny prone creatures their Dexterity bonus to AC against your attacks.                   | 133 |
| Kobold Style*             | Combat Expertise, Small size or smaller  | Gain a bonus on combat maneuver checks vs enemies denied their Dexterity bonus to AC.    | 134 |
| Perfect Style*            | Wis 13, base attack bonus +5 or monk level 5 <sup>th</sup>   | Gain energy resistance based on a Fighting School.                                       | 154 |
| Unblinking Flame Feint*   | Int 13, Wis 13, Combat Expertise, Perfect Style, base attack bonus +9 or monk level 9 <sup>th</sup>  | Use your Wisdom modifier instead of your Charisma modifier to feint using Perfect Style. | 195 |
| Unblinking Flame Fist*    | Int 13, Wis 13, Combat Expertise, Perfect Style, Stunning Fist, Unblinking Flame Feint, base attack bonus +13 or monk level 13 <sup>th</sup> | Increase the DC of your stunning fist when using Perfect Style.                          | 195 |
| Unfolding Wind Rush*      | Dex 13, Wis 13, Mobility, Perfect Style, Quick Draw, Unfolding Wind Strike, base attack bonus +13 or monk level 13 <sup>th</sup>             | Combine a full attack action with a single move action when using Perfect Style.         | 196 |
| Unfolding Wind Strike*    | Dex 13, Wis 13, Perfect Style, Quick Draw, base attack bonus +9 or monk level 9 <sup>th</sup>  | Double the range increment of thrown weapons when using Perfect Style.                   | 197 |
| Untwisting Iron Skin*     | Str 15, Wis 13, Perfect Style, Toughness, Untwisting Iron Strength, base attack bonus +13 or monk level 13 <sup>th</sup>                     | Gain DR/adamantine when using Perfect Style, and gain DR/— when breaking a hard item.    | 197 |
| Untwisting Iron Strength* | Str 15, Wis 13, Perfect Style, base attack bonus +9 or monk level 9 <sup>th</sup>  | Ignore some hardness when using Perfect Style, and gain a bonus to break objects.        | 197 |
| Wolf Savage*              | Wis 17, Improved Unarmed Strike, Wolf Style, Wolf Trip, Knowledge (nature) 9 ranks   | Disfigure a foe when you deal damage to a prone opponent.                                | 209 |
| Wolf Style*               | Wis 13, Improved Unarmed Strike, Knowledge (nature) 3 ranks  | Decrease a foe's speed with an attack of opportunity.                                    | 209 |
| Wolf Trip*                | Wis 15, Improved Unarmed Strike, Wolf Style, Knowledge (nature) 6 ranks  | Gain a bonus on combat maneuver checks to trip as part of an attack of opportunity.      | 209 |

\*Combat Feat

**TABLE 13: TARGETING FEATS**

| Feat           | Prerequisites                            | Description                              | Pg# |
|----------------|--|--|-----|
| Ranged Disarm* | Dex 13, Deadly Aim, base attack bonus +1 | Attempt to disarm using a ranged weapon. | 161 |
| Ranged Trip*   | Dex 13, Deadly Aim, base attack bonus +1 | Attempt to trip with a ranged weapon.    | 161 |

\*Combat Feat

# FEATS TABLES

| TABLE 14: TEAMWORK AND BETRAYAL FEATS |   |   |     |
|---------------------------------------|---|---|-----|
| Feat                                  | Prerequisites   | Description   | Pg# |
| Ally Shield§                          | –   | Gain cover against an attack by pulling an ally, who also has this feat, in front of you.   | 52  |
| Amplified Rage                        | Half-orc or orc, rage class feature   | Gain a bonuses when adjacent to raging allies.  | 53  |
| Brutal Grappler*                      | Half-orc or orc   | Add a bonus to an allies grapple attempt.   | 68  |
| Callous Casting§                      | Spellcraft 1 rank   | Inflict the shaken condition on foes who see you include an ally, who also has this feat, in a damaging area spell.                 | 69  |
| Circling Offense*                     | Dodge, Mobility, base attack bonus +3   | Gain a bonus to AC when moving through a larger creature's reach.   | 73  |
| Collective Recollection               | –   | Grant bonuses to a Knowledge check for an ally who also has this feat and gain the knowledge that ally gains.                       | 74  |
| Coordinated Distraction*              | –   | Increase a foe's DC to cast defensively when threatening with an ally who has this feat.  | 77  |
| Courage in Numbers                    | Iron Will   | Gain a bonus on saves against fear for each nearby ally who also has this feat.   | 78  |
| Covering Fire*                        | Point-Blank Shot  | Grant bonus AC to an ally with a ranged attack.   | 78  |
| Darting Retrieval*                    | Int 13, Combat Expertise, Improved Disarm   | Move a weapon dropped by a foe disarmed by an ally who also has this feat.  | 83  |
| Elemental Commixture                  | Caster level 1 <sup>st</sup>  | Combine your elemental spells with those of your allies to produce new, synergistic effects.  | 95  |
| Extend the Bulwark*                   | –   | Grant an AC bonus to a trained ally by interposing your own armored body.   | 105 |
| Ferocious Loyalty                     | –   | Gain a bonus on attack rolls against a foe threatening an ally who also has this feat.  | 109 |
| Fighting Frenzy*                      | Cha 13, rage class feature  | Take no AC penalty when you and a nearby ally are both in rage.   | 111 |
| Friendly Fire§                        | Precise Shot  | Gain a bonus to your ranged attack when you fire through a space that includes an ally, who also has this feat.                     | 115 |
| Friendly Fire Maneuvers*              | Point-Blank Shot, Precise Shot  | Allies who also have this feat do not provide soft cover to enemies, and gain a +4 dodge bonus to avoid their area spells.          | 115 |
| Group Deliver Touch Spells            | Group Shared Spells, must have a familiar with the share spells and deliver touch spells abilities. | Cast spells through the familiar of an ally who also has this feat.   | 120 |
| Group Shared Spells                   | Must have a familiar with the share spells ability.   | Cast spells with a target of "you" on the familiar of an ally who also has this feat.   | 120 |
| Harder They Fall*                     | Str 13, Int 13, Combat Expertise, Power Attack  | Grant a bonus to an ally who also has this feat to bull rush or trip a larger foe.  | 121 |
| Improved Underhanded Teamwork*        | Combat Expertise, Improved Dirty Trick, Underhanded Teamwork, base attack bonus +6                  | Attempt a dirty trick against a foe tricked by an ally who also has this feat.  | 129 |
| Last Line Phalanx                     | Base attack bonus +3, good alignment  | Gain bonuses to AC and saves against the attacks of evil creatures, based on the number of adjacent allies who also have this feat. | 134 |



# FEAT REFERENCE DOCUMENT

|                             |  |   |     |
|-----------------------------|--|---|-----|
| Out of the Sun              | Bluff 3 ranks, Stealth 3 ranks         | Decrease the AC of a foe facing an adjacent ally's attack, and gain bonuses to Bluff in bright light.   | 151 |
| Overwhelm*                  | –                                      | Flank with an ally who also has this feat, regardless of your actual positioning, against a larger foe.   | 152 |
| Punch Through*              | Base attack bonus +6                   | Your allies, who also have this feat, bypass some DR of a target you just damaged.  | 160 |
| Reckless Moves§             | Acrobatics 3 ranks                     | Gain a bonus to Acrobatics, Climb and Stealth when off-balancing an ally, who also has this feat.   | 162 |
| Spell Chain                 | Spell Penetration                      | Grant a second roll to an ally, who also has this feat, to attempt to overcome a target's spell resistance, that you have already overcome.   | 176 |
| Splash Volley§              | Base attack bonus +1                   | Grant an attempt to redirect to an ally, who also has this feat, when you miss with a splash weapon..   | 177 |
| Stone Dodger                | –                                      | Gain an AC bonus against hurled rocks when an ally, who also has this feat, is in view.   | 179 |
| Suppress Regeneration*      | –                                      | Extend the suppression of a creature's regeneration ability.  | 185 |
| Swarm Scatter               | –                                      | Gain bonuses to AC when allies, who also have this feat, are nearby, and become immune to the swarm attack and distraction ability of rat swarms.                                     | 186 |
| Swarm Strike                | –                                      | Gain bonuses to attacks of opportunity when allies, who also have this feat, threaten the same foe.   | 186 |
| Swing About                 | Escape Route                           | Move an adjacent ally, who also has this feat, to another adjacent space.   | 186 |
| Tandem Evasion*             | Dex 13, Dodge                          | Gain evasion, or improved evasion, against a dragon's breath weapon and tail sweep when adjacent to an ally who also has this feat.   | 188 |
| Thunderstone Grenadier      | Precise Shot or Throw Anything         | Exclude a creature from your splash damage area, or grant other special defenses.   | 191 |
| Topple Foe*                 | Combat Expertise, Improved Trip        | Gain bonuses to trip a larger foe when allies, who also have this feat, are flanking with you.  | 191 |
| Tribe Mentality             | –                                      | You, and your allies who are subject to the same enchantment or compulsion effect, you may both choose the better of your two rolls.  | 194 |
| Underhanded Teamwork*       | Combat Expertise, Improved Dirty Trick | Increase an inflicted condition's duration when an ally, who also has this feat, performs a dirty trick against a foe you both threaten.  | 196 |
| Undermine                   | –                                      | Make the space of an ally, who also has this feat, become difficult terrain for a creature you move through that space, and increase the Acrobatics DC when such allies are adjacent. | 196 |
| Volley Fire*                | Point-Blank Shot                       | Gain bonuses to hit with ranged attacks, when allies, who also has this feat, make ranged attacks.  | 204 |
| Wall of Flesh               | Small size or smaller                  | Gain size category benefits for purposes of CMD, when an ally, who also has this feat, is adjacent.   | 204 |
| Wild Flanking§              | Power Attack, base attack bonus +4     | Deal additional damage to a foe at the risk of also striking your ally, who also has this feat.   | 207 |
| *Combat Feat §Betrayal Feat |  |   |     |

# FEATS DESCRIPTIONS

## FEATS

### ACADAMAE GRADUATE

**Source:** The Ancient Analects, The Devil's Rubric  
**You have graduated from the Acadamae of Summoning within the Scholomance.**

**Prerequisite:** Planar knowledge or summoner's charm class feature from arcane school specialization.

**Benefit:** Whenever you cast a prepared arcane spell from the conjuration (summoning) school that takes longer than a standard action to cast, reduce the casting time by one round (to a minimum casting time of one standard action). Casting a spell in this way is taxing and requires a Fortitude save (DC 15 + spell level) to resist becoming fatigued. **Creatures immune to fatigue (such as undead) instead take a -2 penalty to caster level (minimum caster level 1) for 8 hours.**

### ADEPT CHANNEL

**Source:** The Orcarum

Some orc adepts enjoy a greater connection to their gods, and can channel their faith through their unholy symbols. You gain the ability to channel energy as a cleric.

**Prerequisites:** Ability to cast divine spells, summon familiar class ability, caster level 4th, Cha 13.

**Benefit:** You gain the channel energy class feature, as a cleric, usable 2 times per day. This ability otherwise functions like the cleric's channel energy ability, except that your effective cleric level is equal to your divine spellcasting class level -3. Unlike a cleric, however, the number of times per day you may channel energy is not affected by your Charisma modifier.

### ADVANCE WARNING

**Source:** The Ancient Analects, Ignan Incarnate

You can shout warnings to nearby allies, preventing them from being caught off guard.

**Prerequisite:** Cha 15.

**Benefit:** All allies within 15 feet of you are only flat-footed during the first round of combat until your first turn. This does not prevent them from being flat-footed due to other situations, like being

flanked. In addition, all allies within 15 feet of you gain a +1 dodge bonus to their Armor Class against all ranged attacks. These benefits only apply to those allies who can hear and understand you.

### ADVANCED DEFENSIVE COMBAT TRAINING (COMBAT, FACTION)

**Source:** Behind the Throne

You are a master at defending yourself from all manner of combat maneuvers.

**Prerequisites:** Defensive Combat Training, Path of Pedals 10 TPA.

**Benefit:** You gain a +4 bonus to your CMD.

### AGONIZING OBEDIENCE

**Source:** De Castaigne Mysteryis

You physically defile yourself out of zealous devotion to pain in order to gain special boons.

**Prerequisite:** 3 ranks in Heal.





# FEAT REFERENCE DOCUMENT

**Benefit:** When you take this feat, select an agony. You can gain this feat multiple times, each time selecting a different agony, but you can perform an obedience for only a single agony in a 24-hour period. Each agony requires a different obedience, but all obediences take only an hour to perform. Once the obedience has been performed, you take a number of minor penalties and gain the benefit of a resistance to some element or attack associated with your agony, as indicated below.

Additionally, you gain the ability to make an agony strike. A number of times per day equal to 1 + 1 per every 5 Hit Dice you possess, when you deal damage to a creature, you can declare that attack as an agony strike. In addition to the normal damage dealt by the attack, you cause the target to take the penalties associated with your agony for 1 minute. Incorporeal creatures and creatures that are immune to critical hits are immune to agony strikes.

If you have at least 12 Hit Dice, you also gain the first boon granted by your agony upon undertaking your obedience. If you have at least 16 Hit Dice, you gain the agony's second boon as well. If you have 20 Hit Dice or more, you also gain the agony's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

If you ever fail to perform a daily obedience, or if you are healed of damage, conditions, or penalties caused in the course of performing your obedience, you lose all access to resistances and boons granted by this feat until you next perform the obedience.

## *Amputation*

You have amputated a digit on one of your hands and treated the wound such that it will never fully heal.

**Obedience:** Manipulate the scabs, scar tissue, and open wound of your amputated digit, preventing it from closing and forcing bits of metal and glass into the wound. Take a -2 penalty on Disable Device, Disguise, Escape Artist, and Sleight of Hand skill checks, as well as to your CMD against disarm maneuvers. When attempting to cast a spell with somatic components, succeed at a caster level check whose DC is equal to 5 + twice the spell level or lose the spell slot with no effect. Gain a +2 bonus on saving throws against transmutation spells; this bonus increases to +4 against spells in the polymorph subschool.

**Boon 1:** In addition to the normal effects of your agony strike, the target has a chance of dropping one object held in its hand immediately after you hit it with the agony strike. A successful Reflex save (DC 10 + 1/2 your HD + your Dexterity modifier) avoids this effect.

**Boon 2:** You gain the use of a phantom arm, which functions as the vestigial arm alchemist discovery (*Pathfinder Roleplaying Game Ultimate Magic*) save that it is an invisible force effect, it does not grant an additional ring magic item slot, and it cannot make attacks.

**Boon 3:** You are immune to effects that would cause you to become sickened, and you gain a +4 bonus on saving throws against any conditions that would make you nauseated.

## *Blinding*

You temporarily blind yourself with blood to heighten your other senses.

**Obedience:** Scratch at your eyes with your fingernails, jagged metal shavings, and thorny branches, allowing the blood from your wounds to form thick scabs over your eyelids and tear ducts. Take a -4 penalty on vision based Perception checks, and anytime you make an attack against a target benefiting from concealment, increase the miss chance by 10% (maximum 50%). Gain a +4 bonus on saving throws against illusions in the pattern subschool and against gaze attacks.

**Boon 1:** Creatures affected by your agony strike have the distance they can see in areas of dim light and darkness reduced by 50%.

**Boon 2:** You gain a gaze attack with a range of 30 feet that you can activate as a standard action. You can use this ability a number of minutes per day equal to half your hit dice; these minutes need not be consecutive but you must use the ability in 1-minute increments. Enemies affected by your gaze are frightened for 1 minute. A successful Will saving throw (DC 10 + 1/2 your HD + your Charisma modifier) negates this effect. A creature that successfully saves against your gaze is immune to its effects for 24 hours.

**Boon 3:** Your affinity to pain allows you to sense suffering in others. You gain lifesense out to a distance of 60 feet.

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## Flensing

Practitioners of the agony of flensing are adept at finely removing the skin from living flesh, revealing the vulnerable tissue beneath.

**Obedience:** Remove a patch of your own skin measuring at least 3 square inches with a flensing knife, while carefully avoiding damage to the muscles, veins, and other tissues underneath. Leave this patch of exposed nerves uncovered by clothing or armor, allowing it to be exposed to the elements and displaying your sacrifice to all you meet. Take a –2 penalty on saving throws against disease, and take 1 extra point of damage per die from sneak attacks. Gain a +4 bonus on saving throws against pain effects.

**Boon 1:** All attacks you make against a creature suffering the effects of your agony strike deal 1d6 points of bleed damage.

**Boon 2:** Your knowledge of anatomy imparts to you an awareness of others' vulnerabilities. You gain a +4 bonus on attack rolls to confirm critical hits.

**Boon 3:** The frequent removal of skin and subsequent healing has covered your body in thick scars. Your natural armor bonus to AC increases by 2. Additionally, there is a 25% chance that critical hits and sneak attacks fail to affect you, as though you were wearing armor with the *light fortification* property.

## ALDERTHANE DUELING DISCIPLE (COMBAT)

**Source:** Wayfarers' Dueling Guide

Your pride and prowess in the art of **Alderthane** swordplay grants you both bravery and bravado.

**Prerequisites:** Exotic Weapon Proficiency (**Alderthane** dueling sword), Weapon Finesse, Weapon Focus (**Alderthane** dueling sword).

**Benefit:** You gain a +2 morale bonus on all Intimidate checks to demoralize opponents, and the DC of any attempt to demoralize you increases by 2. When you're participating in a duel, these bonuses increase to +4.

## ALDERTHANE DUELING MASTERY (COMBAT)

**Source:** Wayfarers' League Journals

You have mastered the grueling fighting style perfected by the **Alderthane Swordlords**.

**Prerequisites:** Exotic Weapon Proficiency (**Alderthane** dueling sword), Quick Draw, Weapon Finesse, Weapon Focus (**Alderthane** dueling sword)

**Benefit:** You gain a +2 bonus on Initiative checks as long as you start combat with an **Alderthane dueling sword** in your hand. As long as you wield only a single **Alderthane** dueling sword in one hand, you gain a +2 shield bonus to your AC—if you wield the sword in two hands, this bonus drops to a +1 shield bonus to AC. Although the dueling sword inflicts slashing damage, you treat it as if it were also a piercing weapon when determining the effects of weapons used by a duelist.

## ALIGN EQUIPMENT

**Source:** The Mortithurgia

You gain the ability to bless equipment with abilities that make them more effective against outsiders.

**Prerequisites:** Alignment Channel, Bless Equipment, caster level 3rd, channel energy class feature.

**Benefit:** In addition to the blessings provided by Bless Equipment, you can imbue weapons, shields, and suits of armor with the special abilities listed in the following table. If a special ability is followed by an alignment set in parentheses, you must be able to channel energy capable of healing or harming outsiders of that alignment subtype with Alignment Channel. For example, a cleric must have Alignment Channel (good) to bless a weapon with the holy special ability, Alignment Channel (law) to bless a shield with the vigilant special ability, and so on. Aligned equipment blessings otherwise follow all the same rules as the equipment blessings granted by Bless Equipment.

| Aligned Weapon Blessings | Uses of Channel Energy | Caster Level Required |
|--------------------------|------------------------|-----------------------|
| <i>Anarchic</i> (chaos)  | 3                      | 6th                   |
| <i>Axiomatic</i> (law)   | 3                      | 6th                   |
| <i>Holy</i> (good)       | 3                      | 6th                   |
| <i>Unholy</i> (evil)     | 3                      | 6th                   |



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| Aligned Armor/<br>Shield Blessings   | Uses of<br>Channel<br>Energy | Caster<br>Level<br>Required |
|--|------------------------------|-----------------------------|
| <i>Champion</i> <sup>1</sup> (good)  | 2                            | 3rd                         |
| <i>Dastard</i> <sup>1</sup> (evil)   | 2                            | 3rd                         |
| <i>Defiant</i> <sup>1</sup> (chaotic,<br>evil, good, or lawful<br>outsiders only <sup>2</sup> )                      | 2                            | 3rd                         |
| <i>Righteous</i> <sup>1</sup> (good)   | 6                            | 10th                        |
| <i>Unbound</i> <sup>1</sup> (chaotic)  | 6                            | 10th                        |
| <i>Unrighteous</i> <sup>1</sup> (evil)   | 6                            | 10th                        |
| <i>Vigilant</i> <sup>1</sup> (lawful)  | 6                            | 10th                        |
| <sup>1</sup> See <i>Pathfinder Roleplaying Game Ultimate Equipment</i>   |                              |                             |
| <sup>2</sup> You must be capable of channeling energy that heals or harms outsiders of the chosen alignment subtype. |                              |                             |

| Weapon Blessings   | Uses of<br>Channel<br>Energy | Caster<br>Level<br>Required |
|--|------------------------------|-----------------------------|
| <i>Bane</i> *  | 2                            | 3rd                         |
| <i>Ghost touch</i>   | 2                            | 3rd                         |
| <i>Disruption</i>  | 3                            | 6th                         |
| <i>Lifesurge</i> <sup>1</sup>  | 3                            | 6th                         |
| <i>Nullifying</i> <sup>1</sup>   | 4                            | 9th                         |
| <sup>1</sup> See <i>Pathfinder Roleplaying Game Ultimate Equipment</i>             |                              |                             |
| <sup>2</sup> You must choose the creature type or subtype at the time of blessing. |                              |                             |

| Armor/Shield<br>Blessings  | Uses of<br>Channel<br>Energy | Caster<br>Level<br>Required |
|--|------------------------------|-----------------------------|
| <i>Deathless</i> <sup>1,2</sup>  | 2                            | 3rd                         |
| <i>Stanching</i> <sup>1,2</sup>  | 2                            | 3rd                         |
| <i>Ghost touch</i>   | 4                            | 9th                         |
| <i>Undead-controlling</i>  | 6                            | 13th                        |
| <sup>1</sup> See <i>Pathfinder Roleplaying Game Ultimate Equipment</i> |                              |                             |
| <sup>2</sup> Cannot be applied to shields.                             |                              |                             |

## ALL-CONSUMING SWING (COMBAT)

**Source:** Tinker's Tales

You deliver unchecked destruction when you stand against multiple foes, sometimes to your own detriment.

**Prerequisites:** Str 13, Power Attack, Cleave, Vital Strike, base attack bonus +8.

**Benefit:** Whenever you use Cleave or Great Cleave, you can apply the additional damage you would gain from Vital Strike, Improved Vital Strike, or Greater Vital Strike to the initial target of your attack. When you do so, the strain on your body causes you to take an amount of damage equal to the extra damage dealt by your Vital Strike feat. This self-inflicted damage is not reduced by damage reduction.

## ALL GNOLLS MUST DIE (ACHIEVEMENT)

**Source:** The Ancient Analeths, Ignan Immortal

Your name is whispered by black lips throughout the **gnoll highlands** as a bringer of death and pain—few are the gnolls who don't quake when they hear stories of your deeds.

**Prerequisite:** Deliver the killing blow to 20 gnolls, hyenas, dire hyenas, werehyenas, jackalweres, or minions of **their gods**.

**Benefit:** As long as you carry some sort of trophy harvested from a gnoll (a necklace of ears, a set of teeth, a magic weapon taken from a chieftain, etc.), you gain a +2 morale bonus on all Will saves. You also gain a +2 competence bonus on attack rolls and weapon damage rolls against gnolls, hyenas, dire hyenas, werehyenas, jackalweres, and minions of **their gods**.

## ALLY SHIELD (BETRAYAL, TEAMWORK)

**Source:** The Crimson Horn

You are willing to use your allies as shields to ward off attacks aimed at you.

**Benefit:** Whenever you are the target of a melee or ranged attack and are adjacent to an ally who also has this feat, you can initiate this feat to skillfully pull the abettor into harm's way or dodge behind the abettor as an immediate action.

You gain cover against that attack (and only that attack). If the attack misses you but would have hit

# FEATS DESCRIPTIONS

you if not for the cover bonus to your armor class, the abettor becomes the target of the attack and the attacker must make a new attack roll (with all the same modifiers) against the abettor's armor class.

## ALTITUDE AFFINITY

**Source:** The Book of the North, Wayfarers' League Journals

You have hardened your body against the grueling rigors of surviving at high altitudes.

**Prerequisite:** Endurance.

**Benefit:** You are automatically acclimated at high altitudes (see the Pathfinder Roleplaying Game Core Rulebook). In addition, you gain a +2 competence bonus on all Survival checks made at altitudes of 5,000 feet or higher.

## AMBUSH SENSE (COMBAT)

**Source:** Kimerea

You live in dangerous times, and are alert for betrayal or unexpected attack.

**Prerequisites:** Int 13, trap sense class feature.

**Benefit:** You gain a bonus on Perception checks made to determine awareness for the surprise round of combat, and a dodge bonus to AC in any surprise round in which you get to act. These bonuses are equal to the bonus you gain from trap sense.

## AMMO DROP (COMBAT)

**Source:** Jinx and Tricks

Your coordination is so perfect that you can simply drop ammunition from your hand at the exact moment required for it to fall into an open sling as your twirl it around.

**Prerequisites:** Sleight of Hand 1 rank, proficient with sling.

**Benefit:** You can load a sling or one end of a double sling with one hand as a swift action or move action. This does not provoke an attack of opportunity.

## AMPLIFIED HEX

**Source:** Kimerea

You have learned to augment your hexes with the energy of your spells.

**Prerequisite:** Hex class feature.

**Benefit:** You can augment the power of a hex by expending a spell slot or prepared spell of at least 1st level. Each additional time you use this ability in the same day, it requires a prepared spell

or spell slot 1 level higher (a 2nd-level spell the second time, a 3rd-level spell the third time, and so on). When you amplify a hex, you can choose one: increase its saving throw DC by 1, increase its range by 30 feet (if it already has at least a 30-foot range), or increase its duration by 1 round (if it already has a duration of at least 1 round).

## AMPLIFIED RAGE (TEAMWORK)

**Source:** The Orcarum

When adjacent to other raging allies, your rages become even more powerful.

**Prerequisites:** Half-orc or orc, rage class feature.

**Benefit:** Whenever you are raging and adjacent to a raging ally who also has this feat or flanking the same opponent as a raging ally with this feat, your morale bonuses to Strength and Constitution increase by +4. This feat does not stack with itself (you only gain this bonus from one qualifying ally, regardless of how many are adjacent to you).

## ANCESTRAL SCORN

**Source:** Severin's Guide to Scions of Hell

The fury you harbor for your fiendish ancestors gives evil outsiders great reason to fear you.

**Prerequisites:** Intimidate 5 ranks, tiefling.

**Benefit:** Whenever you successfully demoralize an outsider of the evil subtype with an Intimidate check, it becomes sickened for 1 round in addition to being affected by the normal effects of being demoralized. If you beat the DC by 5 or more, the creature is nauseated for 1 round instead.

**Normal:** Demoralizing a foe with a successful Intimidate check causes it to become shaken for 1 round, +1 round for every 5 by which you beat the DC.

## ANCIENT DRACONIC

**Source:** The Book of Seventy Scales

You empower spells using the ancient language of dragons.

**Prerequisites:** Arcane caster level 5th, speaks Draconic.

**Benefit:** You gain a +1 bonus on caster level checks to overcome spell resistance when casting arcane spells that have a verbal component. If you speak Draconic when casting an arcane language-dependent spell, all intelligent creatures with a language can understand your words.



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## ANDANTE FALCONRY

**Source:** Wayfarers' League Journals

You know the secret **Andante** arts of falconry developed by the **noble families** of **Mooncroft**.

**Prerequisites:** Cha 13, Animal Affinity, animal companion class feature.

**Benefit:** You improve your affinity with birds of prey, such as eagles, falcons, hawks, and owls. You gain a +2 bonus on Animal Handling checks made to train or control birds of prey. In addition,



if you have a bird of prey as an animal companion, your animal companion gains one of the following bonuses chosen at the time this animal companion is gained: a +1 dodge bonus to AC, a +1 morale bonus on all attack rolls, or a +2 morale bonus on all Will saves.

## ANIMAL ALLY

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

Your respect for nature is so great that you can form a deep and lasting friendship with an animal.

**Prerequisites:** Nature Soul, character level 4th, must not have an animal companion or mount that advances as an animal companion.

**Benefit:** You gain an animal companion as if you were a druid of your character level –3 from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper), or wolf. If you later gain an animal companion through another source (such as the Animal domain, divine bond, hunter's bond, mount, or nature bond class features), the effective druid level granted by this feat stacks with that granted by other source.

## ANKLE BITER (COMBAT)

**Source:** Fall of the Goblin Queen

You know how take a mouthful out of anyone who tries to overpower you.

**Prerequisites:** Goblin, Escape Artist 1 rank.

**Benefit:** If you are the target of a combat maneuver you can, as an immediate action, attempt to bite your opponent in addition to any attacks of opportunity or other consequences your opponent might incur from attacking you. This bonus natural attack does not provoke an attack of opportunity itself and deals base damage appropriate for a creature of your current size (usually 1d4 for Small creatures). If grappled or pinned, you can continue to make this additional bite attack each round as swift action on your turn. You gain a bonus on any attempt to break the grapple equal to the damage you dealt with your bite that round.

**Special:** You cannot make this bite attack when you are the aggressor, including if you manage to reverse a grapple or make any other attack of opportunity.



# FEATS DESCRIPTIONS

## APOTHEOSIS (STORY)

**Source:** The Art of Leadership

You are marked by fate as a future deity—even before this destiny is realized, fate bends to your will.

**Prerequisites:** You must have had direct contact with a deity or godlike being, or have been risen from the dead at the personal behest of a deity or godlike being.

**Benefit:** You gain a +2 bonus on Constitution checks to stabilize while dying. Anytime you or an ally who worships the god that contacted you casts augury or a similar effect, your chance of receiving a meaningful reply is increased by 5% (to a maximum of 95%).

**Goal:** You must be acknowledged by another divine being (directly or through a representative) as a peer, even if only a minor one.

**Completion Benefit:** Once per day as an immediate action, you can cause any die roll made by a creature within 100 feet of you to be rerolled. You choose which result you prefer. You must decide to use this ability after the first roll is made but before the results are revealed by the GM.

## ARCANE INSIGHT

**Source:** On Religion: Volume Four (Storm and Fury), On Religion (Wayfarers' Annotated Edition)  
Magical insight helps you evade attacks.

**Prerequisites:** Arcane Shield<sup>1</sup>, arcane spellcaster, caster level 10th, worship a god that grants the Destruction, Knowledge, Magic, Protection, and Rune domains.

**Benefit:** Whenever you use Arcane Shield, you also gain a +1 insight bonus to AC for 1 round.

<sup>1</sup> See *Pathfinder Roleplaying Game Advanced Player's Guide*.

## ARCANE JINXER

**Source:** Jinx and Tricks

You can sacrifice arcane spells or spell slots in order to make it harder to resist your jinxes.

**Prerequisites:** Arcane spellcaster, Halfling Jinx1 trait.

**Benefit:** When you attempt to jinx a creature, you can expend one of your prepared arcane spells or available arcane spell slots to give your target a penalty on its jinx save equal to the level of the expended spell or spell slot. This does not alter the effect of the jinx, only the saving throw to resist the jinx.

<sup>1</sup> See **Racial Traits in Appendix I: Additional Rules**

## ARCANE SCHOOL SPIRIT

**Source:** The Workbook of Darius Ratcatcher

You can talk up the power of your own school of magic to such an extent that creatures find it more difficult to resist your spells.

**Prerequisites:** Bluff 1 rank, arcane school class feature, gnome.

**Benefit:** As a full-round action, you extol the virtues of your school of magic to one creature within 30 feet. Make a Bluff check opposed by a target's Sense Motive check; if you win the check, the target takes a –2 penalty on saving throws made to resist the next spell of this school that you cast. If your chosen school is universalist, choose a specific school each time you use this ability. If your Bluff check succeeds, however, your lack of true commitment to the school means the target takes only a –1 penalty on its saving throw.

## ARCANE TRAP SUPPRESSOR

**Source:** Cthonic Verses

Your magic can suppress magic traps longer than usual.

**Prerequisites:** Ability to cast dispel magic or greater dispel magic as a spell or spell-like ability.

**Benefit:** When you target a magic trap with dispel magic or greater dispel magic, if your caster level check exceeds the Disable Device DC of the trap, the trap is disabled for 1d4 minutes.

**Normal:** Dispel magic suppresses an item's magical properties for 1d4 rounds.

## ARCANE VENDETTA

**Source:** Wayfarers' League Journals

The mistreatment of your people by an arcane society (such as the Eldramach or the Cairn Witches of Northumnal) has made you particularly eager to inflict harm on those who use arcane magic.

**Prerequisite:** Spellcraft 1 rank.

**Benefit:** You deal +2 damage with weapon attacks made against any target you have witnessed casting an arcane spell (not using a spell-like ability) in the last 5 rounds. You must have successfully identified the spell with a Spellcraft check to know without a doubt that the spell is arcane.



# FEAT REFERENCE DOCUMENT

## ARCHON DIVERSION (COMBAT, STYLE)

**Source:** Severin's Guide to Blessed Folk

You are able to throw yourself in front of danger to protect your friends.

**Prerequisites:** Archon Style, Combat Expertise, Improved Unarmed Strike, base attack bonus +4 or monk level 4th.

**Benefit:** The penalty to AC for using Archon Style to grant nearby allies a bonus to AC against a single opponent decreases to -1, and you can spend a move action instead of a standard action to use this ability.

Once per round while using Archon Style, when you have at least one hand free, you can divert one melee weapon attack that would have struck an adjacent ally and take the blow in your ally's stead, using your own AC to determine whether the attack hits you. Whether or not a diverted attack actually hits you, the ally you protected can make an attack of opportunity against the diverted opponent. You expend no action to divert the attack, but you must be aware of it and must not be flat-footed. You must declare that you are using this feat after your opponent has declared the target of its melee attack but before it makes its attack roll.

## ARCHON JUSTICE (COMBAT, STYLE)

**Source:** Severin's Guide to Blessed Folk

Your righteous indignation knows no bounds, and foes that attack your companions soon learn the error of their foolish ways.

**Prerequisites:** Archon Diversion, Archon Style, Combat Expertise, Improved Unarmed Strike, base attack bonus +8 or monk level 7th.

**Benefit:** You no longer take a penalty to AC for using Archon Style to grant nearby allies a bonus to AC against a single opponent, and you can spend a swift action instead of a move action to use this ability.

Whenever you take damage from using Archon Diversion to divert an opponent's attack toward yourself, any allies threatening your opponent can make an attack of opportunity against the diverted opponent.

## ARCHON STYLE (COMBAT, STYLE)

**Source:** Severin's Guide to Blessed Folk

You have trained thoroughly to protect your allies from harm, even if it means temporarily sacrificing your own safety in the process.

**Prerequisites:** Combat Expertise, Improved Unarmed Strike, base attack bonus +2 or monk level 2nd.

**Benefit:** While using this style, as a standard action, you can actively protect adjacent allies from a single opponent that you are currently adjacent to. This grants any adjacent allies a +2 dodge bonus to AC against that opponent's next melee attack (as long as that attack comes before the beginning of your next turn), but causes you to take a -2 penalty to AC against that opponent until your next turn. The dodge bonus persists even if your allies move away from you, but still only applies against attacks made by the opponent that you designated upon first using this ability.

## ARCING LOB

**Source:** Six Kings Saga

You can hurl a splash weapon high into the air to break atop large opponents, cascading its contents down on your target or using your opponent's bulk to shield the surrounding area from the spray.

**Prerequisites:** Dex 15, Point-Blank Shot, Precise Shot, Throw Anything.

**Benefit:** When you hit a target that is Large or larger with a splash weapon, you can choose to deal splash damage to all creatures within 5 feet of the target, splash damage to no creatures, or splash damage as normal.

**Normal:** If you hit a target that is Large or larger with a splash weapon, choose one of its squares—the splash damage affects creatures within 5 feet of that square.

## AREA JINX

**Source:** Jinx and Tricks

You can jinx multiple creatures so long as they are near each other.

**Prerequisites:** Widen Spell, Halfling Jinx1 trait.

**Benefit:** When you use your jinx, you create an instantaneous invisible burst with a maximum radius of 10 feet anywhere within the normal range of your jinx, affecting multiple targets. Any creature within this burst, regardless of whether or not you can see it, must make a saving throw to resist your jinx. If you use your jinx again, all of your current jinxes immediately end.

**Special:** You can gain this feat multiple times. Each time you do, the maximum area of your jinx burst increases by an additional 10 feet.

<sup>1</sup> See Racial Traits in Appendix I: Additional Rules

# FEATS DESCRIPTIONS

## ARITHMANCY

**Source:** De Castaigne Mysteriis

You are able to unravel the hidden meanings behind words by translating them into numerical equations. You can apply this insight to empower your magical effects.

**Prerequisites:** Int 13, Spell Focus (divination), Spellcraft 3 ranks.

**Benefit:** Immediately before casting a spell, as a swift action, you can attempt to augment a spell's casting using Arithmancy. To do so, determine the digital root of the name of the spell you are casting.

To find the digital root of a spell name, first assign a numerical value to each letter of the name, per the Letter Values table. Once you have a string of digits, sum them.

If the result has more than one digit, sum those digits. Repeat this process until you arrive at a single number, called the digital root.

Once you've translated the name of the spell into a single digital root, attempt a Spellcraft check with a DC equal to 10 + the spell level + the digital root. If your check succeeds, the spell is cast at +1 caster level. If your check fails, the spell is cast at -1 caster level. If you do not cast the spell you intended to augment with arithmancy, the spell is expended with no effect, though you retain the action you would have spent to cast it. Metamagic effects are not included in a spell's name when determining the spell's digital root, but they increase the spell's level as normal when determining the DC of the Spellcraft check.

You can use this ability a number of times per day equal to the number of caster levels you possess.

For example, **Lothar** wants to use Arithmancy to cast an augmented fireball. First, he translates the spell name into numbers. Fireball translates to 6, 9, 9, 5, 2, 1, 3, 3. Then he calculates the digital root. In this case,  $6 + 9 + 9 + 5 + 2 + 1 + 3 + 3 = 38$ ,

$3 + 8 = 11$ , and  $1 + 1 = 2$ . Therefore, the digital root of fireball is 2. He then attempts a Spellcraft check against a DC of 15 ( $10 + 3$  [fireball's spell level] + 2 [fireball's digital root]). If his check succeeds, he can cast the fireball this round at +1 caster level. If he fails, he can cast the spell at -1 caster.

## ARITHMANCY (REVISED)

**You are able to unravel the hidden meanings behind words by translating them into numerical equations. You can apply this insight to empower your magical effects.**

**Prerequisites:** Int 13, Spell Focus (divination), Spellcraft 3 ranks.

**Benefit:** Immediately before casting a spell, as a swift action, you can attempt to augment a spell's casting using Arithmancy. Attempt a Spellcraft check with a DC equal to 10 + the spell level + the number of times you're used Arithmancy since you last prepared spells or regained spells per day. If your check succeeds, the spell is cast at +1 caster level. If your check fails, the spell is cast at -1 caster level.

## ARTIFACT HUNTER (STORY)

**Source:** The Art of Leadership

You seek an artifact—either a specific one or merely any item of legendary prowess—with dogged tenacity.

**Prerequisite:** You must have come within sight of a legendary artifact at some point in your past.

**Benefit:** You gain a +2 bonus on Use Magic Device checks when emulating a class feature, ability score, race, or alignment. If you have 10 or more ranks in Use Magic Device, this bonus increases to +4. In addition, once per day, instead of attempting a Use Magic Device check normally, you can choose to determine the result as if you had rolled a 15. If you have 10 or more ranks in Use Magic Device, you can use this ability twice per day.

**Goal:** Claim ownership of an artifact.

**Completion Benefit:** You learn how to coax the most out of your magic items. Three times per day when you activate a use-activated or command word magic item, you can increase the item's effective caster level by +2 as a free action. You can use this ability once per round.



# FEAT REFERENCE DOCUMENT



## ASTROLOGICAL TIMING

**Source:** Astrologos

You can perform more accurate auguries according to planetary movements in relation to the **Celestial Clockwork**.

**Prerequisite:** Ability to cast augury as a spell or spell-like ability.

**Benefit:** You can use a cosmogram<sup>1</sup> or star chart as an optional focus component for augury. When you do, the augury can account for consequences up to 1 hour into the future, and your chance of a successful reading increases by 4%. If you also consult a calculating standard orrery<sup>1</sup> or calculating grand orrery<sup>1</sup>, the augury can see up to 1 day into the future and your chance of success increases by 8%.

<sup>1</sup> See Appendix I: Additional Rules.

## ATHEIST ABJURATIONS

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

Your critical attitude toward the divine allows you to determine the best ways to remove divine influence.

**Prerequisite:** Divine Defiance.

**Benefit:** You gain a +2 bonus to your caster level whenever you use an abjuration spell to dispel or counter a divine spell, or send an extraplanar outsider summoned or called by a divine caster back to its home plane.

## AURA OF SUCCUMBING

**Source:** On Religion (Wayfarers' Annotated Edition)

Your foul patron's influence hastens death's approach.

**Prerequisites:** Channel energy class feature, worshiper of one of the Four Horsemen.

**Benefit:** As a swift action, you can expend one of your uses of channel energy to emanate a 30-foot-radius aura of succumbing for a number of rounds equal to your effective cleric level. Dying creatures in the area take 1 point of damage per die of your normal channel negative energy damage at the start of your turn each round. A successful Will save (DC equal to the DC of your channel energy ability) halves this damage. Whenever a living creature dies while within your aura of succumbing, you gain a number of temporary hit points equal to that creature's Hit Dice. These temporary hit points last for 1 hour.

## AVERSION TOLERANCE

**Source:** Aufspießenlanze Severin

You have been hunted for so long that you have developed resistances to slayers' usual scare tactics.

**Prerequisite:** Vampire.

**Benefit:** You gain a +2 bonus on saves made to resist aversions to objects, sounds, and materials appropriate to your vampire type (such as garlic, holy symbols, and mirrors for a moroi). When confronted with such things, you may immediately make a saving throw instead of after 1 round.

## AWE-INSPIRING SMASH (COMBAT, PERFORMANCE)

**Source:** Wayfarers' Dueling Guide

Your fury in combat translates into crowd-pleasing displays.



# FEATS DESCRIPTIONS

**Prerequisites:** Str 15, Power Attack, base attack bonus +3.

**Benefit:** You can apply your Strength modifier instead of your Charisma modifier to performance combat checks.

In addition, when you spend a swift action to attempt a performance combat check that was triggered by a successful bull rush or sunder combat maneuver check, you gain a +2 bonus on the performance combat check. For every 5 points by which your attack exceeded your opponent's CMD, this bonus increases by 2.

## AWESOME THROW (COMBAT)

**Source:** Nephilim

Your ranged attacks can send smaller opponents flying.

**Prerequisites:** Str 25, Throw Anything or rock throwing, Improved Bull Rush, size Large or larger.

**Benefit:** As a standard action, you can perform the awesome throw combat maneuver. You do this by making a thrown weapon attack; if you don't have the Throw Anything feat, you must use a large, bulky, and relatively regular-shaped object with a hardness of at least 5 (such as a rock or treasure chest). If that attack hits a corporeal opponent smaller than you, the opponent takes damage and is knocked away, flying 10 feet in a straight line away from you and falling prone. If an obstacle prevents the completion of your target's move, the target and the obstacle each take 1d6 points of damage, and the target is knocked prone in a space adjacent to the obstacle.

## BABAU ROGUE TALENT

**Source:** Malleus Aysarnum

Your instinct for combat is much like that of a rogue.

**Prerequisites:** Dex 17, babau.

**Benefit:** Choose one rogue talent that adds to sneak attacks (such as bleeding attack or slow reactions).

**Special:** You may select this feat multiple times. Each time you take the feat, you gain a new rogue talent.

## BABBLE-PEDDLER

**Source:** The Workbook of Darius Ratcatcher

Your talent for flimflam allows you to trick creatures into exchanging valuable objects for whatever junk you happen to offer.

**Prerequisites:** Appraise 5 ranks, Bluff 5 ranks, gnome.

**Benefit:** Make a Bluff check to praise the value and worth of an object in your hand while denigrating an object held by a nearby creature; this takes anywhere from 1 round to 1 minute depending on the appearance and nature of the items. If the creature fails its check, it agrees to exchange your object for its own. Obvious differences in the value between the exchanged items give your roll a +4 or -4 modifier, at the GM's discretion (offering a clay cup for a jeweled dagger gives your roll a -4 penalty). The GM may rule that some items are too obviously valuable or worthless for this feat to apply (a king wouldn't trade his crown for any item, and no normal person would trade an item for a piece of garbage). If you fail the check by 5 or more, the target is insulted and his attitude toward you worsens by one category.

Once the exchange happens, make an Appraise roll opposed by the target's Appraise or Sense Motive roll. If the target wins, it immediately realizes the true value of the object you offered it and behaves accordingly. If you succeed, it believes your false assessment for 1 round; for every 5 by which your check exceeds your opponent's check, the deception lasts 1 more round. As with disbelieving illusions, the target's ally can point out the true value of the object, giving the target another check with a +2 bonus.

You cannot use this ability in combat, against a creature whose attitude toward you is hostile or unfriendly, against a creature that does not understand you, or against a creature that has an Intelligence score of 3 or less.

## BANISHING CRITICAL (CRITICAL, COMBAT)

**Source:** Severin's Guide to Blessed Folk

With your combination of combat and spellcasting prowess, you send otherworldly monsters back to their place of origin.

**Prerequisites:** Critical Focus, ability to cast dismissal or banishment, caster level 9th.

**Benefit:** When you confirm a critical hit with a slashing or bludgeoning weapon, you may cast dismissal or banishment on that target as an immediate action, and the target takes a -4 penalty on its Will save to resist the spell's effect. You must have dismissal or banishment prepared or otherwise available to cast, and using this ability casts the corresponding spell.



# FEAT REFERENCE DOCUMENT

## BANNER OF DOOM (COMBAT)

**Source:** Severin's Guide to Scions of Hell

The mere sight of your fiendish banner is enough to send ripples of fear through your enemies.

**Prerequisites:** Base attack bonus +8, banner class feature, tiefling.

**Benefit:** As long your banner is clearly visible, all enemies within 60 feet take a –2 penalty on saving throws against fear. This penalty does not stack with other effects that provide enemies with penalties on saving throws against fear.

## BAT SHAPE

**Source:** Severin's Guide to Folk of Two Shadows

Your powers of transformation have been honed to the point where you can wholly become a bat.

**Prerequisites:** Cha 13, werebat-kin.

**Benefit:** You can take the form of a bat whose appearance is static and cannot be changed each time you assume this form. You gain a +10 racial bonus on Disguise checks to appear as a bat. Changing from werebat-kin to bat shape is a standard action. This ability otherwise functions as beast shape II, and your ability scores change accordingly.

If you wear a **bat pelt of the beast** (see **Appendix I: Additional Rules**), you may choose to adopt a form resembling the bat whose skin you wear instead of your normal bat form.

## BATTLE SINGER

**Source:** Fall of the Goblin Queen

Your battle songs can drive your fellow goblins to new heights of frenzy.

**Prerequisites:** Goblin, bardic performance class feature.

**Benefit:** When using bardic performance to inspire courage in allies, you can choose to sing in Goblin—allies who do not speak Goblin gain no benefits from this performance. Allied goblins who hear your battle songs become more energetic and brave, and thus add the bonus granted by your inspire courage ability to all saving throws as a morale bonus.

## BEACON OF HOPE

**Source:** On Religion (Wayfarers' Annotated Edition)

Your hope inspires allies in their struggles.

**Prerequisites:** Channel energy 3d6, worshiper of **Chaotic Good deity that grants the Chaos, Good, Healing, Liberation, and Protection domains**.

**Benefit:** When you channel positive energy to heal living creatures, those you heal gain a +2 morale bonus on saving throws, attack rolls, ability checks, and skill checks for a number of rounds equal to your Charisma bonus (minimum 1 round).

## BEAR HUG (COMBAT)

**Source:** Severin's Guide to Folk of Two Shadows

You can crush your foes with your powerful arms.

**Prerequisites:** Str 17, Beartrap Bite, Weapon Focus (bite), base attack bonus +8.

**Benefit:** You can attempt to initiate a grapple against a foe trapped by your Beartrap Bite feat without provoking attacks of opportunity. You gain a +2 bonus on damage rolls against foes you are grappling.

## BEAR'S BALANCE (COMBAT)

**Source:** Tinker's Tales

Your anger is always available below the surface, but can be carefully directed. Those who would force you to lose control encounter an unpleasant surprise.

**Prerequisites:** Iron Will, rage class feature.

**Benefit:** You gain a +2 bonus on Intimidate checks when not raging. When you fail a saving throw against a fear effect, you can choose to enter your rage rather than succumb to fear. You can not voluntarily end your rage until the fear effect expires or is ended in some other way (such as due to the death of the fear-inducing creature) or you exhaust your rounds of rage for the day. This feat has no effect if you are already raging when exposed to a fear effect.

## BEARTRAP BITE (COMBAT)

**Source:** Severin's Guide to Folk of Two Shadows

You can hold your foes even if you do not manage to grapple them.

**Prerequisites:** Weapon Focus (bite), base attack bonus +6.

**Benefit:** Whenever you confirm a critical hit against a foe with your bite attack, if your confirmation roll matches or exceeds your foe's CMD, you can clamp down on your foe to prevent it from moving away as a free action. The foe cannot move outside the area threatened by your bite attack unless it breaks free of your bite. It can attempt to free itself with a combat maneuver check or Escape Artist check as if you were grappling it, but neither of you gains the grappled condition.

# FEATS DESCRIPTIONS

You cannot use your bite attack while you maintain your grip on your foe, but you can release the bite as a swift action to end the effect.

## BELIER'S BITE (COMBAT)

**Source:** The Doomsday Book

Your unarmed strikes cause your opponent to bleed.

**Prerequisite:** Improved Unarmed Strike.

**Benefit:** When you damage an opponent with an unarmed strike, you deal an extra 1d4 bleed damage.

**Special:** This ability does not stack with other special abilities, attacks, or items that allow you to deal bleed damage.

## BELIEVABLE VEILS

**Source:** On Religion (Wayfarers' Annotated Edition)

The teachings of your deity help you keep your secrets safe.

**Prerequisites:** Caster level 3rd, ability to cast at least one glamor or figment, worshiper of **Neutral deity that grants the Knowledge, Madness, Magic, Rune, and Trickery domains**.

**Benefit:** Once per day when you create a glamor or figment effect, you can empower the effect so that the DC to disbelieve it is 2 higher than normal.

## BEND WITH THE WIND (MEDITATION)

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

Meditation allows you to regulate your body temperature, heart rate, and other attributes to resist the elements.

**Prerequisites:** Wis 15, Body Control, Endurance, Meditation Master.

**Benefit:** For 24 hours after you meditate, you gain cold resistance 5 and fire resistance 5.

## BERSERKER'S CRY

**Source:** The Ancient Analects, The First Wayfarer Folio

Your cry of bloodthirsty fury inspires those around you to greater acts of violence.

**Prerequisites:** Cha 13, **Khaer Draconis affinity**.

**Benefit:** Once per day, as a move action, you may unleash a powerful, bloodthirsty scream of battle lust and fury. Allies within 60 feet who can hear your berserker's cry (including yourself) are

heartened and gain a +1 morale bonus on damage rolls made with melee attacks for a number of rounds equal to half your character level + your Charisma bonus. If you have the ability to rage, you may unleash a berserker's cry as part of the free action to enter a rage (instead of as a separate move action).

A creature may be under the effect of only one berserker's cry at a time.

**Special:** You may gain this feat multiple times. Every time you take this feat, you may unleash a berserker's cry one additional time per day.

## BESTOW HOPE

**Source:** On Religion (Wayfarers' Annotated Edition)

You instill hope in the creatures you heal.

**Prerequisites:** Improved Channel, channel energy class feature, worshiper of **Neutral Good deity that grants the Fire, Glory, Good, Healing, and Sun domains**.

**Benefit:** When you heal a creature by channeling positive energy, you also relieve its fear. If a creature you heal is shaken, that condition ends. If the creature is frightened, it becomes shaken instead. If the creature is panicked, it becomes frightened instead.

## BETRAYING BLOW (COMBAT)

**Source:** The Forty Laws

When you break an alliance, you make sure it's broken for good.

**Prerequisites:** Solo Maneuvers, base attack bonus +8.

**Benefit:** Whenever you use a melee attack to deal nonlethal damage to a creature that only you threaten, roll a Bluff check opposed by your opponent's Sense Motive check. You deal an additional amount of nonlethal damage equal to 1/2 the difference between your Bluff check and your opponent's Sense Motive check (minimum 0). If your opponent has an attitude of friendly or helpful toward you (including temporarily due to Intimidate checks, charm person, and similar effects), you instead deal an amount of extra nonlethal damage equal to the difference between your checks. Regardless, the amount of extra nonlethal damage you deal with this feat cannot exceed your Hit Dice.



# FEAT REFERENCE DOCUMENT

## BEWILDERING KOAN

**Source:** The Workbook of Darius Ratcatcher

You can pose unanswerable questions that leave creatures momentarily dumbfounded as they dwell on their significance.

**Prerequisites:** Bluff 1 rank, ki pool class feature, gnome.

**Benefit:** As a swift action, spend 1 point from your ki pool and make a Bluff check by asking a creature one of the impossible questions you ponder when meditating. If the creature fails its



check, you choose whether it loses its next action or you gain a +2 bonus on all damage rolls you make against that creature for 1 round.

## BIG GAME HUNTER

**Source:** The Ancient Analects, Sigils of the North

You are experienced in fighting the gigantic creatures that stalk **northern landscapes**.

**Benefit:** You gain a +1 bonus on attack rolls and a +2 bonus on weapon damage rolls against Large or larger creatures.

## BLACK MARKETEER

**Source:** The Ancient Analects, Ankhara Book of Pharaohs

You have many contacts and a keen eye for hidden opportunities in the marketplace.

**Prerequisites:** Appraise 4 ranks, Gather Information 4 ranks, Knowledge (local) 4 ranks.

**Benefit:** By utilizing your black market connections, you acquire a resource pool worth 100 gp. This functions like the resource pool gained by the **Profits of Trade** feat except it can only be used on illegal or illicit items or services (note that something may be illegal or illicit in one area but perfectly acceptable in another) and is centered on **Ankhara** rather than **Akkesh**. Typical illegal or illicit items are drugs, poisons, evil magic items, slaves, or dead bodies, though intangibles such as secret information may also qualify (and for these items, a secret of equal value—at the GM's discretion—must be contributed to the pool).

## BLACK POWDER SPECTACLE (COMBAT, PERFORMANCE)

**Source:** Wayfarers' Dueling Guide

You can sacrifice ammunition to make a grand spectacle.

**Prerequisites:** Amateur Gunslinger<sup>1</sup> or the grit class feature, base attack bonus +4.

**Benefit:** When you spend a swift action to attempt a performance combat check, you can sacrifice one cartridge or an amount of black powder required for a single shot to make either a loud sound or an impressive flash. If you choose to make your weapon's report louder, you gain a +4 bonus on all Intimidate checks you attempt for 1 round. If you choose to create an impressive flash, you gain a +4 bonus on any Perform checks you attempt for 1 round.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*



# FEATS DESCRIPTIONS

## BLADE BINDER (COMBAT)

**Source:** The Ancient Analects, The First Wayfarer Folio

Not only are you skilled at binding your opponent's weapon, you can seize the advantage while he struggles to retrieve his blade.

**Prerequisites:** Base attack bonus +4, proficiency with khopesh or temple sword.

**Benefit:** You receive a +2 bonus on opposed attack rolls made to bind an opponent's weapon, as well as any opposed rolls to maintain the bind. This bonus stacks with the +2 bonus from wielding a khopesh or temple sword. If you succeed in blade binding your opponent, your opponent becomes flat-footed until he either wrestles his blade free or drops his weapon.

**Special:** A monk may select Blade Binder as his 6th-level monk bonus feat.

**Note:** New Attack Option: Bind: As a melee attack, you may attempt to gain control of your opponent's weapon. Make an opposed attack roll against your opponent, including all appropriate modifiers. If you succeed, you bind your opponent's weapon.

A bound weapon cannot be used to make attacks, nor does it allow its wielder to threaten any space. A bound weapon can be wrenched free with a successful opposed attack roll, or can be dropped as a free action. If your opponent does not free or drop his weapon he cannot move beyond your reach.

While binding your opponent, you suffer the same limitations, except you may end the bind as a free action. If you attempt to disarm your opponent or sunder the bound weapon, you do not provoke an attack of opportunity, and you get a +4 bonus on the opposed roll and the damage roll of the sunder attempt.

## BLASTING BOULDER

**Source:** Malleus Jotunkun

The boulders you hurl explode upon impact, laying waste to nearby creatures.

**Prerequisites:** Smoking Boulder, base attack bonus +13, heat rock special attack.

**Benefit:** You can infuse rocks thrown as part of an attack action with volatile fire energies, adding one of the following effects to a thrown rock affected by your Smoking Boulder feat. **For those effects that allow saving throws, the save DC is 10 +1/2 giant HD + giant Con modifier.**

*Choking Smoke:* All creatures in the affected 10-foot-radius spread are nauseated for 1 round.

*Concussive Blast:* Creatures in a 10-foot-radius burst are deafened and staggered for 1d4 rounds (Fortitude negates).

*Incendiary Explosion:* The creature struck by this rock takes 4d6 points of fire damage, other creatures within a 10-foot-radius burst take 2d6 points of damage, and all affected creatures catch on fire. A successful Reflex save halves the fire damage taken and negates catching on fire.

## BLESS EQUIPMENT

**Source:** The Mortithurgia

You can bless armor and weapons with a touch to imbue them with magical properties.

**Prerequisites:** Caster level 3rd, channel energy class feature.

**Benefit:** As a standard action, you may expend uses of your channel energy ability to touch a single weapon, suit of armor, or shield and temporarily grant it one weapon, armor, or shield special ability. To bless a piece of equipment with a particular blessing, you must expend a number of uses of channel energy equal to the number listed in the table above, and your caster level must be equal to or greater than that listed for the selected blessing.

This blessing lasts for a number of rounds equal to the number of damage dice you are capable of dealing or healing with your channel energy ability (for example, the blessing of a cleric capable of channeling 3d6 points of damage would last for 3 rounds), during which time the item is treated as though it possessed the selected special ability. If the piece of equipment belongs to an unwilling creature, that creature may attempt a Will save to prevent the blessing, as if attempting a saving throw against your channel energy ability (so bonuses from channel resistance and similar effects apply); if the creature succeeds at its save, the channeled energy is expended to no effect.

Only magical and masterwork weapons, armor, and shields may be blessed with this feat. When you bless a masterwork item, you must expend one additional use of your channel energy ability beyond those normally expended to grant the selected blessing. In addition to the selected blessing, the masterwork item gains a temporary +1 enhancement bonus for the blessing's duration.



# FEAT REFERENCE DOCUMENT

You can grant a piece of equipment only one blessing at a time. Blessing an item that has already been blessed by you or another character replaces the preexisting blessing with the new one and resets the duration.

## BLESSED (STORY)

**Source:** The Art of Leadership

The repeated notice and boons of celestials have marked you as one of their chosen agents.

**Prerequisite:** You must have had friendly contact with a good outsider that would qualify as a challenging foe, be a sorcerer with the celestial bloodline, or have direct celestial ancestry (such as by being an aasimar).

**Benefit:** You gain a +2 bonus on Charisma-based checks involving good-aligned outsiders and a +1 bonus to the DC of spells and spell-like abilities you use against such creatures. You take a –2 penalty on Charisma-based checks involving evil-aligned outsiders.

**Goal:** Thwart or decisively defeat an evil creature that qualifies as a challenging foe, but show mercy and then convert that creature toward good.

**Completion Benefit:** You gain the benefit of protection from evil as a constant spell-like ability. In addition, you gain a +2 bonus on caster level checks against evil-aligned outsiders.

## BLESSED HAMMER

**Source:** On Religion (Wayfarers' Annotated Edition)

Your god's power radiates from your warhammer.

**Prerequisites:** Ability to cast 3rd-level divine spells, proficient with warhammer, worshiper of **Lawful Good deity that grants the Artifice, Earth, Good, Law, and Protection domains**.

**Benefit:** You can use any warhammer you wield as a holy symbol when casting spells that require a divine focus or when you channel energy.

Furthermore, as a swift action when you cast a divine touch spell, you can choose to have the warhammer carry the charge of the spell instead of your hand. When you deliver a touch spell with your warhammer you can do so as part of melee attack made with the warhammer. If you drop the warhammer or the warhammer is disarmed while carrying a charge, the charge is lost.

## BLINDING FLASH (COMBAT)

**Source:** Ten-Thousand Cherry Blossoms

You can temporarily blind your opponent by using your weapon or shield to flash sunlight into its eyes.

**Prerequisites:** Dex 13, Combat Expertise.

**Benefit:** As a move action, you can expertly angle the blade of your weapon or shield to reflect light into an opponent's eyes, dazzling your foe for 1 round. This feat functions as a gaze attack, and the target must make a Fortitude save (DC 10 + 1/2 your character level + your Dex modifier) to resist the effect. This is a sight-dependent effect, and does not work on creatures that are already blinded or creatures that do not rely on sight as their primary sense. You must be wielding a weapon or shield with a polished or reflective surface in order to use this feat. You must be in an area of bright light to use this feat.

## BLINDING LIGHT

**Source:** Severin's Guide to Blessed Folk

You use your impenetrable luminescence to disorient harbingers of darkness.

**Prerequisites:** Inner Light, aasimar, daylight spell-like ability.





# FEATS DESCRIPTIONS

**Benefit:** Whenever an enemy unsuccessfully attempts to counter or dispel your daylight spell-like ability, it must succeed at a Fortitude saving throw (DC 10 + 1/2 your character level + your Charisma modifier) or become blinded for 1 round as its mind is overwhelmed with celestial light. This is a supernatural mind-affecting effect.

## BLINDING SNEAK ATTACK (COMBAT)

**Source:** Severin's Guide to Scions of Hell

When you strike from the cover of darkness, you inject foes with a fraction of your foul magic.

**Prerequisites:** Base attack bonus +5, darkness spell-like ability, sneak attack class feature, tiefling.

**Benefit:** When you successfully deal sneak attack damage to a foe while you are within an area of magical darkness, you temporarily blind your opponent for 1 round. A successful Fortitude save (DC 10 + the amount of sneak attack damage dealt) negates this effect.

## BLOATMAGE INITIATE

**Source:** Hemotheurgy, The First Wayfarer Folio

Your introduction to the ways of the bloatmage allows you to use elaborate rituals and gruesome rites to increase the amount of blood and lymph in your body, expanding your reserves of magical energy.

**Prerequisite:** Spell Focus (any school).

**Benefit:** You learn the basics of the ancient art of hemotheurgy. Pick one school of magic in which you possess the Spell Focus feat—you cast spells from this school of magic at +1 caster level. This bonus stacks with the bonus from Spell Focus. Unfortunately, the bloating side effects increase your girth to such a point that you are constantly under the effects of a medium load—your maximum bonus to AC from Dexterity is +3, you gain an armor check penalty of -3, and your speed decreases as appropriate (generally from 30 feet to 20 feet for a Medium creature).

## BLOOD TIES

**Source:** The Workbook of Darius Ratcatcher

Pointing out your shared kinship with someone gives you the chance to win over creatures associated with your bloodline.

**Prerequisites:** Bluff 1 rank, bloodline class feature, gnome.

**Benefit:** When attempting a Diplomacy check to influence a creature with a plausible connection to your sorcerous bloodline, you may instead make a Bluff check. For example, a gnome sorcerer with the draconic bloodline may use this feat against dragons and their kin, but no other creatures.

## BLOODLETTING (COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition), On Religion: Volume Five (War and Ruin)

When you attack with a piercing or slashing weapon, the wounds you cause bleed profusely.

**Prerequisites:** Worshiper of **Lawful Evil deity that grants the Darkness, Death, Destruction, Evil, and Law domains.**

**Benefit:** Whenever you threaten a critical hit with a piercing or slashing weapon (regardless of whether you confirm the critical hit or not), you deal 1 point of bleed damage to the targeted creature.

## BLOODMARKED FLIGHT

**Source:** Severin's Guide to Folk of Two Shadows

Your attunement to your werebat ancestry has allowed you to master a crude form of flight.

**Prerequisites:** Base attack bonus +5, werebat-kin.

**Benefit:** As an additional bestial feature, you can use your change shape ability to gain a fly speed of 30 feet with poor maneuverability if carrying a light load and wearing no armor or light armor, or a fly speed of 20 feet with clumsy maneuverability if carrying a medium or heavy load or wearing medium or heavy armor.

## BLOOD'S-DEBT MANHUNTER (FACTION)

**Source:** Behind the Throne

You are skilled at fighting criminal humans such as bandits.

**Prerequisite:** **Bright Blade Company** 10 TPA.

**Benefit:** You gain a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against humans, and a +1 bonus on weapon attack and damage rolls against humans. If you have a favored enemy bonus against humans, this feat does not stack with that bonus.



# FEAT REFERENCE DOCUMENT

## BLOODY SABRES (COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition)

Imitating the forms of your god, you strike deep and inflict a bloody wound.

**Prerequisites:** Dex 15, Exotic Weapon Proficiency (sawtooth sabre), Two-Weapon Fighting, worshiper of a **Lawful evil deity that grants the Death, Evil, Law, Trickery, and War domains**.

**Benefit:** If you hit an opponent with both your primary weapon and your off-hand weapon as part of the same attack action, and both of those weapons are sawtooth sabres, you deal 1 point of bleed damage in addition to the normal damage dealt by these attacks.

## BLOODY VENGEANCE (COMBAT)

**Source:** On Religion: Volume Four (Storm and Fury), On Religion (Wayfarers' Annotated Edition)

Your retaliatory strikes have long-lasting effects.

**Prerequisites:** Base attack bonus +1, worshiper of a **Chaotic Neutral deity that grants the Chaos, Charm, Knowledge, Luck, and Trickery domains**.

**Benefit:** If an opponent within line of sight has damaged you within the last minute, you may study that opponent as a standard action. Thereafter, if you hit that opponent with a melee attack, you deal 1 point of bleed damage to that creature in addition to the normal damage dealt by your attack.

## BLOWOUT SHOT DEED (GRIT)

**Source:** Larken's Lexicon

By using a specially prepared mix of reagents, you can create concussive blasts with your firearm.

**Prerequisites:** Craft (alchemy) 3 ranks, grit class feature or Amateur Gunslinger<sup>1</sup> feat.

**Benefit:** Spend 1 grit point to retrieve a specially prepared dose of black powder from your person. The next time you use the firearm you've loaded with this special black powder, the concussive blast knocks you back 5 feet from the direction at which you were aiming. If there is no available space behind you, you brace yourself against the obstacle and do not move from your square. Any creatures within the first range increment of the firearm struck by this attack take damage as normal and must succeed at a Reflex save (DC = 10 + 1/2 your gunslinger level + your Int modifier) or be pushed

back 10 feet. Creatures within two range increments are pushed back 5 feet, while creatures farther away than this are unaffected by the concussive blast.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*

## BODY CONTROL (MEDITATION)

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

You can directly manipulate your autonomic functions.

**Prerequisites:** Wis 11, Meditation Master.

**Benefit:** For 24 hours after you meditate, you gain a +1 bonus on Fortitude saving throws against poison, disease, starvation, and effects that would make you fatigued or exhausted. You need only half as much food to avoid starvation, half as much water to avoid dehydration, and half as much sleep to heal injuries, avoid fatigue or exhaustion, and prepare spells.

## BODY MASTERY (MEDITATION)

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

Meditation allows you to harden your body against physical attacks.

**Prerequisites:** Wis 19, Body Control, Meditation Master, character level 15th.

**Benefit:** For 24 hours after you meditate, you gain damage reduction 2/—.

## BOLSTER JINX

**Source:** Jinx and Tricks

Your ability to resist certain effects somehow makes it even harder for creatures you jinx to do the same.

**Prerequisites:** Great Fortitude, Iron Will, or Lightning Reflexes; Halfling Jinx<sup>1</sup> trait.

**Benefit:** A jinxed target's penalty on Fortitude, Reflex, or Will saves increases by 2 if you have the Great Fortitude, Lightning Reflexes, or Iron Will feat, respectively. If you have more than one of these feats, the additional penalties apply to all of the corresponding saves.

<sup>1</sup>See **Racial Traits in Appendix I: Additional Rules**

## BOLSTER UNDEAD

**Source:** On Religion (Wayfarers' Annotated Edition)

You can fortify undead against positive energy.

**Prerequisites:** Channel energy 6d6, worshiper of a **Neutral Evil deity that grants the Death, Evil, Magic, Strength, and War domains**.



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**Benefit:** Whenever you channel negative energy to heal undead creatures, you grant all undead you heal +1 channel resistance (or a +1 bonus to their existing channel resistance) for a number of rounds equal to your Charisma modifier (minimum 1 round).

## BOON COMPANION

**Source:** Lexicon Animalium, Maeb's Concertina

Your bond with your animal companion or familiar is unusually close.

**Prerequisite:** Animal companion or familiar class feature.

**Benefit:** The abilities of your animal companion or familiar are calculated as though your class were 4 levels higher, to a maximum effective druid level equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you lose or dismiss an animal companion or familiar that has received this benefit, you may apply this feat to the replacement creature.

**Special:** You may select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different animal companion or familiar.

## BOUNDING HAMMER (COMBAT)

**Source:** Hammer and Anvil

You can throw a hammer so it rebounds near you.

**Prerequisites:** Proficiency with hammer, base attack bonus +6.

**Benefit:** As a standard action, you may throw a hammer at an opponent within 20 feet. If you hit (whether or not the attack damages the target), the hammer rebounds off of the creature and lands in your square. If you have the Snatch Arrows feat, you may choose to catch the hammer when it enters your square (though this does not give you the ability to immediately throw the hammer). This ability may not work against some creatures or in certain circumstances as determined by the GM; for example, your weapon does not bounce off incorporeal creatures (unless it has the ghost touch ability), it may stick to creatures with the adhesive ability, the slowing effect of fighting underwater prevents you from using this feat, and so on.

**Normal:** A thrown weapon drops in the square where it hit its target.



## BRAIN EATER

**Source:** Malleus Maleficas

You gain some of the skills and knowledge of a consumed foe by eating its brain.

**Prerequisites:** Ghoul, Int 17.

**Benefit:** If you eat a portion of the brain of a creature with Intelligence 3 or higher, you gain a +2 insight bonus on all skill checks and Will saving throws for 1 hour. Eating a brain is a full-round action, and the target must be dead or helpless. If the target is living, you may attempt to eat its brain as a coup de grace attack on the target, but you gain the insight bonus only if your attempt results in the victim's death.

## BREACH

**Source:** Malleus Monere

Using its powerful tail to charge at an incredible speed, a bunyip can explode through the water's surface and get the jump on terrestrial prey.

**Prerequisites:** Str 15, bunyip.

**Benefit:** While underwater, the bunyip can make a special charge attack against a creature on land. As long as the target is no farther away than



# FEAT REFERENCE DOCUMENT

half the bunyip's swim speed (25 feet for most buniyps) from the body of water the bunyip is attacking from, the bunyip can break through the surface of the water and continue its charge as it soars through the air and toward the target of its attack. The bunyip can still only move up to twice its swim speed while making a breach attack. This attack otherwise follows all the normal rules for a charge attack.

## BREAKER OF BARRIERS (COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition)

You see it as your sacred duty to destroy all obstacles.

**Prerequisites:** Str 17, worshiper of a **Chaotic Evil deity that grants the Chaos, Destruction, Evil, War, and Weather domains**.

**Benefit:** You gain a +2 bonus on Strength checks to break down doors, walls, dams, and other barriers and on combat maneuver checks to bull rush and overrun opponents. You ignore the first 5 points of hardness when you deal damage to doors, walls, dams, and other barriers.

## BREW FLESHCRAFTING POISON (ITEM CREATION)

**Source:** The Ancient Analects, Lost Vaults of Armageddon

**It's encouraged in drow society for those experienced with fleshcrafting to constantly experiment and invent new ways of twisting flesh. The following feat is required to successfully brew a fleshcrafting poison.**

**Prerequisites:** Caster level 10th, 8 or more ranks in Craft (alchemy)

**Benefit:** You can create a fleshcrafting poison<sup>1</sup> capable of mimicking one monster ability. Brewing a poison takes 1 day. When you create a fleshcrafting poison, you set the caster level, which can be no higher than your own level. The base price of a temporary fleshcrafting poison is its caster level × the CR of the creature used in the fleshcrafting × 50 gp. **To brew a poison, you must use up raw materials costing 1/2 this base price.**

The base price of a permanent fleshcrafting poison is its caster level × the CR of the creature used in the fleshcrafting × 1000 gp. **To brew a poison, you must use up raw materials costing 1/2 this base price.**

**Note:** If the fleshcrafting is an original creation, use the nearest equivalent monster that possesses a similar body part or ability.

<sup>1</sup>See Fleshcrafting in **Appendix I: Additional Rules**.

## BRUTAL GRAPPLER (COMBAT, TEAMWORK)

**Source:** The Orcarum

When helping an ally grapple, you can damage the target.

**Prerequisite:** Half-orc or orc.

**Benefit:** When you and an ally with this feat have grappled the same creature, you may attempt to damage the opponent on your turn (whether you were the one who first initiated the grapple or were assisting your ally in doing so). You and the ally are treated as aiding each other in the grapple (+2 bonus on your grapple combat maneuver) as long as you both decide to maintain the grapple.

**Normal:** When multiple creatures grapple one target, the creature that first initiates the grapple is the only one that makes a check to damage a grappled opponent, with a +2 bonus for each creature that assists the grapple using the Aid Another action.

## BULLSEYE SHOT (COMBAT)

**Source:** On Religion: Volume Three (Light and Lore), On Religion (Wayfarers' Annotated Edition)

You slow your breath, calm yourself, and hit the bullseye, just as you were trained to do.

**Prerequisites:** Point-Blank Shot, Precise Shot, base attack bonus +5.

**Benefit:** You can spend a move action to steady your shot. When you do, you gain a +4 bonus on your next ranged attack roll before the end of your turn.

## BURN! BURN! BURN!

**Source:** The Fall of the Goblin Queen

You take the goblin love of arson and fireplay to a whole new level.

**Prerequisites:** Goblin, Disable Device 1 rank.

**Benefit:** You deal an extra 1d4 points of fire damage when you attack with fire from a non-magical or alchemical source (such as with torches or alchemical fire) and gain a +4 competence bonus on Reflex saving throws made to avoid catching on fire or putting yourself out when on fire. Additional damage caused by this feat does not apply to magical attacks or to splash damage.

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## BURN RIDER

**Source:** The Ancient Analects, The Devil's Codex

Through the ancient tradition of the Dawn Clan of the Vahal, you can protect both yourself and your mount from flame while traveling at high speeds.

**Prerequisites:** Mounted Combat, Ride 6 ranks, Handle Animal 6 ranks.

**Benefit:** As long as your mount travels at least 40 feet in a round, you gain fire resistance 3 for that round. You also receive a +4 bonus on all Reflex saves to avoid catching on fire and a +4 bonus on all Fortitude saves against choking on smoke (see **Smoke Effects in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook**). Each round, as a free action, you may confer the same bonuses to your mount with a successful DC 20 Ride check.

## BUTTERFLY'S STING (COMBAT)

**Source:** On Religion: Volume Three (Light and Lore)

You can forgo a critical hit in order to pass it on to an ally.

**Prerequisite:** Combat Expertise.

**Benefit:** When you confirm a critical hit against a creature, you can choose to forgo the effect of the critical hit and grant a critical hit to the next ally who hits the creature with a melee attack before the start of your next turn. Your attack only deals normal damage, and the next ally automatically confirms the hit as a critical.

## CALCULATING MIND

**Source:** De Castaigne Mysteriis

You see potential in the world around you that nobody else notices. Your numerological abilities are heightened by this uncommon aptitude.

**Prerequisites:** Sacred Geometry, Knowledge (engineering) 5 ranks.

**Benefit:** Anytime you use the Sacred Geometry feat, you can use d8s instead of d6s when rolling your dice pool. You can use any combination of d6s and d8s that you wish, as long as the number of dice does not exceed the number of ranks you possess in Knowledge (engineering).

## CALL OUT (COMBAT)

**Source:** Potamogos

A well-crafted insult forces an opponent to duel you.

**Benefit:** As a standard action, you can make an Intimidate check against a hostile target within 30 feet that can clearly see and hear you. The DC of this check is equal to 10 + your opponent's Hit Dice + its Wisdom modifier. If the target is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. If you succeed at this check, the target enters a duel with you (see Duels in Chapter 3 of Pathfinder Roleplaying Game Ultimate Combat). The target cannot withdraw from the duel for 1 round + 1 round for every 5 by which the check beat the DC.

## CALLOUS CASTING (BETRAYAL, TEAMWORK)

**Source:** The Crimson Horn

You don't care if your allies are harmed by your spells. The smart ones know this and start running.

**Prerequisite:** Spellcraft 1 rank.

**Benefit:** You initiate this feat by including an abetting ally in the area of any spell that deals damage of a type to which the abettor is not immune. The callousness of the attack disheartens foes in the area, who must succeed at a Will save against the spell's DC or be shaken for 1 round per spell level. After you resolve the spell's effects, the abettor can move up to her speed as an immediate action. Any movement undertaken using this action is then subtracted from her speed until the end of her next turn. This movement can still provoke attacks of opportunity as normal. Once a foe has attempted a Will save against this feat, he is immune to this effect from that initiator for 24 hours thereafter.

## CALM DISPOSITION (FACTION)

**Source:** Behind the Throne

You always appear to be in control of your situation.

**Prerequisite:** **Church of Coins** 10 TPA.

**Benefit:** You gain +2 bonus on saving throws against effects that affect your composure. This includes all mind-affecting spells, as well as any spell or ability that would cause you to behave in an out-of-control manner, such as fear effects and nausea. This does not include physical effects such as fatigue, and does not reduce any damage taken from concurrent effects.



# FEAT REFERENCE DOCUMENT

## CANNON MASTER (COMBAT)

**Source:** Wayfarers' Dueling Guide

You have learned how to keep firearm siege engines ready for battle despite harrowing circumstances.

**Prerequisites:** Siege Engineer<sup>1</sup>, Knowledge (engineering) or Profession (siege engineer) 7 ranks, proficiency with at least one firearm siege engine.

**Benefit:** You gain a +2 competence bonus on any Craft (siege engine) checks made to repair a firearm siege engine. In addition, if you are the crew leader for a firearm siege engine with the broken condition, that siege engine's misfire range is increased by only 2 instead of by 4, and the broken siege engine must misfire twice before it explodes.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*

## CAREFUL SPEAKER

**Source:** Wayfarers' League Journals

The paranoid terror that comes from living in a region with a dangerous government (such as **a tyranny or radical revolution**) has made you unusually aware of what you say.

**Prerequisite:** Wis 13.

**Benefit:** You gain a +2 bonus on all Bluff checks made to fool someone or pass secret messages (but not to feint in combat), and a +2 bonus on all Will saves against attempts to scry upon you or read your mind.

## CASTERBANE SHOT (COMBAT, GRIT)

**Source:** Wayfarers' Dueling Guide

Life in the **Spell Barrens**, where magic has unpredictable and often fatal effects, has taught you to disable spellcasters with your firearms.

**Prerequisites:** Amateur Gunslinger<sup>1</sup> or the grit class feature, Point-Blank Shot, Precise Shot, base attack bonus +4.

**Benefit:** If you ready a ranged attack with a firearm to attack a spellcaster when he begins casting a spell and successfully hit your opponent, you can expend 1 grit point to increase the target's concentration check DC for being injured while casting by 5.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*

## CAUSTIC SLUR

**Source:** The Workbook of Darius Ratcatcher

You know exactly how to insult your favored enemies in order to make them lose their heads.

**Prerequisites:** Bluff 1 rank, favored enemy class feature, gnome.

**Benefit:** As a standard action, you can make a Bluff check against one sort of favored enemy. Any creature of that type within 60 feet of you must make a Will saving throw or become angered. If an affected creature attacks you, it's treated as if it were using Power Attack (taking a penalty on attack rolls but gaining a bonus on damage rolls). If the creature already has the power attack feat, the attack penalty increases by 1 and the damage bonus increases by 2. These modifiers end when combat ends.

This ability does not work on creatures that cannot understand you, though sometimes a simple gesture is sufficient for an intelligent opponent to catch your gist regardless of any language barrier.

## CELESTIAL GUIDANCE

**Source:** Astrologos

You can use the movements of the sun, moon, stars, and planets to navigate and acquire eldritch knowledge about the fundamental nature of reality.

**Benefit:** You gain a +2 bonus on Knowledge (geography) skill checks to learn about the stars or planets. At night, as long as the sky is clear and you can see the stars, you cannot get lost. Once per night when the stars are visible, you can reroll a Knowledge check you failed earlier in the day. When you do so, you can choose to roll the appropriate Knowledge skill check again or you can instead use your Knowledge (geography) skill to gain the same information.

## CELESTIAL OBEDIENCE

**Source:** Celestial Codex

Your reverence for an empyreal lord is so great that daily prayer and minor sacrifices grant you special boons.

**Prerequisites:** Knowledge (planes) 3 ranks, must worship an empyreal lord.

**Benefit:** Each empyreal lord requires a different obedience, but all obediences take only 1 hour to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the empyreal lord.



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If you have at least 12 Hit Dice, you also gain the first boon granted by your empyreal lord upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the empyreal lord's second boon. If you have 20 Hit Dice or more, you also gain the empyreal lord's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

Mystery cultists (a prestige class from the original rules source, not included in this book) gain access to these boons at lower levels as a benefit of their prestige class.

If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.

For a list of Empyreal Lords and their obediences and boons, see *Empyreal Lord Obediences* in Appendix 1: Additional Rules.

## CENTER OF POWER

**Source:** The Art of Leadership

You have posted loyal followers in the most vital places.

**Prerequisites:** Leadership score 13, hold a leadership role related to running a kingdom.

**Benefit:** Choose a building in your kingdom as your center of power, and dedicate one of the followers granted to you by the Leadership feat to overseeing that location. For every kingdom turn in which that follower does nothing but oversee that location, the benefits that building grants to your kingdom's Economy, Fame, Loyalty, and Stability are doubled and any penalties are negated. This feat does not allow a building to grant benefits it does not normally provide, and has no effect on a building's other effects.

This feat only applies to one building, and committing multiple followers to this or different buildings has no effect—the selected location is treated as being of particular importance to you, and its uniqueness combined with the follower's loyalty grants it special efficiencies. The same follower does not have to oversee your center of power every month, but you must keep at least one follower dedicated to this location for the entire month to gain this feat's benefits. Once per year, you may change which building is your center of power.

## CHAINBREAKER (ACHIEVEMENT)

**Source:** The Ancient Analects, Andante's Pinnacle

Nothing rouses your fury and makes you more deadly in battle than the sight of slaves cowering before their masters.

**Prerequisite:** Over the course of at least five different occasions, free a cumulative total of 50+ sentient beings held in unjust captivity.

**Benefit:** When in combat with an opponent that you know owns or trades in slaves, once per round you may add a bonus to damage rolls for a melee attack, ranged attack, or targeted spell against that opponent. This bonus damage is +1 for every four Hit Dice you have.





# FEAT REFERENCE DOCUMENT

## CHAIRBREAKER (COMBAT)

**Source:** The Crimson Horn

You deal more damage by breaking nearby objects against your enemies.

**Prerequisites:** Catch Off-Guard, base attack bonus +1.

**Benefit:** When you attack a target with an improvised weapon, you can give that weapon the broken condition to deal 1d4 points of additional damage on that attack.

Additionally, you gain a +4 bonus on the roll to confirm a critical hit with this attack. If you confirm the crit, the extra damage granted by this feat is also multiplied and the improvised weapon is destroyed.

## CHANNEL DISCORD

**Source:** On Religion (Wayfarers' Annotated Edition)

You can focus the Abyss's power to sow discord among those who take damage from your channeled energy.

**Prerequisites:** Channel energy 8d6, worshiper of a demon lord.

**Benefit:** Once per day when you channel negative energy to harm living creatures, in addition to dealing damage you can choose to affect those who fail their Will save against your channel with a song of discord (caster level equal to your effective cleric level).

## CHANNEL ENDURANCE

**Source:** On Religion (Wayfarers' Annotated Edition)

Calling upon the winds and the waves, you prepare your allies for the dangers of the natural world.

**Prerequisites:** Channel positive energy 3d6, worshiper of a **Neutral deity that grants the Air, Animal, Plant, Water, and Weather domains**.

**Benefit:** Once per day when you channel positive energy to heal living creatures, you can choose to grant each healed creature the benefit of endure elements (caster level equal to your effective cleric level). This effect lasts 24 hours.

## CHANNEL HATE

**Source:** On Religion (Wayfarers' Annotated Edition)

You masterfully inspire in others violence toward those you hate.

**Prerequisites:** Channel energy 6d6, worshiper of a **Chaotic Evil deity that grants the Chaos, Destruction, Evil, and Madness domains**.

**Benefit:** As a standard action, you can expend one use of your channel energy ability to affect a single creature within 30 feet as if you had cast vengeful outrageUM (caster level equal to your effective cleric level). Upon obtaining channel energy 9d6, you can affect a number of creatures within 30 feet equal to your Charisma bonus (minimum 2 creatures) with this feat instead. If you expend an extra use of channel energy when using this feat, the target does not gain a second saving throw against this effect if you designate the target's friend or loved one as its hated enemy.

## CHANNEL RAY

**Source:** Akkaniad

You can focus your channeled energy on a single target.

**Prerequisite:** Channel energy class feature.

**Benefit:** When you channel energy, you can project a ray from your holy symbol instead of creating a burst. You must succeed at a ranged touch attack to hit an unwilling target; your target is then affected by the channeled energy as normal and receives a saving throw. You need not make an attack roll to affect a willing creature with the ray. The ray has a range of 30 feet per channel energy die, and its save DC is increased by 2.

## CHANNEL VICIOUSNESS

**Source:** On Religion (Wayfarers' Annotated Edition)

You can channel brutality into the weapons of your allies.

**Prerequisites:** Channel negative energy 4d6, worshiper of a **Chaotic Neutral deity that grants the Chaos, Destruction, Glory, Strength, and War domains**.

**Benefit:** As a standard action, you can expend one of your uses of channel energy to charge the melee weapons of all allies within 30 feet of you with negative energy. Affected melee weapons gain the vicious magic weapon special ability for 1 minute × your Charisma bonus (minimum 1 minute).

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## CHARGE OF THE RIGHTEOUS (COMBAT)

**Source:** On Religion: Volume Three (Light and Lore), On Religion (Wayfarers' Annotated Edition)

You charge toward undead and fiends with confidence in your righteous cause.

**Prerequisites:** Base attack bonus +1, any good alignment.

**Benefit:** You do not take a penalty to AC while charging undead creatures and evil outsiders.

**Normal:** When you charge, you take a –2 penalty to AC until the start of your next turn.

## CIRCLING OFFENSE (COMBAT, TEAMWORK)

**Source:** Shadow Fighting

You are skilled at approaching large foes with an ally in a way that makes it difficult for your foes to find an advantage against you or your ally.

**Prerequisites:** Dodge, Mobility, base attack bonus +3.

**Benefit:** You receive a +1 dodge bonus to your Armor Class against attacks of opportunity provoked by moving through a creature's reach, provided the creature is of a larger size category than you and provided at least one other ally with Circling Offense is within the creature's reach. If a creature that you're receiving this dodge bonus against attacks you and misses with the attack, it provokes attacks of opportunity from any of your allies who possess Circling Offense.

## CITY BORN

**Source:** The Ancient Analects, Sigils of the North

You grew up in a city-state that was a wild trade town, an old imperial outpost, or pirate port. You are educated and well-informed on the news and needs of your home and hold tight to the knowledge that your city-state is unquestionably greater than the others.

**Prerequisites:** 1st-level character, cannot have Country Born or Lone Wolf.

**Benefit:** Choose a wild trade town, an old imperial outpost, or a pirate port as your home city. The frantic bustle of the city has honed your reactions — you gain a +1 bonus on Reflex saves. If you're from a wild trade town, you gain a +2 bonus on Diplomacy checks. If you're from an

old imperial outpost, you gain a +2 bonus on Intimidate checks. And if you're from a pirate port, you gain a +2 bonus on Bluff checks.

## CIVILIZED GHOULISHNESS

**Source:** Malleus Maleficarum

Although undead, you can easily pass as living.

**Prerequisites:** Ghoul, Cha 18.

**Benefit:** Your appearance is such that, while paleskinned and gaunt, you can pass as a living humanoid of your choice. You gain a +10 racial bonus on Disguise checks made to appear human, and your channel resistance increases by +2. Ghosts with this feat can activate or suppress their stench ability as a free action.

## CLARIFYING CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

Your channeled energy heals the body and opens the mind to the possibility of true love.

**Prerequisites:** Channel energy class feature, worshiper of a Neutral Good deity that grants the Air, Charm, Good, Luck, and Protection domains.

**Benefit:** Once per day when you channel positive energy to heal living creatures, if any of the creatures you healed are currently affected by one or more charms or compulsions that allowed a saving throw, you grant each of those creatures an immediate save to prematurely end one of those effects. Creatures healed gain a sacred bonus on this save equal to your Charisma bonus (minimum +1).

## CLEANSING BURST

**Source:** Tombs of Ankhara

Your channeled energy wards off disease.

**Prerequisites:** Able to cast remove disease or the ability to cure disease with a mercy, channel positive energy class feature.

**Benefit:** When you channel positive energy to harm or turn undead creatures, any undead creatures in the area lose the ability to cause disease with their melee and ranged attacks for 1d4+1 rounds. If an undead creature successfully saves against your channeled energy, this duration is reduced to 1 round for that creature. Immunity to positive energy negates this ability.



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When you channel positive energy to heal living creatures, any living creatures in the area gain a +4 sacred bonus on saving throws against disease for 1d4+1 rounds. Creatures not healed by positive energy receive no benefit.

## CLINGING CLIMBER (COMBAT)

**Source:** Akkaniad

Using leverage and pure brawn, you can cling to a cliff, rope, or ladder with your legs to free both of your hands.

**Prerequisites:** Str 13, Climb 3 ranks.

**Benefit:** As a move action while climbing, you can cling to your climbing surface with your legs by succeeding at a Climb check (DC = the DC to climb the surface as a move action). If successful, you can make attacks with a two-handed ranged weapon and reload ranged weapons until you resume climbing. The GM may rule that this feat doesn't work on certain climbing surfaces.

## CLOSE CALL

**Source:** Cthonic Verses

Your nimble fingers are able to catch small slips before they become big disasters.

**Prerequisite:** Deft Hands.

**Benefit:** Once per day, you may reroll either a Disable Device or Sleight of Hand check. You must decide to use this ability after the first attempt but before the results are revealed by the GM. You must take the second roll, even if it's worse.

## COAXING SPELL (METAMAGIC)

**Source:** Cthonic Verses

Your charms and enchantments reach the minds of even the lowliest dungeon denizens.

**Prerequisites:** Spell Focus (enchantment), Knowledge (dungeoneering) 6 ranks.

**Benefit:** This feat only works with mind-affecting effects. A coaxing spell affects mindless oozes and vermin as if they weren't mindless, but has no effect on other creature types. A coaxing spell uses a spell slot 2 levels higher than the spell's actual level.

## COLD CELERITY

**Source:** Boreagos

You are a child of the frozen north, and you draw your strength from the biting cold and unforgiving conditions.

**Prerequisite:** Endurance.

**Benefit:** When you are in conditions of severe cold (below 0° F), you gain a +2 bonus on initiative checks and a +1 bonus on attack rolls. In addition, you gain the same bonuses for 1 round after any round in which you take cold damage.

## COLLECTIVE RECOLLECTION (TEAMWORK)

**Source:** Book of Best Practices (Wayfarers' League)

You and your allies can quickly jog each other's memories to remember essential facts.

**Benefit:** When an ally who also has this feat attempts a trained Knowledge skill check while within 30 feet of you, you may attempt an aid another check as a free action to improve that ally's skill check. You must have at least 1 rank in the Knowledge skill to be aided in order to use this feat. If you succeed at the aid another check, you automatically know any information your ally gains from the Knowledge check as if you had rolled the Knowledge check. Whether or not your aid another check is successful, you cannot attempt a Knowledge check to determine the same information as your ally after using this feat.

## COMBAT ADVICE

**Source:** Akkaniad

Your succinct words can aid an ally even in the heat of battle.

**Benefit:** As a move action, you can offer useful advice to an ally engaged in combat at just the right moment. Designate an enemy; your ally gains a +2 competence bonus on her next attack roll against that enemy. For your ally to benefit from this feat, you must be able to clearly see your ally and the designated enemy, and your ally must be able to hear you.

## COMBAT DISTRACTION

**Source:** Fall of the Goblin Queen

Anyone who attacks you while you act like a lunatic exposes themselves to brutal counterattacks from your allies.

**Prerequisites:** Goblin, Acrobatics 1 rank, Escape Artist 1 rank.

**Benefit:** As a full-round action, you can choose to do something that seems to serve no useful purpose. Example actions could include laughing



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at another creature's misfortune, rooting in your pockets for a snack, bending over to pick up what looks like a weird bug, or trying to fly into the air by flapping your arms like a sea gull. Although you're acting like a lunatic, your unpredictable actions are distracting. Any creature other than a goblin within 5 feet of you takes a –2 penalty on Perception checks and concentration checks for as long as you continue to be a distraction and remain in range. This penalty stacks with other goblins performing combat distractions, as long as you're both adjacent to the distracted target.

## COMBAT MEDITATION (COMBAT, MEDITATION)

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

Quick momentary meditation allows you to gain insight in combat.

**Prerequisites:** Wis 13, Meditation Master, character level 5th.

**Benefit:** You can meditate as a full-round action. If you do, you gain all the benefits of your meditation feats, but they last for only 1 round per character level. Combat meditation allows you to expend the +1 insight bonus granted from the Meditation Master feat to instead roll twice when attempting an ability check, attack roll, saving throw, or skill check, taking the better of the two results. You must decide to use this ability before the initial roll is made. You may only use this alternate ability in place of bonuses granted by the Meditation Master feat. You can perform combat meditation a number of times per day equal to your Wisdom modifier.

## COMPANION FIGURINE

**Source:** Malleus Nomisma

You've developed an especially close bond with the creature summoned by your figurine of wondrous power.

**Prerequisites:** Handle Animal 1 rank, own a figurine of wondrous power.

**Benefit:** You may select the creature summoned by your figurine of wondrous power as an animal companion or familiar, or as appropriate. The figurine has the standard abilities of a familiar or animal companion of its type, plus additional abilities related to its figurine type (see below).

The main advantage of this is that if your familiar or companion is killed in creature form, it merely reverts to statue form and can be used again later. The following standard figurines are available as animal companions (C) or familiars (F).

**Ebony Fly (C):** You must have the Vermin Heart feat to select this creature as an animal companion. It is treated as a horse animal companion, and at 8th level it gains a fly speed of 120 feet (average maneuverability).

**Golden Lions (C):** When you select a *golden lion* as an animal companion, one of the pair becomes your companion and the other retains its standard figurine abilities.

**Ivory Goats (C):** When selecting an *ivory goat* as an animal companion, you select one of the three goats in the set (*traveling*, *travail*, or *terror*) as your companion; the others remain standard figurines. All three goats are treated as horse





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companions. The goat of traveling never suffers from fatigue or exhaustion from extended travel. The goat of travail has 2 horn attacks (1d8 + Str bonus) in addition to a horse's normal attacks. The goat of terror has the fear aura and magical weapon horns as described in its figurine entry.

*Marble Elephant* (C): The elephant is treated as an elephant companion (see the **Pathfinder Roleplaying Game Bestiary**).

*Serpentine Owl* (C, F): The owl is treated as a bird animal companion or an owl familiar, but only in its Small horned owl form. In its giant owl form, it is merely a creature, not an animal companion or familiar. After three uses of its giant owl form, the figurine loses that transformation ability forever but still functions normally in its horned owl form as an animal companion or familiar.

*Silver Raven* (C, F): The raven is treated as a bird animal companion or a raven familiar. It retains its metallic appearance and *animal messenger* ability (though this is redundant for an intelligent familiar) but not its hardness when in animal form.

While the figurine is active, you and the active figurine gain all the normal benefits of having a companion creature; for example, a wizard with a *silver raven* familiar gains a +3 bonus on Appraise checks, the raven can speak one language, and so on. While the figure is inactive, you gain none of these benefits but are not otherwise hampered by its inert state (as if the creature were out of range but not dead). The usable duration of the companion figurine doubles; for example, an *ebony fly* is normally usable up to three times per week for up to 12 hours per use, but as a companion creature you may use it up to six times per week for up to 12 hours per use. The figurine is still a magic item and is subject to effects like *antimagic field* and *dispel magic* that affect magic items; it uses its caster level or your own, whichever is greater.

## CONCEAL SCENT

**Source:** The Ancient Analects, Ankharu Book of Pharaohs

You have learned the essential tricks of disguising your odor and keeping creatures from locating you by your scent.

**Prerequisites:** Hide 3 ranks, Survival 3 ranks.

**Benefit:** Creatures cannot use the scent ability to track you (though they can still track you through standard means such as footprints). Creatures with scent can detect your presence by smell at half the normal distance, but cannot pinpoint your location with scent.

## CONCENTRATED SPLASH (COMBAT)

**Source:** Akkaniad

You can limit the splatter of your splash weapons to increase damage against your target.

**Prerequisite:** Precise Shot or Throw Anything.

**Benefit:** When you deal a direct hit to a creature with a splash weapon that normally also deals splash damage, you can choose to forgo dealing splash damage. If you do, the damage dealt to the target of the direct hit increases by 50%. This damage is multiplied on a critical hit. This feat cannot be used with an alchemist's bombs.

## CONSECRATE SPELL (METAMAGIC)

**Source:** Severin's Guide to Blessed Folk

You infuse spells with heavenly power, drastically increasing their effectiveness against would-be heralds of evil.

**Prerequisites:** Aasimar, able to prepare or cast consecrate.

**Benefit:** A consecrated spell is treated as a maximized spell against evil creatures and creatures with the evil subtype. Against all other creatures, this feat does not modify the spell in any way (for example, a consecrated fireball acts as a normal fireball against neutral or good creatures). This feat does not stack with Maximize Spell. A consecrated spell uses up a spell slot two levels higher than the spell's actual level.

## CONSUME UNDEATH

**Source:** Malleus Abysarnum

You gain the powers of undeath when you feed upon their kind.

**Prerequisites:** Nabasu, Con 23

**Benefit:** As a full-round action, you can consume the animating force of any undead creature you have created with your death-stealing gaze. This immediately destroys the undead creature, but grants you one of that creature's special attacks or supernatural abilities (chosen from one of

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the following abilities possessed by the undead: Constitution drain, disease, energy drain, or paralysis). The ability granted persists for 24 hours or until the next sunrise, whichever comes first.

## CONVERSION CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

When you channel negative energy, you can heal others in return for their obedience.

**Prerequisites:** Channel energy 7d6, worshiper of a Lawful Evil deity that grants the Evil, Fire, Law, Magic, and Trickery domains (such as Asmodeus).

**Benefit:** Once per day when you channel negative energy to deal damage to living creatures, you can grant the effects of channeling positive energy to the faithful of Asmodeus. Worshipers of Asmodeus within the area of your channel recover a number of hit points equal to the amount of negative energy channeled. Non-Asmodeus worshipers within the channeled energy can convert to the worship of Asmodeus as an immediate action in order to gain this healing effect. As long as their conversion is sincere, willing converts gain the healing instead of the damage from the channeled negative energy. Such a conversion can only be undone by an atonement or similar effect.

## CONVICTION

**Source:** Aufspießenlanze Severin

Your actions are bolstered by divine determination.

**Prerequisite:** Cha 13.

**Benefit:** When you present to a vampire a holy symbol or other object it is averse to, the DC for the creature to overcome such an aversion increases by 2.

## COORDINATED DISTRACTION (COMBAT, TEAMWORK)

**Source:** HexenJaeger

When working in tandem, you can make it difficult for foes to use their magical abilities.

**Benefit:** When you and at least one ally with this feat threaten the same enemy, the enemy treats the DC to cast spells defensively as 2 higher for each threatening character with this feat. If you or your allies are incapable of taking an attack of opportunity against the target for any reason, the effects of this feat do not apply.

## CORNUGON SHIELD (COMBAT)

**Source:** The Doomsday Book

You can use your spiked chain as both armor and weapon.

**Prerequisites:** Dex 15, Weapon Focus (spiked chain).

**Benefit:** When wielding a spiked chain, you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

## CORNUGON SMASH (COMBAT)

**Source:** The Doomsday Book

Your terrible attacks strike fear into your enemies.

**Prerequisites:** Power Attack, Intimidate 6 ranks.

**Benefit:** When you damage an opponent with a Power Attack, you may make an immediate Intimidate check as a free action to attempt to demoralize your opponent.

## CORNUGON STUN (COMBAT)

**Source:** The Doomsday Book

You are able to make stunning attacks with special monk weapons.

**Prerequisite:** Stunning Fist.

**Benefit:** You may use Stunning Fist when making melee attacks with special monk weapons as well as when making unarmed attacks.

**Normal:** You can only use Stunning Fist when making an attack with an unarmed strike.

## CORNUGON TRIP (COMBAT)

**Source:** The Doomsday Book

You can throw your spiked chain to make trip attacks.

**Prerequisites:** Dex 15, Improved Trip, Weapon Focus (spiked chain).

**Benefit:** You may throw your spiked chain (as if it were a thrown weapon with a range increment of 10 feet) and can make trip attacks when throwing it. Failing at this attack does not knock you prone.

## CORSAIR OF TALLAR

**Source:** Metropole

Many Tallars seeking a life of adventure and service to the empire come to one of its major port cities hoping to join the ranks of the imperial corsairs. Those who do soon find themselves on the high seas, battling enemies of the empire and gaining fame for themselves and their shipmates.



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**Prerequisite:** Spent at least 1 month working on a ship **for the imperial corsairs**.

**Benefit:** You get a +2 bonus on initiative checks made while on a ship and deal an additional +1 damage when using light or one-handed weapons on a ship.

## COUNTRY BORN

**Source:** The Ancient Analects, Sigils of the North

You come from one of **civilization's** rural regions, where you were raised in an environment of rustic tradition, honest work, and common sense.

**Prerequisites:** 1st-level character, cannot have City Born or Lone Wolf.

**Benefit:** A childhood of farm work, apprenticeship, or similar toil has granted you reserves of endurance. Once per day, when an effect would normally leave you fatigued or exhausted, you may ignore the fatigue or exhaustion effect. This ability activates the first time you are affected by fatigue or exhaustion in a day — you cannot “save” it to apply it to a specific effect. Your traditional upbringing has sharpened your willpower as well, granting a +1 bonus on Will saves.

## COURAGE IN A BOTTLE

**Source:** On Religion (Wayfarers' Annotated Edition)

You show little fear while inebriated.

**Prerequisites:** Bravery class feature, worshiper of a **Chaotic Good deity that grants the Chaos, Charm, Good, Strength, and Travel domains**.

**Benefit:** While you are intoxicated, the bonus you gain from your bravery class feature increases by 2. If this increase grants you a total bonus of +6 or higher against fear effects, you become immune to fear instead.

## COURAGE IN NUMBERS (TEAMWORK)

**Source:** Complete History of the Dragon

Your allies give you courage when you face an enemy as one.

**Prerequisite:** Iron Will.

**Benefit:** You gain a +2 morale bonus on saves against fear for every ally within 10 feet who possesses this feat (maximum +8).

## COVERING FIRE (COMBAT, TEAMWORK)

**Source:** Akkaniad

You distract your enemies with ranged attacks to protect your allies.

**Prerequisite:** Point-Blank Shot.

**Benefit:** You can use the aid another action with a ranged attack against an opponent, regardless of whether the opponent threatens an ally. Range penalties apply to this attack roll. Choose one ally when making the attack. If the attack is successful, that ally gains a +2 bonus to AC against that opponent's next attack, as long as the attack comes before the beginning of your next turn. All allies with this feat also gain this bonus against that opponent.

## COVERING SHIELD (COMBAT)

**Source:** Complete History of the Dragon

You can use your shield to protect your most vulnerable parts from area effects.

**Prerequisites:** Dex 13, Shield Focus, Shield Proficiency.

**Benefit:** While using a shield of the type to which your Shield Focus feat applies, you gain a bonus on Reflex saves against area of effect attacks equal to your shield's base bonus to armor class plus any bonuses granted by feats or class abilities. This does not transfer any enhancement bonuses on a shield to Reflex saves.

## CRAFT OOZE (ITEM CREATION)

**Source:** Laws of Natural Philosophy

You can use alchemy to create dangerous ooze creatures.

**Prerequisites:** Brew Potion, Craft Wondrous Item, Craft (alchemy) 3 ranks, caster level 5th.

**Benefit:** You can create living oozes as though they were magical items. Creating an ooze creature takes 1 day for each 500 gp in its construction cost. To create an ooze, you must have access to an **oozing vat** (see **Equipment in Appendix I: Additional Rules**), you must use up raw materials worth the construction cost of the ooze, and you must succeed at a Craft (alchemy) check (DC 10 + 2 × the ooze's CR). A failed check ruins the materials used, while a check that fails by 5 or more also results in an ooze that attacks its creator for 1d4 rounds before dissipating into useless waste.

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material. A newly created ooze has average hit points for its Hit Dice. Oozes created with this feat are mindless and uncontrolled, and even normally intelligent oozes like slithering trackers that are created this way have no Intelligence score—nor any loyalty to their creator.

While ooze creatures cannot normally be purchased in traditional marketplaces, GMs who wish to include such an option in their games—perhaps with oozes sold as black market commodities—need only double the construction cost of a specific ooze creature in order to figure out a fair market price.

The following table lists some of the most commonly crafted oozes and their creation requirements. At the GM's discretion, other types of ooze creatures can be created with this feat.

| Ooze   | Construction Cost | Craft DC |
|--|-------------------|----------|
| Gelatinous cube  | 1,600 gp          | 16       |
| Gray ooze  | 3,600 gp          | 18       |
| Slithering tracker <sup>1</sup>                                | 3,600 gp          | 18       |
| Ochre jelly  | 4,900 gp          | 20       |
| Black pudding  | 8,100 gp          | 24       |
| Magma ooze <sup>1</sup>  | 8,100 gp          | 24       |
| Deathtrap ooze <sup>2</sup>                                    | 8,100 gp          | 26       |
| Carnivorous crystal <sup>2</sup>                               | 16,900 gp         | 32       |
| <sup>1</sup> See <i>Pathfinder Roleplaying Game Bestiary 2</i> |                   |          |
| <sup>2</sup> See <i>Pathfinder Roleplaying Game Bestiary 3</i> |                   |          |

## CRAFT SHADOW PIERCING (ITEM CREATION)

**Source:** Champions of Corruption pg. 28 (Amazon)

You can craft magical piercings infused with the power of shadow.

**Prerequisites:** Craft (jewelry) 5 ranks, caster level 5th.

**Benefit:** You can create special wondrous items—typically barbs, hooks, rings, and spikes—that adorn piercings in the wearer's flesh and grant magical abilities. Both you and the recipient of the piercing (if not yourself) must be present for the entire piercing process.

Shadow piercings<sup>1</sup> must be placed in a part of the body normally associated with a magic item slot, but they do not take up a slot on the body, nor interfere with other magic items that use those slots. A single slot can only hold one shadow piercing (nonmagical piercings do not count against this limit). Shadow piercings can be applied to the following slots: belt, body, chest, eyes, feet, hands, head, neck, shoulder, and wrist.

A single slot can hold multiple physical piercings, though the pieces of jewelry operate as a single item and must be created for that purpose. Shadow piercings have different levels of power: minor, major, and greater. Minor shadow piercings usually include one piece of jewelry, while major and greater shadow piercings often are made up of multiple rings and spikes that cover the entire area of the piercing's slot (but are still considered a single item). A creature can only use a number of shadow piercings equal its Constitution modifier plus its Wisdom modifier.

Carefully inserting or removing a shadow piercing takes a full-round action and deals no damage. Alternatively, a shadow piercing may be pulled out of a creature using the steal maneuver as a standard action that deals 1d6 points of damage. Only a creature with the Craft Shadow Piercing feat may create or insert a shadow piercing, but any creature may remove one. Inserting a shadow piercing is impossible unless the target is willing or helpless. After being removed, a shadow piercing may be inserted into another creature by someone with this feat. Since they are treated as magic items, they are affected by dispel magic.

Shadow piercings follow the rules for magic item creation, except the creator can use the Craft (jewelry) skill instead of Spellcraft. New shadow piercings can be researched and designed using the rules for pricing new magic items. Shadow piercing powers for a specific slot must be thematically similar or linked. Since shadow piercings don't interfere with other magic items in the same slot, but can only have one piercing per slot, the base price is multiplied by 1.5 instead of doubled as if they had no space limitation.

<sup>1</sup>See Shadow Piercings in **Appendix I: Additional Rules**.



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## CRISIS OF CONSCIENCE (STORY)

**Source:** The Green Hawk

Your internal struggle and contradictory actions have left you teetering on a knife's edge between good and evil. You must choose which path you will make your own.

**Prerequisites:** Lawful neutral, neutral, or chaotic neutral alignment. Your alignment must have shifted from either good or evil at least once since 1st level or the last time you completed this feat (see Special).

**Benefit:** You are an enigma unto those who cleave to notions of morality as guiding life principles. Habits and mannerisms from your past life send subtly confusing signals to those trying to read you. Whenever another character attempts to discern your alignment, loyalties, or intentions (including via magical effects such as detect thoughts and when you are using Bluff to send a secret message or feint), you gain a +2 bonus on opposed skill checks and on Will saving throws to resist such effects.

**Goal:** Resolve your conscience with an act of decisive good or evil that shifts your alignment accordingly. Acts of decisive good include dedicating your worldly wealth to a noble cause or charitable institution, risking death for the sake of others, or another notable sacrifice for a greater good. Acts of decisive evil include reducing a city to penury and starvation, murdering or terrorizing innocents, or other, darker deeds.

**Completion Benefit:** If your alignment changes from good to evil or evil to good, you know how to entice others down your path. While you retain this alignment, you gain a +2 bonus on Charisma- and Wisdom-based skill checks made to interact with a sentient creature of your previous (and now opposite) moral alignment. This bonus increases to +4 if success would cause the target to act against its moral alignment (at the GM's discretion). If it does so, you retain this bonus when interacting with that target until its moral alignment is the same as yours.





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If you return to your original moral alignment, you have gained deeper insight into your convictions. While you retain this moral alignment, you become aware of any action or item that could adversely affect your alignment or your standing with your deity (if you have one), including magical effects. You acquire this information prior to performing such an action or becoming associated with such an item if you take a moment to contemplate the act.

**Special:** If you've already completed this feat by changing to the opposite moral alignment and have since returned to being morally neutral, you may take this feat a second time. You gain no additional basic benefits, but if you complete this feat's goal a second time by crossing back to your original alignment, you gain additional completion benefits—you gain the second completion benefit, and can apply the first benefit against good and evil creatures.

## CRITICAL CONDUIT

**Source:** Lexicon Animalium

You are deadly when delivering your master's magic.

**Prerequisites:** Deliver touch spells ability, familiar.

**Benefit:** When delivering a touch spell for your master, the critical threat range of your touch attack is doubled. This feat does not stack with Improved Critical or other effects that increase critical threat range.

## CRUELTY

**Source:** On Religion (Wayfarers' Annotated Edition)

The suffering of others compels you to greater cruelties.

**Prerequisite:** Worshiper of **Lawful Evil deity that grants the Darkness, Death, Destruction, Evil, and Law domains.**

**Benefit:** Whenever you deal bleed damage to an opponent, cause an opponent to suffer a fear or pain effect, or reduce an opponent's hit points to 0 or fewer, you gain a +2 morale bonus on attack rolls and weapon damage rolls for 1 round.

## CRY CHALLENGE

**Source:** Six Kings Saga

With a ferocious shout or vigorous gestures, you provoke an opponent's ire. By tricking the

opponent into making a clumsy swing at you, you provide an opening for your allies.

**Prerequisite:** Antagonize 1.

**Benefit:** When you take a 5-foot step, you can choose for that step to provoke attacks of opportunity from all opponents that threaten you after the step. You gain a +4 dodge bonus to AC against attacks of opportunity provoked in this manner.

**Normal:** A 5-foot step doesn't provoke an attack of opportunity.

<sup>1</sup>See *Pathfinder RP Ultimate Combat* (second or later printing)

## CRY OF MERCY

**Source:** Ophidia

You invoke an ancestral boon to modify your fatal blows, and those of your allies, so that they render your foes merely unconscious.

**Prerequisite:** Wis 13.

**Benefit:** As a swift action once per day, you may call upon the spirits of your ancestors to prevent your opponents from dying. For the remainder of the combat, all of your dying opponents are stabilized at their current hit points, and any opponents who would be killed by damage from you or your allies are instead reduced to –1 hit point and stabilized. This is a supernatural ability. If an ally wants to kill an opponent despite the efforts of your ancestral spirits, she may attempt a Will saving throw (DC equal to 10 plus half your level plus your Wisdom modifier); success means her attacks affect the opponents normally.

## CURSE OF VENGEANCE

**Source:** On Religion (Wayfarers' Annotated Edition)

Your deity lays curses upon those who wrong you.

**Prerequisites:** Ability to cast at least one spell or spell-like ability with the curse descriptor, worshiper of **a Chaotic Neutral deity that grants the Chaos, Charm, Knowledge, Luck, and Trickery domains.**

**Benefit:** Whenever you are rendered helpless or a creature kills you, you can cast a single spell or spell-like ability with the curse descriptor as an immediate action before you become helpless or are killed. The curse must have a casting time of 1 standard action or less and must target the creature



# FEAT REFERENCE DOCUMENT

who rendered you helpless or who killed you. If the curse has a range of touch and the attacker is not within your reach, you can deliver it as a ranged touch attack with a range of 30 feet.

## CURSED ITEM DETECTION

**Source:** Cthonic Verses

Your arcane prowess is so great that even cursed items fail to befuddle you.

**Prerequisites:** Spellcraft 5 ranks, ability to cast detect magic as a spell or spell-like ability.

**Benefit:** You gain a +2 bonus on checks made to identify the properties of magic items. In addition, you need only exceed the DC of these checks by 5 in order to determine whether or not an item is cursed.

**Normal:** Unless the check made to identify a cursed item exceeds the DC by 10 or more, the item's curse cannot be detected.

## CUT YOUR LOSSES

**Source:** Book of Best Practices (Wayfarers' League)

You realize that sometimes it's a safer bet to simply get out of danger's way as fast as possible. You are able to summon a surge of adrenaline when you grab what is most dear to you and run.

**Prerequisites:** Str 13, Acrobatics 1 rank.

**Benefit:** Whenever you withdraw as a full-round action and have at least one free hand, you can pick up one unattended object or unconscious ally of your size or smaller at any point during your movement without provoking attacks of opportunity. Any additional movement performed on your turn still provokes attacks of opportunity as normal.

In addition, you treat your Strength score as 2 higher for the purpose of determining your carrying capacity.

## CYPHER MAGIC

**Source:** Survival Guide to the Deep Rock, Wayfarers' League Journals

Your intimacy with runes and the mysteries of ancient arcana has taught you secret ways to draw greater power from magical writings. These unusual methods were initially devised by the **Eldramach of Enigma Harbor**, but they have since spread far and wide through the **Middle Kingdoms** region.

**Prerequisites:** Int 15, Scribe Scroll.

**Benefit:** You cast spells from scrolls at +1 caster level higher than the scroll's caster level. This benefit extends to scrolls that you have created. In addition, you gain a +2 bonus on caster level checks made to activate a scroll with a higher caster level than your own.

## CYPHER SCRIPT

**Source:** Survival Guide to the Deep Rock, Wayfarers' League Journals

Through researching lengthy, ancient, arcane scripts, you have discovered a more efficient method of recording spells. As with the Cypher Magic feat, Cypher Script was originally developed by the **Eldramach of Enigma Harbor**, but has been spreading through the **Middle Kingdoms** region recently.

**Prerequisites:** Knowledge (arcana) 1 rank, Linguistics 1 rank, Spellcraft 1 rank, spellbook class feature.

**Benefit:** Any spell you scribe in your spellbook costs half as much as normal and takes up only half the room it normally would (round all fractions up). It only takes you 10 minutes per spell level to scribe a spell into your spellbook (5 minutes for cantrips).

## DAGGERBITE LORE

**Source:** Kimerea

You understand the exclusive poisons brewed by your guild far better than the buyers you sell to, and you can deliver them so they are more difficult to weather.

**Prerequisites:** Craft (alchemy) 5 ranks, member of the **Daggerbite Coven**, poison lore or poison use class feature.

**Benefit:** Choose one poison. When you deliver that poison, the number of saves needed to cure it increases by 1, and the DC to cure it with neutralize poison increases by 5. Succeeding at the initial save still negates the poison. Additionally, if you have the poison lore class feature, you're considered to have the poison use class feature for the purpose of meeting prerequisites.

## DAMPEN PRESENCE

**Source:** Cthonic Verses

Your habitual stillness makes you difficult to perceive for creatures that use blindsight or blindsense.

# FEATS DESCRIPTIONS

**Prerequisites:** Skill Focus (Stealth), Stealth 5 ranks.

**Benefit:** You may use the Stealth skill to hide from any creature attempting to perceive you using blindsight or blindsense, even if you are clearly in that creature's perceptual field. This feat does not confer any advantages against other forms of perception, such as scent, vision, or tremorsense.

## DARK ADEPT

**Source:** The Arcane Analects, Lost Vaults of Armageddon

You gain several additional spell-like abilities from your dark elven heritage.

**Prerequisites:** Drow, character level 3rd

**Benefit:** You gain three new spell-like abilities, each usable once per day. These spell-like abilities are detect magic, feather fall, and levitate. Your caster level for these spell-like abilities equals your total character level.

## DARTING RETRIEVAL (COMBAT, TEAMWORK)

**Source:** Six Kings Saga

As your ally disarms a foe, you knock the disarmed item out of the way.

**Prerequisites:** Int 13, Combat Expertise, Improved Disarm.

**Benefit:** When an ally who also has this feat disarms an opponent and the disarmed item lands within your melee reach, as an immediate action you can move the disarmed item to another square within your melee reach. If you have at least one hand free and could carry the disarmed item, you can instead pick it up. Using this feat does not provoke an attack of opportunity.

## DARTING VIPER (COMBAT)

**Source:** Hammer and Anvil

When using a **dwarven chain-flail**<sup>1</sup>, you can quickly attack both near and distant foes.

**Prerequisites:** Base attack bonus +4, proficiency with the dwarven **chain-flail**.

**Benefit:** You may change whether you're using the **chain-flail** as a normal or reach weapon as a swift action.

**Normal:** Changing whether a **chain-flail** is a normal or reach weapon is a move action.

<sup>1</sup>See **Appendix I: Additional Rules**

## DEADLY DEALER

**Source:** Tinker's Tales, Wise Mother's Rhymes

Your skill with handling a deck and your arcane talents allow you to turn mundane cards into weapons.

**Prerequisites:** Arcane Strike, Sleight of Hand 5 ranks.

**Benefit:** You can throw a card as though it were a dart, with the same damage, range, and other features. You must use the Arcane Strike feat when throwing a card in this way, or else the card lacks the magical force and precision to deal lethal damage. A card is destroyed when thrown in this way.

Harrow cards are treated as masterwork weapons when thrown using this feat, but are still destroyed after they are thrown. A harrow deck can no longer be used as a fortune-telling device after even a single card is thrown.

A spellcaster with this feat can enhance a deck of cards as though it were a ranged weapon with 54 pieces of ammunition. This enhancement functions only when used in tandem with this feat, and has no affect on any other way the cards might be used. Only a character who possesses this feat can use an enhanced deck of cards; she must still use the Arcane Strike feat to activate the cards' enhancement.

## DEATH FROM BELOW (COMBAT)

**Source:** Complete History of the Dragon

You have been trained to fight flying creatures.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You gain a +2 circumstance bonus against flying opponents when you have set a weapon against a charge, or when you are allowed an attack of opportunity against the flying opponent.

## DEATH'S SUITOR (FACTION)

**Source:** Behind the Throne

You have died and returned so often that even **the god of death** now deems it part of your fate.

**Prerequisite:** **Undying Defenders** 20 TPA.

**Benefit:** Once per day, you may reroll a save or skill check if failure has a chance of killing you (whether from hit point damage, ability damage, or some instant effect). You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.



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## DECOY'S MISDIRECTION (FAMILIAR)

**Source:** Precepts Arcana: Bonds

You can fool scrying attempts by using your familiar.

**Prerequisite:** Must have a familiar with the decoy archetype (see **Familiar Archetypes in Appendix I: Additional Rules**).

**Benefit:** As long as your familiar is within 30 feet of you, anytime you succeed at a Will save to negate a scrying effect (including scrying and greater scrying), you become aware of the scrying attempt as though you succeeded at the Spellcraft check to identify it, and you can choose to let the spell function as normal instead of causing it to fail. If you do, you can choose to redirect the scrying effect toward your familiar, causing the familiar to immediately change shape (as its secret sharer spell-like ability, except the duration is as long as the scrying effect lasts). The creator of the scrying effect observes the familiar as though it were you, though spells such as detect magic detect the alter self effect as normal.

## DEIFIC OBEDIENCE

**Source:** On Religion (Wayfarers' Annotated Edition)

Your reverence for a deity is so great that daily prayer and minor sacrifices grant you special boons.

**Prerequisites:** Knowledge (religion) 3 ranks, must worship a deity.

**Benefit:** Each deity requires a different daily obedience, but all obediences take no more than 1 hour per day to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the god to whom you performed the obedience.

If you have at least 12 Hit Dice, you also gain the first boon granted by your deity upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the deity's second boon. If you have 20 Hit Dice or more, you also gain the deity's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

Certain prestige classes (such as evangelist and sentinel, from the same original source as this feat) gain access to these boons at lower levels as a benefit of their prestige class. If you have no levels in one of these prestige classes, you gain the boons marked as exalted boons. If you later take levels in sentinel or evangelist, you lose access to

the exalted boons and gain access to the new boons appropriate to your class.

If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.

**For a list of deities (by alignment and domain) and their obediences and boons, see Deific Obediences in Appendix 1.**

## DEMONGRAFTER (ITEM CREATION)

**Source:** Demon Seals

Your studies into demonic anatomy and physiology allow you to graft their immortal tissues onto mortal flesh.

**Prerequisites:** Demonologist, Heal 5 ranks, Knowledge (planes) 5 ranks, Spellcraft 5 ranks.

**Benefit:** You gain a +2 bonus on Heal checks regarding evil outsiders or creatures that already have a demonic graft. In addition, you can create demonic implants (see **Demonic Implants in Appendix I: Additional Rules**) as if you had the Craft Wondrous Item feat, using your ranks in Heal as your caster level. The DC to create the item still increases for any necessary spell requirements (see **the magic item creation rules in Chapter 15 of the Pathfinder Roleplaying Game Core Rulebook**).

## DEMON HUNTER (COMBAT)

**Source:** Wayfarers' League Journals

You are well-versed in demonic lore.

**Prerequisite:** Knowledge (planes) 6 ranks.

**Benefit:** You gain a +2 bonus on Knowledge (planes) checks to know the powers and abilities of demons. You gain a +2 morale bonus on all attack rolls and a +2 morale bonus on caster level checks to penetrate spell resistance made against creatures with the demon subtype you recognize as demons.

## DEMONIC NEMESIS (COMBAT)

**Source:** HexenJaeger

You are well acquainted with the machinations of a particular demon lord. You're resistant to his tricks, and have no fear of his minions.

**Prerequisites:** Demon Hunter, Knowledge (planes) 6 ranks.

**Benefit:** When you take this feat, choose a demon lord. When fighting followers of that demon lord, including cultists or demons, you gain a +2 bonus on damage rolls and rolls to confirm critical hits against these creatures.



# FEATS DESCRIPTIONS

**Special:** You can take this feat more than once. Each time you do, you must choose a new demon lord.

## DEMONIC OBEDIENCE

**Source:** Chaos Codex

You physically defile yourself, others, or holy objects in order to prove your blasphemous devotion to a demon lord and gain special boons.

**Prerequisites:** 3 ranks in Knowledge (planes), must worship a demon lord.

**Benefit:** Each demon lord requires a different obedience, but all obediences take only an hour to perform. Once the obedience has been performed, you gain the benefit of a resistance to some element or attack associated with your demon lord, as indicated in the “Obedience” entry for the demon lord.

If you have at least 12 Hit Dice, you also gain the first boon granted by your demon lord upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the demon lord’s second boon. If you have 20 Hit Dice or more, you also gain the demon lord’s third and final boon. Unless a specific duration or number of uses per day is listed, a boon’s effects are constant.

Demoniacs (a prestige class from the same original source as this feat) gain access to these boons at lower levels as a benefit of their prestige class.

If you ever fail to perform a daily obedience, you lose all access to resistances and boons granted by this feat until you next perform the obedience.

For a list of demon lords (by alignment and domain) and their obediences and boons, see **Demonic Obediences in Appendix 1: Additional Rules.**

## DEMONIC POSSESSION

**Source:** Malleus Abysarnum

You can possess creatures.

**Prerequisites:** Demon or half-demon, Cha 21, Wis 17

**Benefit:** You gain the ability to use magic jar as a spell-like ability once per day.

**Special:** You may take this feat more than once. Each time you select this feat, you gain the ability to use your magic jarspell-like ability one additional time per day.





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## DEMONOLOGIST

**Source:** Demon Seals

You have immersed yourself deeply in studies of the nature of the Abyss and its inhabitants.

**Prerequisite:** Knowledge (planes) 3 ranks.

**Benefit:** You gain a +2 bonus on all Knowledge checks related to the Abyss or to demons, and you may take 10 on Knowledge checks made to identify demons.

## DERRO MAGISTER

**Source:** Second Book of the South

A derro magister's mind is particularly affected by the consumption of strange mold, granting enhanced resistance to magic and additional spell-like abilities and traits.

**Prerequisites:** Cha 20, derro.

**Benefit:** A derro magister's spell resistance equals the derro's Hit Dice +10. Heal is always a class skill for a derro magister, and it gains a +4 racial bonus on all Heal checks.

A derro with this feat treats its caster level for all spell-like abilities as equal to his Hit Dice. In addition, as soon as a derro with this feat achieves a total of 6 Hit Dice by gaining enough levels in any combination of classes, it gains the use of additional spell-like abilities as detailed below.

At will—*levitate*

1/day—*deeper slumber, modify memory*

## DERVISH DANCE (COMBAT)

**Source:** Caravans of Tarse, Wayfarers' League Journals

You have learned to turn your speed into power, even with a heavier blade.

**Prerequisites:** Dexterity 13, Weapon Finesse, Perform (dance) 2 ranks, proficient with scimitar.

**Benefit:** When wielding a scimitar with one hand, you can use your Dexterity modifier instead of your Strength modifier on melee attack and damage rolls. You treat the scimitar as a one-handed piercing weapon for all feats and class abilities that require such a weapon (such as a duelist's precise strike ability). The scimitar must be for a creature of your size. You cannot use this feat if you are carrying a weapon or shield in your off hand.

## DESERT DWELLER

**Source:** Wayfarers' League Journals

Your time spent living in merciless deserts has granted you resistance to extreme heat, starvation, and thirst.

**Prerequisites:** Con 13, Survival 1 rank.

**Benefit:** You treat extreme heat conditions (see Chapter 13 of Pathfinder Roleplaying Game Core Rulebook) as severe heat, and severe heat as very hot conditions. You are not impacted at all by very hot conditions. In addition, you gain a +4 bonus on all Constitution checks made to resist the effects of starvation or thirst.

## DESPERATE BATTLER (COMBAT)

**Source:** Wayfarers' League Journals

Your experiences fighting against numerous foes that have already overwhelmed your allies, friends, and family have forced you to excel at fighting on your own.

**Benefit:** When no ally is within 10 feet of you and you are not receiving benefits from the aid another action, you gain a +1 morale bonus on melee attack and damage rolls.

## DESTROY IDENTITY (CRITICAL, COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition), On Religion: Volume Five (War and Ruin)

You can use your weapons to mar your opponents' most distinctive characteristics.

**Prerequisites:** Critical Focus, base attack bonus +11, worshiper of a **Chaotic Evil deity that grants the Chaos, Evil, Madness, Strength, and Trickery domains**.

**Benefit:** Whenever you confirm a critical hit against an opponent, in addition to dealing critical damage as normal, you maim your target so much that it takes 2 points of Charisma damage and becomes staggered for 1 round.

## DESTRUCTIVE PERSUASION (COMBAT)

**Source:** The Crimson Horn

Sometimes, you have to break things if you want people to get your point.

**Prerequisites:** Str 13, Power Attack, Intimidate 1 rank.

# FEATS DESCRIPTIONS

**Benefit:** As a standard action, you can attempt to smash an unattended inanimate object while attempting an Intimidate check (see Smashing an Object in Pathfinder Roleplaying Game Core Rulebook). If you break the object, you gain a bonus to the Intimidate check equal to half its hardness (minimum +1). If you destroy the object, the bonus is equal to its hardness (minimum +1). Creatures intimidated by this feat cannot be affected by it again for 24 hours.

## DEVIL'S FOE (ACHIEVEMENT)

**Source:** The Ancient Analects, Andante's Pinnacle  
Once you were just another helpless victim, but now even the deepest pits of Hell ring with the lamentations of your adversaries.

**Prerequisite:** Face 10 different devils in combat and take damage or suffer some other sort of injury from five or more attacks made by each one without falling unconscious, fleeing, or otherwise becoming unable to strike back at them.

**Benefit:** Your attacks count as good-aligned for the purposes of bypassing the damage reduction of devils.

## DEVILISH PRIDE

**Source:** On Religion (Wayfarers' Annotated Edition)

Your pride allows no master but **Asmodeus**.

**Prerequisites:** Iron Will, worshiper of a **Lawful Evil deity that grants the Evil, Fire, Law, Magic, and Trickery domains (such as Asmodeus)**.

**Benefit:** Whenever you attempt a Will save against a charm or compulsion spell cast by anyone who is not a worshiper of **Asmodeus**, you may roll twice and take the better result.

## DIABOLICAL NEGOTIATOR

**Source:** On Religion (Wayfarers' Annotated Edition)

You treat the art of negotiation as devilish science.

**Prerequisites:** Skill Focus (Diplomacy), worshiper of a **Lawful Evil deity that grants the Evil, Fire, Law, Magic, and Trickery domains (such as Asmodeus)**.

**Benefit:** You can add your Intelligence or Wisdom modifier (whichever is higher) on Diplomacy checks in place of your Charisma modifier. You can shift a creature's attitude more than two steps with Diplomacy, and a creature's attitude is only decreased by one step if you roll a natural 1 and fail the check by 5 or more.

## DILETTANTE

**Source:** Maeb's Concertina

What some would call dabbling you call a wide range of interests. Your breadth of knowledge offers unexpected insights in many situations.

**Prerequisites:** 2 ranks each in 5 different Knowledge skills.

**Benefit:** You gain a +2 bonus on Knowledge checks if you have 1–5 ranks in that skill. This bonus does not stack with Skill Focus. You can make untrained Knowledge checks with DCs up to 15.

**Normal:** You may only make untrained Knowledge checks for common knowledge (DC 10 or lower).

## DIRE BAT SHAPE

**Source:** Severin's Guide to Folk of Two Shadows

You can become a dire bat.

**Prerequisites:** Cha 13, Bat Shape, base attack bonus +3, werebat-kin.

**Benefit:** When you use Bat Shape to become a bat, you can choose to become a bat or a dire bat.

## DIRECTED DISARM (COMBAT)

**Source:** Akkaniad

A weapon you pull from one enemy's grip flies toward another enemy.

**Prerequisites:** Int 13, Combat Expertise, Greater Disarm, Improved Disarm, base attack bonus +11.

**Benefit:** Whenever you successfully use a combat maneuver to disarm an opponent, the disarmed weapon lands up to 15 feet away from its wielder, in the direction you choose. Alternatively, you can make a ranged attack as an immediate action with the disarmed weapon against another opponent, as long as the disarmed weapon is a light or one-handed weapon. If the weapon is not a thrown weapon, you take a –4 penalty on the attack roll. You take a –4 penalty on your attack roll if you do not have a free hand.

## DIRTY TRICK MASTER (COMBAT)

**Source:** The Forty Laws

You are adept at stifling your enemies and can expertly make a bad situation even worse.

**Prerequisites:** Greater Dirty Trick, Improved Dirty Trick, base attack bonus +11.

**Benefit:** Whenever you successfully perform a dirty trick combat maneuver against an opponent



# FEAT REFERENCE DOCUMENT

who is still affected by a condition inflicted by a previous dirty trick (whether your own or another creature's), you can cause the condition to worsen. In addition to increasing the duration of the condition as normal, you cause an opponent who is dazzled to become dazed, entangled to become pinned, shaken to become frightened, and sickened to become nauseated. This worsened condition replaces the previous dirty trick condition, and lasts for the duration of the dirty trick (including any rounds remaining from the previous dirty trick condition) or until the opponent uses a standard action to remove the condition (whichever comes first).

## DISASSEMBLE MAGIC ITEM (FACTION)

**Source:** Behind the Throne

You can take apart and reassemble magic items.

**Prerequisites:** Any item creation feat, **Asp Syndicate** 20 TPA.

**Benefit:** You can break a magic item down into component pieces. These pieces are nonmagical and may have little resemblance to the original item other than being of the same material (a magical sword may be three recognizable metal pieces or simply a collection of metal scraps). Disassembling a magic item takes 1 hour per 1,000 gp of the item's price and requires you to concentrate as if crafting an item. You can only use this feat on items your item creation feat would let you craft (for example, if you have Craft Wondrous Item, you can disassemble wondrous items but not magic weapons or armor).

You may reassemble a dismantled item as long as all the pieces are present; this takes the same amount of time as taking it apart did. There is a 10% chance the reconstruction fails and the item is permanently destroyed.

## DISCIPLE OF THE SWORD

**Source:** On Religion (Wayfarers' Annotated Edition)

Your dedication to mastering **your deity's** favored weapon puts other to shame.

**Prerequisites:** Weapon Focus (longsword), cleric or inquisitor level 4th, worshiper of a **Lawful Good deity that grants the Glory, Good, Law, Sun, and War domains**.

**Benefit:** You gain the benefits of Weapon Specialization (longsword), and you can use your cleric or inquisitor level in place of your fighter level for the purpose of qualifying for Greater Weapon Focus (longsword) and Greater Weapon Specialization (longsword). You can use this feat instead of Weapon Specialization (longsword) to qualify for Greater Weapon Specialization (longsword).





# FEATS DESCRIPTIONS

## DISORIENTING BLOW (COMBAT)

**Source:** Ten-Thousand Cherry Blossoms

When you successfully strike your opponent with your Stunning Fist, you leave it in a state of confusion.

**Prerequisites:** Stunning Fist, base attack bonus +11.

**Benefit:** You must choose to use this ability before making an attack roll with your Stunning Fist, and this effect replaces other effects or conditions that would be caused by Stunning Fist. If you successfully hit your opponent and it fails its Fortitude save, it becomes confused for 1 round. Additional disorienting blows to the confused target add to the duration of its confusion. This feat is otherwise subject to all of the limits and conditions of Stunning Fist.

## DISTANT JINX

**Source:** Jinx and Tricks

Your jinx can affect creatures from farther away than normal.

**Prerequisite:** Halfling Jinx1 trait.

**Benefit:** The range of your jinx increases by 30 feet.

**Special:** You can gain this feat multiple times. Its effects stack.

<sup>1</sup> See **Racial Traits in Appendix I: Additional Rules**

## DISTANT SPELL LINK

**Source:** Akkanadi

You can share spells and grant touch spells to your companion creature over a great distance.

**Prerequisites:** Enlarge Spell or Reach Spell; animal companion, eidolon, familiar, or other allied creature with the share spells ability.

**Benefit:** The range of your allied creature's share spells ability increases to close (25 feet + 5 feet for every 2 levels) as long as you have line of effect to the creature when you cast the shared spell. If your allied creature has the deliver touch spells ability, you can designate your allied creature as the spell's source when you cast a touch spell as long as you are within close range of it. The creature must still deliver the touch spell at its touch range.

**Normal:** You must be adjacent to your familiar to share spells with it or designate touch spells for it to deliver.

## DIVERT HARM (COMBAT)

**Source:** The Forty Laws

You know how to throw your enemies into harm's way at the last second.

**Prerequisites:** Int 13, Combat Expertise, base attack bonus +6, evasion class feature.

**Benefit:** Whenever you are the target of an area-of-effect attack that normally deals half damage on a successful Reflex save (such as a fireball spell or dragon's breath weapon), you may, as an immediate action, wrestle an adjacent foe into harm's way. This does not alter the position of you or your opponent, but your opponent must attempt a Reflex save against the attack in your place. If your opponent fails, it takes half damage from the attack and you take none; if it succeeds, it takes no damage and you take damage as normal as though you'd failed your saving throw (though this damage is still reduced by abilities such as improved evasion). This feat works even if the opponent was already in the affected area of the attack (so it is possible that an unlucky opponent could take as much as 1-1/2 times the damage normally possible from the attack). You can use this ability only on a foe within one size category of yourself.

## DIVINATION GUIDE

**Source:** On Religion: Volume Three (Light and Lore), On Religion (Wayfarers' Annotated Edition)

Your deity grants you greater guidance and divine insight.

**Prerequisites:** Caster level 3rd, ability to cast augury or divination, must worship a deity.

**Benefit:** Whenever you cast augury or divination, you receive further guidance from your deity's agents. You gain a +1 sacred bonus if your worship a good deity or a +1 profane bonus if you worship an evil deity (if you worship a neutral deity the type of bonus is either determined by the type of energy you channel with the channel energy class feature or, if you don't have that class ability, your choice upon taking this feat) on all saving throws for 1 minute per caster level of the augury or divination spell you cast.

## DIVINE BARRIER

**Source:** On Religion (Wayfarers' Annotated Edition)

You have trained in the art of blocking breath weapons.



# FEAT REFERENCE DOCUMENT

**Prerequisites:** Channel energy class feature, worshiper of a **Lawful Good deity that grants Artifice, Good, Law, Scalykind, and Travel domains**.

**Benefit:** When you are within an area effect that deals acid, cold, electricity, or fire damage, you can expend one use of your channel energy ability as an immediate action to shield yourself and all allies within 30 feet. You and allies within your shield only take half damage if they fail their save against the effect, and those who make a successful save take no damage from the effect.

## DIVINE DECEPTION

**Source:** Behind the Throne

You are skilled at manipulating divine magical items.

**Prerequisites:** Knowledge (religion) 5 ranks, Use Magic Device 5 ranks.

**Benefit:** You gain a +5 bonus on Use Magic Device checks to use divine spell-trigger or spell completion items or to emulate a divine class feature.

## DIVINE DEFIANCE

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

You distrust, disrespect, or doubt the gods, which helps you fight off their power.

**Benefit:** You gain a +2 bonus on saving throws against divine spells and the spell-like abilities granted by levels in a divine casting class.

**Special:** In certain circumstances, some outsiders and creatures of other types might have a strong connection to a specific deity they work for as agents and servants. These creatures' spells and spell-like abilities should likewise be affected by this feat, regardless of the creatures' planar origins or sources of magical power, subject to the GM's discretion.

## DIVINE DENOUNCER

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

You choose to resist rather than serve the gods.

**Prerequisite:** Divine Defiance.

**Benefit:** You gain a +2 insight bonus on Bluff, Diplomacy, Intimidate, Knowledge, Perform (oratory), and Sense Motive checks involving any divine spellcaster or outsider that casts spells as a cleric.

## DIVINE DIGNITY

**Source:** On Religion (Wayfarers' Annotated Edition)

**Secrets of the First Vault** help you perfect your spellcasting.

**Prerequisites:** Combat Casting, ability to cast divine spells, worshiper of a **Lawful Neutral deity that grants the Earth, Law, Nobility, Protection, and Travel domains**.

**Benefit:** Three times per day, as a free action when you cast a harmless divine spell or a domain spell, you can choose for the casting to not provoke attacks of opportunity.

**Special:** You can take this feat multiple times. When you do, you can use this feat three more times per day.

## DIVINE EXPRESSION

**Source:** On Religion (Wayfarers' Annotated Edition)

You mix faith with art to empower your performances.

**Prerequisites:** Bard level 1st, cleric or oracle level 1st, worshiper of a **Neutral Good deity that grants the Air, Charm, Good, Luck, and Protection domains**.

**Benefit:** When you take this feat, choose either the cleric or oracle class. Levels in the selected class stack with your bard level when determining the number of rounds per day you can use your bardic performance and the type of action it takes to start a bardic performance.

## DOG KILLER, HORSE HUNTER

**Source:** Fall of the Goblin Queen

Embracing fear and hatred of your ancestral foes allows you to make particularly telling blows.

**Prerequisites:** Goblin, Handle Animal 1 rank.

**Benefit:** You gain a +2 morale bonus on all attack and damage rolls made against dogs and horses (including doglike and horse-like targets such as nightmares or worgs). Additionally, you gain a +2 bonus on rolls to confirm critical hits against these foes.

## DOG-SNIFF-HATE

**Source:** Fall of the Goblin Queen (Esoteric Verses)

Unlike many goblins, you're not particularly afraid of dogs. You know what dogs smell like, and that smell makes you mad. Very mad.

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**Prerequisites:** Skill Focus (Perception), goblin.

**Benefit:** You gain the scent ability, but only against canines (including dogs, goblin dogs, wolves, worgs, yeth hounds, and any similar creatures, subject to GM approval). Against these creatures, you gain a +1 morale bonus on attack rolls and a +2 morale bonus on weapon damage rolls.

## DO HEFT, DWARVEN CHAIN-FLAIL MASTER (COMBAT)

**Source:** Hammer and Anvil

You can use a **dwarven chain-flail** with only one hand.

**Prerequisites:** Two-Weapon Fighting, base attack bonus +4, proficiency with the dwarven dorn-dergar.

**Benefit:** You can use a **dwarven chain-flail** as a one-handed weapon. When using it one-handed, changing whether it's a normal or reach weapon is a full-round action. If you have the Darting Viper feat, changing its reach is a move action.

**Normal:** A **dwarven chain-flail** requires two hands to wield.

## DRACONIC DEFENDER

**Source:** The Ancient Analects, Malleus Draconis

You have a knack for placing yourself between your enemies and those they wish to harm.

**Prerequisites:** Con 17, Toughness.

**Benefit:** During your action, designate an ally within your reach. When you fight defensively or use Combat Expertise, your ally gains a natural armor bonus to AC equal to the dodge bonus you gain from fighting defensively or Combat Expertise. You can select a new ally on any action. Allies who move out of your reach lose this natural armor bonus.

## DRAGON DISCIPLINE

**Source:** The Ancient Analects, Malleus Draconis

You are a dragon, powerful and feared. Not even magic can sway your thoughts or weaken your resolve.

**Prerequisites:** Wis 17, base will save +10, any lawful alignment, dragon type.

**Benefit:** If you are affected by a mind-affecting enchantment or necromancy effect and fail your saving throw, you can attempt it again 1 round later at the same DC. You get only this one extra chance to succeed on your saving throw.

## DRAGON-TOUCHED (STORY)

**Source:** Complete History of the Dragon

Your life has been shaped by an encounter with a powerful dragon, and you have dedicated your life to seeing that dragon dead.

**Prerequisite:** You must have been knocked unconscious in an encounter with a challenging draconic foe or have a regional background tied to a specific dragon (such as those presented in this section or a similar trait).

**Benefit:** Choose one kind of dragon (such as blue, green, or silver). You gain a +2 bonus on Reflex saves against the breath weapons of dragons of the chosen kind, as well as a +1 bonus on attack rolls and a +1 dodge bonus to AC against members of the same dragon kind.

**Goal:** Defeat the specific dragon linked to your prerequisite.

**Completion Benefit:** You gain the ability to select a new dragon kind whenever you wish. You must first defeat a member of the selected kind with a CR equal to or greater than your character level. In addition, you gain a +2 bonus on initiative checks when facing a dragon of your selected kind.

## DRAGONCRAFTING

**Source:** Complete History of the Dragon

You have the ability to create rare and valuable items from the bodies of fallen true dragons.

**Prerequisites:** Craft (any) 5 ranks, Knowledge (arcana) 3 ranks.

**Benefit:** You gain the ability to create a variety of dragoncraft items<sup>1</sup> from materials gathered from the bodies of true dragons (not lesser dragons, such as linnorms or wyverns). Crafting dragoncraft items takes

| Dragon Size | Blood   | Stomach Acid | Gall    | Musk    | Skin    |
|-------------|---------|--------------|---------|---------|---------|
| Tiny        | 2 vials | 1 vial       | 1 vial  | —       | 1 grip  |
| Small       | 3 vials | 1 vial       | 1 vial  | 1 vial  | 2 grips |
| Medium      | 4 vials | 2 vials      | 2 vials | 1 vial  | 2 grips |
| Large       | 5 vials | 2 vials      | 2 vials | 2 vials | 2 grips |
| Huge        | 6 vials | 3 vials      | 2 vials | 2 vials | 3 grips |
| Gargantuan  | 7 vials | 3 vials      | 3 vials | 3 vials | 3 grips |
| Colossal    | 8 vials | 4 vials      | 3 vials | 3 vials | 3 grips |

<sup>1</sup>See Dragoncraft Items in Appendix I: Additional Rules



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1 hour per 100 gp of items being produced. In order to gather specimens from a dragon's corpse, you must succeed at a Heal check equal to 10 + the dragon's CR within 48 hours of the dragon's death (unless the body is preserved in some way). Refer to the table below to determine how much of a given material can be harvested from a dragon based on its size.

## DRAGONHEART

**Source:** Complete History of the Dragon

Your familiarity with dragonkind makes you less susceptible to their abilities.

**Prerequisite:** Knowledge (arcana) 1 rank.

**Benefit:** You gain a +1 bonus on all saving throws against auras, breath weapons, spell-like abilities, spells, supernatural abilities, and other special attacks of creatures with the dragon type.

## DRAGONSLAYER (COMBAT)

**Source:** Complete History of the Dragon

You have been trained to fight dragons.

**Prerequisites:** Knowledge (arcana) 4 ranks, base attack bonus +4.

**Benefit:** Whenever you confirm a critical hit against an opponent that has a breath weapon, you can forgo the extra critical damage to instead prevent your foe from using its breath weapon for a number of rounds equal to twice the critical multiplier of your attack, in addition to any normal delay mentioned in the breath weapon effect's description.

## DREAMED SECRETS

**Source:** On Religion (Wayfarers' Annotated Edition)

When you sleep you gain secrets from beyond the stars, but such power comes with a price.



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**Prerequisites:** Ability to cast divine spells, caster level 7th, worshiper of a Great Old One or Outer God.

**Benefit:** With each night's rest, you can choose two spells from the wizard spell list, both of which must be at least 1 wizard spell level lower than the highest level divine spell you can cast. If you are a spontaneous caster, these spells are added to your spells known for 24 hours. If you prepare spells, you can prepare these spells any time you do so in the next 24 hours. Each time you attempt to cast one of the wizard spells you have chosen, you must succeed at a DC 20 Will save or take 1d2 points of Wisdom damage and fail to cast the spell, though you do not lose the spell.

## DRUIDIC DECODER

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

You have a natural understanding of the Druidic language.

**Prerequisites:** Linguistics 1 rank, cannot be a druid.

**Benefit:** You gain a +5 bonus on Linguistics checks made to decipher writings in the Druidic language. If you have 10 or more ranks in Linguistics, add Druidic to the list of bonus languages available to you.

## DRUNKEN BRAWLER (COMBAT)

**Source:** On Religion: Volume Three (Light and Lore), On Religion (Wayfarers' Annotated Edition)

You have learned how to fight effectively while drunk.

**Prerequisites:** Endurance, worshiper of a **Chaotic Good deity that grants the Chaos, Charm, Good, Strength, and Travel domains.**

**Benefit:** When you drink a tankard of ale or strong alcohol, you take a -2 penalty on Reflex saving throws, but gain a number of temporary hit points equal to your character level, and gain a +2 alchemical bonus on Fortitude and Will saving throws. These bonuses last 1 hour or until the temporary hit points gained by this effect are lost, whichever occurs first. Regardless, the penalty lasts for a full hour.

## DUELIST OF THE RUSHING RIVER (COMBAT)

**Source:** Wayfarers' Dueling Guide

You have embraced the **Rushing River method of Alderthane swordplay**, known for its elegant, sweeping strikes.

**Prerequisites:** **Alderthane** Dueling Disciple, Exotic Weapon Proficiency (**Alderthane dueling sword**), Weapon Finesse, Weapon Focus (**Alderthane dueling sword**), base attack bonus +5.

**Benefit:** When you deal damage to a shaken, frightened, or panicked foe, you can add your Dexterity bonus to damage rolls instead of your Strength Bonus. You do not apply 1-1/2 times your Dexterity bonus to damage rolls while fighting two-handed. If you can already add your Dexterity bonus to damage rolls, you instead gain a +1 competence bonus on damage rolls with an **Alderthane dueling sword**.

When you attempt a dueling parry during a duel, the penalty on your attack roll to parry is reduced from -5 to -3.

To gain these benefits, you must be wielding only an **Alderthane dueling sword** (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons).

## DUELIST OF THE SHADOWED MISTS (COMBAT)

**Source:** Wayfarers' Dueling Guide

You have embraced the **Shadowed Mists style of Alderthane swordplay**, known for its circuitous and canny footwork.

**Prerequisites:** **Alderthane** Dueling Disciple, Exotic Weapon Proficiency (**Alderthane dueling sword**), Weapon Finesse, Weapon Focus (**Alderthane dueling sword**), base attack bonus +5.

**Benefit:** When attempting a combat maneuver to bull rush or reposition a foe, you gain a +1 insight bonus on combat maneuver checks and a +4 dodge bonus to AC against any attack of opportunity you provoke. You also gain a +1 insight bonus to CMD against bull rush and repositionAPG attempts.

When you attempt a dueling dodge during a duel, your bonus to AC increases to +6.

To gain these benefits, you must be wielding only an **Alderthane dueling sword** (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons).



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## DYNASTY FOUNDER (STORY)

**Source:** The Art of Leadership

You will claim rulership of a city, whether under a larger government or independently.

**Prerequisite:** You must have lived in the chosen city for at least 1 year or be the heir of a former city leader.

**Benefit:** You gain followers as if you had the Leadership feat, although you cannot attract followers of a level higher than your level – 2. If you also have the Leadership feat, increase your Leadership score by 3 for the purpose of determining how many followers you have.

**Goal:** Thwart all rivals to rulership over the chosen region, including at least one challenging foe.

**Completion Benefit:** You gain control of the settlement (see the settlement rules in the Pathfinder Roleplaying Game GameMastery Guide). Upon gaining this benefit and once per year thereafter, you can attempt to alter the settlement in one of the following ways by attempting a DC 25 Diplomacy check modified by the settlement's Society modifier or a DC 25 Intimidate check modified by its Law modifier:

- Move the settlement's alignment 1 step closer to yours along either the good-evil or law-chaos axis.
- Replace one settlement quality with another.
- Change the government type.
- Significantly alter the laws.

Failure indicates that popular opinion in the city successfully opposes you.

In addition, from now on, your followers gain a +1 morale bonus on attack rolls and saving throws as long as they can see you.

**Special:** For groups using the kingdom-building rules from Pathfinder Roleplaying Game Ultimate Campaign, you can optionally use the rules for establishing a settlement to complete the goal of this story feat.

## EAGLE LORD'S NOBILITY (ACHIEVEMENT)

**Source:** The Ancient Analects, Andante's Pinnacle

You have proven your courage and skill to both the Eagle Lords and the leaders of **Andante**.

**Prerequisites:** Character level 5th, convince four different Eagle **Lords** and either a member of the **Ruling** Council or an **Andante** town mayor to write letters of commendation on your behalf.

**Benefit:** Choose one branch of the Eagle **Lords** you hope to join. You gain a specific benefit based on this choice.





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**Golden Eagles:** Each round as a move action, you may issue commands to all allies within 30 feet who can see and hear you. Each affected ally that obeys your orders gains a +1 bonus on attack rolls, Armor Class, and saving throws during that round.

**Steel Eagles:** You deal +1 damage with weapon attacks directed at any creature against which you have concealment. If you have total concealment against the creature, this bonus increases to +2.

**Twilight Eagles:** During the surprise round, the threat range of your weapons doubles for any attack made against unaware targets. This does not stack with any other effect that expands the threat range of a weapon.

## EARTHTOUCHE

**Source:** Malleus Jotunkun

You were marked from birth with the gift of magic.

**Prerequisites:** Cha 15, stone giant.

**Benefit:** You have a distinguishing feature such as small stature, odd coloration, or crystalline growths on your skin that mark your sorcerous potential. You gain a +1 racial bonus to your caster level when casting sorcerer spells with the earth descriptor. For every 3 sorcerer levels you attain, you add a new spell known of a spell level you can cast. This spell must either be from the abjuration or divination schools or have the earth descriptor.

## EFFORTLESS TRICKERY

**Source:** The Workbook of Darius Ratcatcher

Your natural knack for illusion allows you to maintain at least one illusion spell with little effort.

**Prerequisite:** Gnome.

**Benefit:** You can maintain concentration on one spell of the illusion school as a swift action. This has no effect on spells of other schools or on illusion spells with durations that don't depend on your active concentration. While you may only maintain one spell as a swift action, you may take your move and standard actions to maintain other spells normally, if you wish.

**Normal:** Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity.

## ELDRITCH AID

**Source:** Kimerea

You have been trained to expend your own spell energy to boost the effects of an ally's spell.

**Prerequisite:** Caster level 1st.

**Benefit:** As a standard action, you can expend a 1st-level or higher prepared spell or spell slot to grant additional magic energy to an allied spellcaster within close range (25 feet + 5 feet/2 levels). If that ally casts an instantaneous spell of an equal or lower level before the beginning of your next turn, all level-dependent calculations and caster level checks the spell requires are made as if the ally's caster level were 2 higher. If the prepared spell or spell slot you expended is at least twice the level of the spell your ally casts, your ally's caster level is treated as 4 higher instead. If your ally is able to cast more than one spell before the beginning of your next turn, only the first spell cast gains this bonus.

**Special:** An arcanist can select this feat as an exploit. A wizard can select this feat as a bonus feat.

## ELEMENTAL COMMIXTURE (TEAMWORK)

**Source:** The Fourfold Way

You can combine your elemental spells with those of your allies to produce entirely new and synergistic magical effects.

**Prerequisite:** Caster level 1st.

**Benefit:** You and an ally within 30 feet who shares this feat can cast your spells together to create a more powerful, hybrid effect. Both spells must have an elemental descriptor (air, earth, fire, or water), or an energy descriptor that corresponds to one of the elements (acid [earth], cold [water], electricity [air], or fire [fire]). Both spells must be at least 1st level, within 1 spell level of each other, and cast during the same initiative turn through the use of readied actions.

When the spells to be commixed are cast, one is designated as the primary spell (typically the higher-level spell), while the other is the secondary spell. The primary spell must be an offensive spell that targets an area or one or more creatures. The secondary spell can be any spell with an appropriate descriptor. Neither spell can take more than a standard action to cast. The primary



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spell behaves as written (with the exception of the synergistic benefits that are described below). The secondary spell does not manifest any of its usual effects; instead, targeted creatures are affected by a secondary effect that is determined by the combination of the two spells' descriptors.

Targeted creatures can attempt a saving throw against the primary spell as normal (assuming that a save is normally allowed), and then attempt a separate save against the secondary effect. The secondary effect's save type is described in its listing, and its save DC is equal to the normal save DC of the primary or secondary spell, whichever is lower (or, if neither spell allows a saving throw, 10 + lowest spell's level + spellcaster's primary spellcasting ability score [Int, Wis, or Cha] modifier).

Commixed spells cannot be counterspelled normally. A creature with Improved Counterspell can counterspell commixed spells if both spells are correctly identified and both belong to the same school. Regardless, the secondary effects of two spells combined through Elemental Commixture cannot be counterspelled. Spell resistance still applies to the secondary effect, unless both of the commixed spells bypass spell resistance.

**Synergistic Benefits:** The primary spell's save DC (if any) increases by 1. If either spell is normally modified by Spell Focus or Greater Spell Focus, the bonus to save DCs granted by those feats stacks with this increase. The caster of the primary spell also gains a +1 bonus on any caster level check made to overcome spell resistance.

**Secondary Effects:** While the secondary spell has no direct effect other than bolstering the effects of the primary spell, the combination of spells also creates a unique secondary effect depending on the elemental descriptors of the commixed spells. For the purpose of this secondary effect, the acid, cold, and electricity descriptors count as earth, water, and air descriptors, respectively. Commixed spells with the same elemental descriptors do not produce a secondary effect, though the primary spell still gains the synergistic benefits described above.

*Dust (Air/Earth):* Choked by dust, the targets must succeed at a Fortitude save or become staggered for 1 round plus 1 round per 5 caster levels of the secondary spell's caster. Targeted spellcasters must succeed at a concentration check to cast spells (the DC is

equal to the save DC). On a successful save, the targets are not staggered but must still attempt concentration checks.

*Lava (Earth/Fire):* The targets are splattered with bits of molten rock and take 1d6 points of fire damage. The targets must succeed at a Reflex save or catch fire (see **Catching on Fire in the Pathfinder Roleplaying Game Core Rulebook**).

*Mud (Earth/Water):* The targets must succeed at a Reflex save or fall prone and have their movement speeds cut in half (to a minimum speed of 5 feet) for 1 round plus 1 round per 5 caster levels of the secondary spell's caster. On a successful save, the targets' movement speeds are cut in half for 1 round.

*Smoke (Air/Fire):* The targets suffer smoke inhalation and must succeed at Fortitude saves or become nauseated for 1 round and blinded for 1d4 rounds. Success negates the nausea effect and reduces the blindness to 1 round. Creatures immune to fire are immune to the nausea effect.

*Snow (Air/Water):* The primary spell gains the cold descriptor if it doesn't have that descriptor already, and half the damage dealt (if any) is cold damage. The targets must succeed at a Reflex save or fall prone.

*Steam (Fire/Water):* Damage caused by the primary spell (if any) is treated as nonlethal, untyped damage (neither cold nor fire damage) and is not affected by energy resistance or absorbed by protection from energy. The targets become blinded for 1d4 rounds unless they succeed at a Will save.

**Special:** An inquisitor or any other character with the solo tactics class feature can use this teamwork feat without the aid of an ally. In order to do so, the character must be able to cast two qualifying spells within the same round, such as by using the Quicken Spell metamagic feat to cast one spell as a swift action or by using effects such as the time stop spell.

## ELEMENTAL VIGOR

**Source:** On Religion (Wayfarers' Annotated Edition)

You have learned transformative secrets from communing with elemental beings.

**Prerequisite:** Worshiper of an elemental lord.



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**Benefit:** Whenever you use a polymorph effect to assume the form of an elemental you gain a rush of vital energy. You gain a number of temporary hit points equal to the caster level of the polymorph effect and you gain a +10 foot bonus to your base speed.

## **ELEPHANT STOMP (COMBAT)**

**Source:** West Tarse Trading Company Charter

You deliver a crushing blow to downed enemies.

**Prerequisites:** Str 13, Power Attack, Improved Overrun, base attack bonus +1.



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**Benefit:** When you overrun an opponent and your maneuver check exceeds your opponent's CMD by 5 or more, instead of moving through your opponent's space and knocking her prone, you may stop in the space directly in front of the opponent (or the nearest adjacent space) and make one attack with an unarmed strike or a natural weapon against that opponent as an immediate action.

**Normal:** When your overrun maneuver check exceeds your opponent's CMD by 5 or more, you move through the target's space and she is knocked prone.

## EMERGENCY ATTUNEMENT

**Source:** Book of Best Practices (Wayfarers' League)

You can adapt your defenses to any situation.

**Prerequisite:** Spellcraft 7 ranks.

**Benefit:** As a standard action, you can alter one of your ongoing abjuration or transmutation spells. It must be currently affecting you and must grant a choice of options when cast. You change its benefit to a different one from the same list. In order to accomplish this, you must make a successful Spellcraft check (DC equal to 10 + the level of the spell to be altered). The duration of the spell is reduced to half of the spell's remaining duration. For example, a 7th-level wizard could change her resist energy (fire) spell with 50 minutes of its duration remaining into resist energy (cold), but the new duration would be 25 minutes. This ability does not change the benefit for any other creatures targeted by the original spell.

## EMISSARY'S EMBOLDENING (FAMILIAR)

**Source:** Precepts Arcana: Bonds

Your familiar lends you divine courage.

**Prerequisite:** Must have a familiar with the emissary archetype (see **Familiar Archetypes in Appendix I: Additional Rules**).

**Benefit:** As long as your familiar is adjacent to you, you gain a +1 morale bonus against fear effects. This bonus increases by 1 at 4th level and every 4 levels thereafter (to a maximum of +5 at 16th level). At 20th level, you become immune to fear effects as long as your familiar is adjacent to you.

## EMPATHY

**Source:** Astrologos, Deus Ex Machina

You have learned to experience emotion.

**Prerequisites:** Cha 13, android.

**Benefit:** You lose the emotionless special quality. You can gain morale bonuses, and can be affected by emotion based effects and fear effects. You lack the +4 racial bonus on saving throws against mind-affecting effects.

## ENDURE PAIN (TORTURER'S KISS)

**Source:** Metropole

Through violent and torturous conditioning, you have built up a resistance to pain.

**Prerequisite:** Survived being tortured 10 or more times.

**Benefit:** If you take nonlethal damage, you may attempt a Fortitude saving throw (DC equal to 10 + the nonlethal damage dealt) to reduce that damage by half. The Endurance feat grants a +4 bonus on this saving throw.

## ENHANCED KI THROW (COMBAT)

**Source:** Ten-Thousand Cherry Blossoms

You enhance the force of your ki throws, enabling you to devastate your opponents as you slam them to the ground.

**Prerequisites:** Ki pool class feature, Ki Throw (see the Pathfinder Roleplaying Game Advanced Player's Guide).

**Benefit:** When using the Ki Throw feat, you can expend 1 ki point to amplify the force of your attack. If your ki throw succeeds, when the target hits the ground, it takes damage as if you had hit it with an unarmed strike.

## EQUIPMENT TRICK (COMBAT)

**Source:** Kragnar's Tabulations, West Tarse Trading Company Charter

Choose one piece of equipment, such as boots, cloak, rope, shield, or even **kafue musk**<sup>1</sup>. You understand how to use that item in combat.

<sup>1</sup>See **Alchemical Items in Appendix I: Additional Rules**.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You may use any equipment tricks relating to the item if you meet the appropriate trick requirements. If the item would normally be considered an improvised weapon, you may



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treat it as a normal weapon or an improvised weapon, whichever is more beneficial for you.

**Special:** You can gain Equipment Trick multiple times. Each time you take the feat, it applies to a new type of equipment.

## *Anvil Tricks*

**Source:** Larken's Lexicon

In addition to the feat or skill requirements listed for each of these tricks, you must have the Equipment Trick (anvil) feat. You may use these tricks with any anvil weighing 50 pounds or more.

**Counterweight** (Climb 5 ranks): You can use your anvil as a counterweight when you climb a rope or chain to reduce your Climb DC by 5.

**Improve Armor** (Craft [armor] 5 ranks): You can spend an hour with your anvil and a suit of nonmagical metal armor to temporarily increase the armor's armor bonus by 1. This bonus ends after the next time the wearer is hit.

**Quick Fix** (Craft [any] 5 ranks): You can spend 1 minute with your anvil and a metal item with the broken condition to remove the broken condition from the item for 1 hour. The item does not recover any hit points, and at the end of the hour it regains the broken condition and loses an additional 1d6 hit points (unless properly fixed by then).

**Smash Through** (Improved Bull Rush): When you end your move adjacent to a closed door, you can open the door as part of your move action (instead of as a separate move action) by smashing it with an anvil as you move. If the door is stuck or locked, you must succeed at a bull rush combat maneuver check that exceeds the door's break DC.



## *Heavy Blade Scabbard Tricks*

In addition to the feat, skill, or other requirement listed for each of these tricks, you must have the Equipment Trick (heavy blade scabbard) feat to use a trick. You may use these tricks with any sword scabbard designed for a heavy blade (see the fighter weapon groups in *Pathfinder Roleplaying Game Core Rulebook*). At your GM's discretion, you may be able to use some of these tricks with a scabbard intended for a light blade, but that requires a separate Equipment Trick feat and may be less effective.

**Capture Weapon** (Improved Disarm): When you successfully disarm an opponent's manufactured weapon, as a free action you may



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flip the disarmed weapon into your scabbard so long as the weapon would fit there. If you are not holding the scabbard in hand and attempt this, you have a -4 penalty on the disarm check. At the GM's discretion, you can also use this trick on any item the opponent is holding as long as it would fit in your scabbard (such as a wand). You can only use this trick if you are wearing or holding your empty scabbard.

**Find the Hidden** (Blind-Fight): You can use your scabbard to probe for hidden dangers. As a move action, you may sweep your scabbard through an adjacent square where you suspect there is an invisible creature; make a touch attack and roll the miss chance normally. If it hits and you have an available attack, you may attack that target once with a -2 penalty and no miss chance for invisibility. All other attacks you make against that creature (whether in that round or otherwise) do not gain this benefit (though you can sweep again on your next turn).

**Grab Purchase** (Climb 5 ranks): You can use your scabbard as leverage to halt a fall, keep yourself from getting dragged, or prevent other sorts of involuntary movement by grabbing your scabbard with a free hand, jamming it into a hard surface, and clinging to it. Whenever you fail a Climb check, you may attempt to catch yourself while falling with a +10 bonus; your GM may rule that some walls require you to hold your scabbard with two hands rather than one or are too smooth for this trick to work. If subjected to involuntary movement such as a bull rush, you may spend a move action from your next turn to use your scabbard as an anchor, giving you a +5 bonus to your CMD to resist the movement. If you spend this move action, you only get a standard action during your next turn.

**Hurl Scabbard** (Quick Draw): You can draw your weapon in such a way that you send your combat scabbard (see **Gear in Appendix I: Additional Rules**) whirling off to strike at any creature in sight. This ranged attack is a swift action and is treated as a thrown weapon.

**Steer Opponent** (Improved Bull Rush): You can use your scabbard to move a foe into the perfect position for you to make your attack. As a swift action, use your scabbard to make a bull rush against an opponent. If you succeed, instead

of pushing him back, you direct your target into the path of your next attack. You gain a +2 bonus on your next attack roll against the target, and +1 for every additional 5 feet your bull rush could have pushed your opponent if you had chosen to push him back. If you fail the bull rush attempt, you are considered flat-footed against that target until your next turn.

**Tangle Leg** (Improved Trip, Throw Anything): When you draw your weapon, you may send its combat scabbard whirling off to strike an opponent's legs. This bonus attack is a swift action and requires you to make a trip attack against the target. The target can be no larger than your own size category, and the range penalty applies to your trip attempt. If you succeed, the target is knocked prone. Failing this attempt does not knock you prone unless you are within your opponent's reach.

## **Kafue Musk Tricks**

**Source:** West Tarse Trading Company Charter

In addition to the feat, skill, or other requirement listed for each of these tricks, you normally must have the Equipment Trick (**kafue musk**) feat to use a trick. You can, however, attempt **kafue musk** tricks marked with an asterisk without the Equipment Trick (**kafue musk**) feat, but you have a 50% chance of splashing yourself with the musk instead of completing the trick; this failure uses the dose of the musk (and in most cases invalidates what you were planning to use the musk for).

**Careful Steps** (Nimble Moves or Acrobatics 5 ranks): You can pass through a square splashed with **kafue musk** without getting any of it on you.

**Fast Flask** (Quick Draw): You can draw an easily accessible flask of **kafue musk** as a free action rather than a standard action.

**Make the Kill** (scent ability or scent rage power): You gain a +1 morale bonus on weapon attack and weapon damage rolls when attacking a target marked with **kafue musk**.

**Musk Blinding** (Blinding Critical): When using **kafue musk** as a thrown weapon, increase the Fortitude save DC of the blinding critical effect by +5.

**Musk Poison** (poison use class ability)\*: You can apply **kafue musk** to a melee or thrown weapon as if it were a poison. This makes your

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weapon reek in the normal manner. However, the first creature struck by your weapon also gains the musk-stink as if it were splashed by a full container of musk 2 days ago. The struck target can wash off the musk on the next round in the normal manner, but otherwise it continues to stink for 2 more days. **Kafue musk** applied to small items like ammunition has no effect.

**Musk Sickening** (Sickening Critical): When using **kafue musk** as a thrown weapon, increase the duration of the sickening critical effect by 1 minute.

**Reactive Splashing** (Improved Disarm)\*: When disarming an opponent of a flask of **kafue musk**, you can have the flask break at your opponent's feet, automatically splashing him with the musk.

**Splashproof Shield** (Shield Focus): If you are using a shield and are hit with **kafue musk**, you can make a Reflex save to use the shield to prevent any of the musk from touching you (thus, if you drop the shield, you do not have any of the musk penalties). The DC for this ability is 10 if using a tower shield, 15 for a heavy shield, 20 for a light shield, and 25 for a buckler. You cannot use this trick if you are flat-footed or helpless.

**Stink-Fighting** (Blind-Fight): Your familiarity with **kafue musk** allows you to pinpoint an invisible muskmarked creature with a Perception check at only a –10 penalty rather than the normal –20 penalty.

## *Rope Tricks*

**Source:** Wayfarers' Guidelines

In addition to the feat, skill, or other requirement listed for each of these tricks, you must have the Equipment Trick (rope) feat to use rope tricks. Rope tricks can be performed with hemp rope or silk rope, or with similar ropelike items at the GM's discretion.

**Coil** (Sleight of Hand 5 ranks): You can coil rope rapidly, requiring only 1 round to coil 20 feet of rope. (Coiling 20 feet of rope normally takes 1d6 rounds.)

**Hogtie** (Improved Grapple): When you attempt to tie up an opponent you are grappling, your penalty is only –5 instead of the normal –10.

**Knotted Weapon** (Weapon Proficiency [spiked chain]): You can use a knotted length of rope as a spiked chain that inflicts bludgeoning damage instead of piercing damage.

**Lash** (Weapon Proficiency [whip]): You can use a length of rope as a whip at no penalty. The piece of rope that is used as a whip must be 10 feet long—length in excess of this must remain coiled or otherwise unused at your feet or side.

**Lifeline** (Climb 5 ranks): When you or a nearby creature is falling (from a failed Climb check or otherwise), you can throw a held rope as an immediate action, maintaining a grip on one end. If you are falling, this is treated as an attempt to catch yourself while falling made with a +10 bonus, but there must be some sort of solid anchor available for your rope to loop around. When attempting this check on another creature, treat it as if you yourself were falling. If the weight of the creature exceeds twice your heavy load limit (your own equipment does not count against this maximum), you are pulled after it.

**Quick Release** (no additional prerequisites): You can secure a rope such that you can loose it from either end by making a quick series of tugs (a move action) at any point along the rope's length.

**Slip Away** (Escape Artist 5 ranks): You gain a +10 bonus on Escape Artist checks to escape from ropes and ropelike restraints (such as vines).

**Tangle** (Throw Anything): You can throw a coiled length of rope as a ranged weapon. If you hit with a ranged touch attack, the target becomes entangled. It can cut or burst the rope, or escape with a DC 15 Escape Artist check. The rope must be unsecured to use this trick.

## *Shield Tricks*

In addition to the feat, skill, or other requirement listed for each of these tricks, you must have the Equipment Trick (shield) feat and proficiency in (non-tower) shields to use a trick. You may use these tricks with any light or heavy shield. At your GM's discretion, you may be able to use some of these tricks with a tower shield or buckler, but that requires a separate Equipment Trick feat for that kind of shield and may add a penalty on the associated roll.

**Break Ground** (Improved Trip, Throw Anything): In place of a melee attack, you can throw your shield at an opponent's feet, interfering with his movement and perhaps tripping him. You must be holding (not wearing) your shield or using a throwing shield to use this



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trick. Make a trip attack against your opponent. The opponent can be no larger than your own size category, and the range penalty applies to your trip attempt. If you succeed, the target is knocked prone. Failing this attempt does not knock you prone unless you are within your opponent's reach. Whether or not you succeed, as long as your shield remains where you threw it, the opponent treats that square as difficult terrain until he moves out of the square.

**Hurl Shield** (Throw Anything): You can throw your shield as a ranged improvised weapon. You must be holding (not wearing) your shield to perform this trick. If you are using a throwing shield, there is no reason to use this trick.

**Little Wall** (Escape Artist 5 ranks): You can contort your body behind your shield in order to gain a brief moment of security. Whenever you use the total defense action, you may choose to gain cover instead of the normal dodge bonus to AC.

**Keen Eye** (Perception 5 ranks): You have mastered the art of using the reflective surface of your shield to locate foes that you dare not look at directly. On your turn, you may choose to forfeit your shield's AC bonus for 1 round to improve your defenses against one creature using a gaze attack. Your chance to avoid having to make a saving throw against that creature's gaze attack increases to 100%, and the creature does not gain concealment against you. For every 5 ranks in Perception you have above 5, you may simultaneously use this ability against another creature with a gaze attack.

**Release Shield** (no prerequisites): You may remove a light or heavy shield as a swift action instead of a move action. You may remove a throwing shield as a free action. Once you've removed the shield, you may hold it in one hand or drop it as a free action.

**Ricochet Shield** (Deadly Aim, Throw Anything): When you throw a shield, you can bounce it off one or more hard surfaces in order to strike a target from an unexpected angle or to bypass an obstacle such as cover. Each object you ricochet your shield off of imposes a -2 penalty on the attack roll. Range increments apply for the total distance the shield travels, not just the direct distance between you and the target.

**Shield Gag** (Improved Grapple, Throw Anything): You can force your shield into the mouth of a creature to prevent it from using bite attacks or other mouthbased abilities. Make a grapple check against a creature at least two sizes larger than your size category. If you succeed, you wedge your shield into its mouth. At any time you may release your shield, which means you both lose the grappled condition, though your shield remains in its mouth. The creature may remove the shield by destroying it (or leaving it with the broken condition), forcing the shield out of its mouth with a grapple check against your CMB, or swallowing it (if it has the swallow whole ability) as if the shield were a creature.

While the shield is in place, the monster cannot use its mouth to make attacks (such as a bite or a giant frog's sticky tongue) against anything but the shield and cannot speak clearly enough to cast spells or use items requiring speech. If it uses a breath weapon, its range is half normal and any damage dealt must first get through the shield, with any remaining damage affecting the area normally.

## *Sunrod Tricks*

**Source:** Wayfarers' Guidelines

In addition to the feat, skill, or other requirement listed for each of these tricks, you must have the Equipment Trick (sunrod) feat to use a trick.

**Flare** (Craft [alchemy] 5 ranks or alchemist bomb class feature): As a standard action, you can expend the remaining life of a sunrod (lit or unlit) in an instant. Sighted creatures within a 20-foot-radius burst of the sunrod must succeed at a DC 15 Fortitude save or be dazzled for 2d4 rounds. Creatures with light sensitivity or light blindness receive a -2 penalty on their saving throws. Alternatively, as a full-round action, you can strike a creature with the sunrod or throw the sunrod as a ranged attack with a range increment of 10 feet. When it strikes a hard surface, it flares as describe above. Since you don't have to hit a specific target, you can simply aim at the corner of particular 5-foot square. Treat the target corner as AC 5. If a creature is struck by the sunrod and fails its Fortitude save, it is blinded for the first round of its dazzled condition.



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**Fast Sunrod** (Quick Draw): You can draw and light an easily accessible sunrod from a pack as a swift action.

**Like the Sun** (ability to cast any spell with the light descriptor): You can use a sunrod as an additional material component for any spell that bears the light descriptor. The spell is treated as one spell level higher (to a maximum of 9th level) for all purposes, including the calculation of saving throw DCs and its ability to overcome sources of magical darkness.

**Lodge Sunrod** (Throw Anything): You can throw your sunrod as a ranged improvised weapon. If you hit with a ranged touch attack, the sunrod does no damage, but stays lodged on the target until the target or another creature spends a move action to remove it.

**Lure** (Handle Animal 5 ranks): As a move action while holding a lit sunrod in your hand, you can attempt to move an animal in any direction you desire. Make a Handle Animal check against a DC of 15 + the target animal's CR. If you are successful, the animal moves 5 feet in the desired direction on its next turn. For every 5 points by which your check exceeds

the DC, the animal moves another 5 feet, up to the animal's maximum speed. This movement provokes attacks of opportunity as normal, though if one is taken, the animal immediately stops moving (whether or not the attack hits). You cannot move an animal into an obvious hazard with this trick, but you can (for example) lure it into an open cage.

**Twice as Brightly** (Craft [alchemy] 5 ranks): As full-round action, you can tamper with an unused sunrod such that it burns out in a single hour, but shines much more brightly. It sheds bright light in a 30-foot radius and increases the light level by two steps for an additional 30 feet beyond that area (darkness becomes normal light, and dim light or normal light becomes bright light). It does not increase the light level in bright light.

## EXCEPTIONAL PULL (COMBAT)

**Source:** Akkaniad

You have mastered techniques to get the most out of composite bows.

**Prerequisites:** Dex 13, Deadly Aim, base attack bonus +3.





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**Benefit:** When you wield a ranged weapon that you are proficient with and that has a strength rating, add 2 to the weapon's strength rating. You don't take a penalty on attack rolls for having a Strength modifier lower than the strength rating of a weapon, provided you're proficient with that weapon.

## ESOTERIC ADVANTAGE

**Source:** Book of Best Practices (Wayfarers' League)

You're able to discern subtle and ineffable flaws in a creature's defenses.

**Prerequisites:** Knowledge (arcana, dungeoneering, local, nature, planes, or religion) 3 ranks.

**Benefit:** After identifying an individual creature with a successful Knowledge skill check, you can spend a move action to adapt your tactics to reduce that individual's natural defenses. Choose one of the following abilities that you identified: damage reduction, energy resistance, or spell resistance. For the next 24 hours you treat the selected

ability as if it were 2 lower, to a minimum of 0 (for instance, you would treat DR 5/magic as if it were DR 3/magic). You can only benefit from this feat against one single creature at a time. If you use this feat to adapt your tactics to another individual before 24 hours have passed since you last adapted to a creature, the benefit provided against the first individual ends and is replaced by the benefit against the second individual. You can switch which identified creature you have adapted your tactics to (including which special ability you wish to treat as lower) as a move action.

## EXORCIST'S REBUTTAL

**Source:** HexenJaeger

You've experienced the suffocating grip of demonic possession. The event left you emotionally scarred, but it also tempered your mind against the prying magic of evil enchantments.

**Prerequisites:** Improved Iron Will, Iron Will.

**Benefit:** If you use your Improved Iron Will feat to reroll a Will save against a compulsion effect and successfully save against the effect, the creature that created the effect (if it originated from a creature) takes 1d4 points of Wisdom damage.

## EXPANDED SPELL KENNING

**Source:** Kimerea

You are learned in a broader range of spell traditions than most.

**Prerequisite:** Spell kenning class feature.

**Benefit:** When you use your spell kenning class feature, you can select a spell from either the druid or the witch spell list.

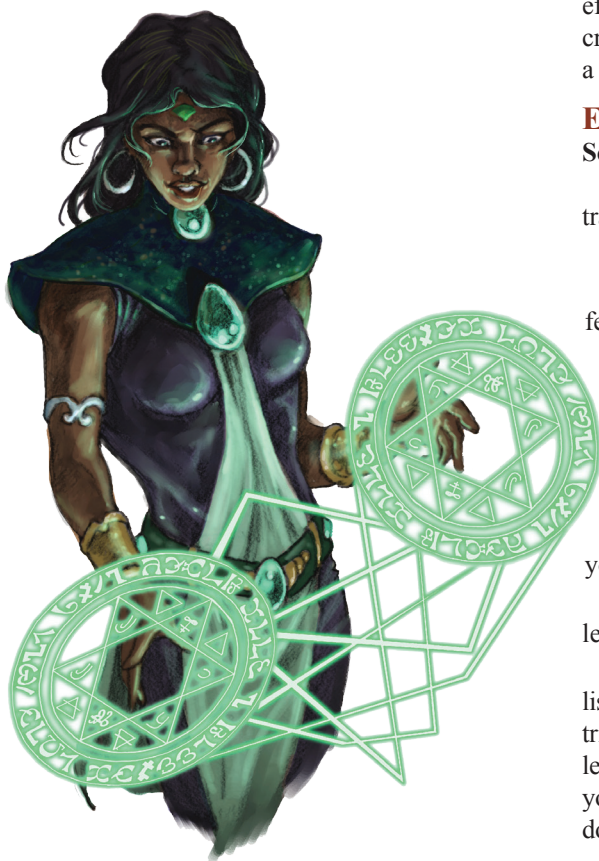
## EXPANDED STUDIES

**Source:** Kimerea

You're part of a group or organization with access to greater magical mysteries than you understand yourself, and you have learned from your colleagues' eldritch expertise.

**Prerequisites:** Wis 17, hunter or warpriest level 16th.

**Benefit:** You add 7th-level spells to your spell list for purposes of using spell completion and spell trigger magic items. If you're a hunter, you add 7th-level druid spells to your list. If you're a warpriest, you add 7th-level cleric spells to your list. This doesn't give you the ability to cast spells of this





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level, only to act as though your spell list included them when using appropriate magic items.

For example, a 16th-level hunter has access to druid spells of only 1st to 6th levels. Thus, the hunter can't use spell completion or spell trigger magic items of druid spells of 7th level or higher without succeeding at a Use Magic Device check. If the hunter takes Eldritch Studies, she doesn't gain the ability to cast 7th-level druid spells, but she could use a *scroll of heal* or a *wand of summon nature's ally VII* without needing to attempt a Use Magic Device check.

## EXPANSIVE TRAP ABILITY

**Source:** Akkaniad

Your ranger traps and land mines occupy a larger area.

**Prerequisite:** Ability to use ranger traps (**Pathfinder Roleplaying Game Ultimate Magic**) or land mines (**from the trap breaker archetype, not present in this volume**).

**Benefit:** You can designate any ranger trap or land mine you lay to occupy up to 4 contiguous squares of your choice. When the trap is activated, the effect is centered on whichever square the triggering creature first entered. If more than one square is entered simultaneously, choose at random.

## EXPERIENCED VAGABOND

**Source:** The Ancient Analects, The Rise and Fall of Tallar

You spent significant time as a vagabond and know your way around their society.

**Prerequisites:** Bluff 2 ranks, Knowledge (local) 2 ranks, member of an underclass.

**Benefit:** When dealing with criminals, vagabonds, unsavory characters, or other members of a country's underclass, you gain a +1 bonus on Bluff, Diplomacy, Knowledge (local), and Sense Motive checks. When traveling with at least one other person who has this feat, you gain a +2 circumstance bonus on Perception checks to avoid being surprised at the start of combat.

## EXPERT TRAINER

**Source:** The Art of Leadership

You have a special knack for a certain profession and take to it with ease.

**Benefit:** Choose three character classes. For the purposes of retraining, you are always considered

to have a retraining synergy with these classes, regardless of your current class. Additionally, retraining any class option takes you half the time it normally would (and thus half the gp cost), though retraining a class still takes the normal amount of time (5 days for a class with which you have synergy, 7 for a class with which you don't). If you take this feat via retraining or replace it with another feat in the same manner, the retraining time takes twice as long as normal in regards to this feat only.

## EXPLORER (STORY)

**Source:** The Art of Leadership

You dream of discovering new vistas.

**Prerequisite:** You must have crossed at least 30 miles of wilderness without map or guide.

**Benefit:** You can provide twice as much food and water for other people when attempting a Survival check to get along in the wild. In addition, you gain a +2 bonus on all Knowledge (geography) checks. If you have 10 or more ranks in Knowledge (geography), increase your bonus to +4.

**Goal:** Cross through a dangerous place without a map or a guide knowledgeable about the area, stopping for no longer than 16 hours at a time, and along the way overcome an appropriate number of natural hazards, obstacles, and/or enemies, at least one of which must qualify as a challenging foe.

**Completion Benefit:** You and one ally per 3 ranks of Survival can move overland without being slowed by difficult terrain (allies must remain within 30 feet of you to be affected). Once per day, you can make a preternaturally accurate estimate regarding your path, as if you had cast find the path on yourself (caster level equals your character level).

## EXTEND THE BULWARK (COMBAT, TEAMWORK)

**Source:** Larken's Lexicon

You can bolster a trained ally's defenses by interposing your own armored body.

**Benefit:** If you are wearing medium or heavy armor and are adjacent to an ally who also has this feat, as a free action, you may give your ally a circumstance bonus to her AC equal to half the armor bonus provided by your armor. This bonus lasts for 1 round. During this round, you gain no bonus to your AC from your armor.



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## EXTRA FEATURE

**Source:** Severin's Guide to Folk of Two Shadows

You are an exceptional shapechanger.

**Prerequisites:** Con 13, skinwalker.

**Benefit:** When you change shape to your bestial form, you may choose one additional feature from those listed in your shapechange ability and gain that benefit while in bestial form.

**Special:** You can gain this feat multiple times. Its effects stack.

## EXTRA GNOME MAGIC

**Source:** The Workbook of Darius Ratcatcher

The raw magic that flows through your gnome blood is stronger than normal.

**Prerequisites:** Cha 13, Gnome.

**Benefit:** You gain an additional three uses per day of your gnome spell-like abilities (dancing lights, ghost sound, prestidigitation). You can use these in any combination; for example, you can use dancing lights four times in one day (taking all three additional uses for the same spell), or you can cast ghost sound twice, prestidigitation twice, speak with animals twice, and dancing lights once. If you have a feat, trait, or other ability that changes your racial 0-level spell-like abilities to other 0-level spells, this feat applies to them instead.

## EXTRA ITEM SLOT

**Source:** Lexicon Animalium

You are able to wear magic items more easily than other creatures of your kind.

**Prerequisite:** Non-humanoid body shape.

**Benefit:** Choose one magic item slot not normally available to creatures with your shape. You can now use magic items in that slot.

## EXTRA SURGE

**Source:** Astrologos, Deus Ex Machina

You can use your nanite surge ability more often than normal.

**Prerequisites:** Con 13, nanite surge ability.

**Benefit:** You can use your nanite surge ability one additional time per day.

**Special:** You can gain Extra Surge multiple times. Its effects stack.

## EYE OF THE HEXLORD

**Source:** Wayfarers' League Journals

Your understanding of the esoteric teachings of the **Hexlords of Stygentia** allows you to open an eldritch eye that grants you superior perception of the magical world.

**Prerequisites:** Knowledge (arcana) 4 ranks, ability to cast arcane spells.

**Benefit:** Once per day as a standard action, you can open an incandescent third eye upon your forehead. The eye can remain open for 1 minute, during which time you cast all divination spells at +1 caster level (as long as you begin casting the spell before the eye closes), gain darkvision 60 feet, and can use detect magic (as the spell of the same name). You gain a +8 bonus on Perception checks to notice invisible creatures while the eye is open as well.

## FABULIST (GRIT)

**Source:** The Green Hawk

You enjoy telling tall tales and gain confidence when others believe them.

**Prerequisite:** Amateur Gunslinger<sup>1</sup> feat or grit class feature.

**Benefit:** You gain a +1 bonus on Perform (act, comedy, oratory, and sing) skill checks, and Perform is a class skill for you. In addition, each time you make a successful Bluff check to convince someone of a far-fetched or impossible story, you regain 1 grit point. Successfully lying to a friendly or helpful creature, or a creature that has fewer Hit Dice than half your character level, doesn't restore grit.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*.

## FALLING WATER GAMBIT (COMBAT)

**Source:** Wayfarers' Dueling Guide

You have integrated both the **Rushing River and Shadowed Mists** styles of Alderthane swordplay into a seamless union.

**Prerequisites:** Alderthane Dueling Disciple, Duelist of the **Rushing River**, Duelist of the **Shadowed Mists**, Exotic Weapon Proficiency (**Alderthane dueling sword**), Weapon Finesse, Weapon Focus (**Alderthane dueling sword**), base attack bonus +8.

**Benefit:** When attacking a creature denied its Dexterity bonus to AC because of your successful

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feint, you increase the threat range of your **Alderthane dueling sword** by 1 (typically to 18–20/×2), and gain a +2 bonus on attack rolls to confirm critical hits.

After you make a dueling dodge or succeed at a dueling parry during a duel, you can make an attack of opportunity against the foe who attacked you if that foe is shaken, frightened, or panicked.

To gain these benefits, you must be wielding only an **Alderthane dueling sword** (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons).

## FALSE CASTING

**Source:** Wayfarers' Spell Guide

When using a magic item, you can trick onlookers into thinking you used spellcasting instead.

**Prerequisites:** Magical Aptitude, Bluff 1 rank, Sleight of Hand 1 rank.

**Benefit:** When you use a magic item or a spell-like ability to create a magical effect, you may add additional magic-seeming words and hand gestures to trick onlookers into believing you cast the spell yourself. If using an item that is recognizable as a magical implement (such as a wand or ring), you can trick viewers into thinking you are just using the item as a focus component. Onlookers who have no ranks in Spellcraft have no knowledge of what is genuine spellcasting, and automatically believe you are casting a spell.

If an onlooker attempts a Spellcraft check to identify your “casting,” his check is opposed by your Bluff check. If he succeeds, he realizes the deception. If he fails, he believes you cast the spell. Regardless of the result of that opposed check, he uses the result of that Spellcraft check to identify the “spell” you cast, except the DC is 20 + the spell’s level instead of 15 + the spell’s level.

## FALSE FOCUS

**Source:** Wayfarers' Spell Guide

You can use a divine focus to cast arcane spells.

**Prerequisites:** Knowledge (religion) 1 rank, ability to cast arcane spells.

**Benefit:** By using a divine focus as part of casting, you can cast any spell with a material component costing the value of that divine focus (maximum 100 gp) or less without needing that component. For example, if you use a silver holy

symbol worth 25 gp, you do not have to provide material components for an arcane spell if its components are worth 25 gp or less. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than the value of the divine focus, you must have the material component on hand to cast the spell, as normal.

**Normal:** A divine focus has no effect when used as a component in arcane spells.

## FAMILIAR BOND

**Source:** Precepts Arcana: Bonds

You have learned a ritual that allows you to gain a familiar.

**Prerequisite:** Iron Will.

**Benefit:** You gain a familiar, as the wizard arcane bond class feature. You do not gain the special ability the familiar normally grants its master, and the familiar does not gain the deliver touch spells, scribe on familiar, share spells, speak with animals of its kind, or spell resistance special abilities. Otherwise, your total Hit Dice are used as your wizard level for determining the familiar’s abilities.

**Special:** If you have (or later gain) levels in a class that grants a familiar, whenever you select a familiar, you can either base your familiar’s abilities on your total Hit Dice per this feat (including the restrictions on its special abilities), or choose to apply only your levels in classes that grant a familiar (and thus gain all the special abilities that familiar would grant based on those class levels). You can never have more than one familiar.

## FAMILIAR FOCUS

**Source:** Lexicon Animalium

You are closely connected to your master’s powers.

**Prerequisite:** Familiar.

**Benefit:** Whenever your master targets you with a harmless spell or spell-like ability, your master’s effective caster level for the effect is increased by 1.

## FAMILIAR SPELL (METAMAGIC)

**Source:** Lexicon Animalium

You can imbue your familiar with a spell.

**Prerequisites:** Spellcaster with familiar class feature.

**Benefit:** You can transfer a prepared spell to your familiar, allowing the familiar to cast that



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spell at a later time. Variables that rely on caster level function according to your caster level, not your familiar's Hit Dice, though your familiar's Intelligence may influence how precisely it can follow your instructions on how to use these spells.

Your familiar must be able to speak to cast spells with a verbal component (the ability to speak with its master or creatures of its kind is insufficient). Your familiar must be carrying any material or focus components necessary, unless the materials cost less than 1 gp and the spell is prepared with Eschew Materials. Attack rolls use your familiar's ability scores. A familiar spell counts against the number of spells you may prepare for as long as your familiar retains the spell. Once your familiar casts a retained spell, you can prepare a new spell in that slot the next time you prepare spells.

A familiar spell uses up a spell slot 3 levels higher than the spell's actual level. Your familiar can store a number of spell levels (including this modifier) equal to your caster level, but no spell's adjusted level can exceed half your caster level.

**Special:** If you are a spontaneous caster, you must select a specific spell with which to imbue your familiar; you cannot imbue your familiar with an open spell slot.

## FAMINE TOLERANCE

**Source:** Aufspießenlanze Severin

You can abide much longer periods without feeding, and enjoy increased benefits from a meal.

**Prerequisite:** Moroi or nosferatu.

**Benefit:** You can go without feeding for a number of days equal to twice your Hit Dice before having to make hunger saves. When you use your blood drain ability, you gain twice the normal amount of temporary hit points for each feeding.

**Special:** This feat is only for campaigns using the optional undead hunger rules.

## FAR-ROAMING FAMILIAR

**Source:** Precepts Arcana: Bonds

Distance can't sever the bond between you and your familiar.

**Prerequisites:** Intelligence 13, must have a familiar.

**Benefit:** You retain your empathic link to your familiar regardless of distance, though lead blocks the link at distances greater than 1 mile (similar to the way lead blocks detect magic effects).

## FASCINATION JINX

**Source:** Jinx and Tricks

If you jinx an already fascinated creature, it doesn't fully recover until the jinx ends.

**Prerequisites:** Bardic performance class feature, Halfling Jinx1 trait.

**Benefit:** If you jinx a creature under the effect of a bard's fascinate ability, it also takes a –10 penalty on initiative checks while affected by the jinx. A creature under the effect of your fascinate ability has a –2 penalty on its save against your jinx.

**See Racial Traits in Appendix I: Additional Rules**

## FAST CHANGE

**Source:** Severin's Guide to Folk of Two Shadows

You can change forms faster than most skinwalkers.

**Prerequisites:** Dex 13, base attack bonus +6, skinwalker.

**Benefit:** You can assume your bestial form as a move action instead of a standard action.

## FAST CRAWL

**Source:** Behind the Throne

You are skilled at moving while prone.

**Benefit:** While prone, you can move at half speed. This movement provokes attacks of opportunity as normal. You can take a 5-foot step while crawling. This benefit does not stack with the rogue crawl talent.

**Normal:** You can crawl 5 feet as a move action. You cannot take a 5-foot step while crawling.

## FATEFUL CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

Your faith not only heals the body, it tugs the strands of fate.

**Prerequisites:** Channel positive energy 3d6, worshiper of a **Neutral deity that grants the Death, Healing, Knowledge, Repose, and Water domains.**

**Benefit:** When you channel positive energy to heal living creatures, you grant each creature you heal the ability to roll twice and take the better result on a single attack roll, skill check, or saving throw of their choice within a number of rounds equal to your Charisma bonus (minimum 1). Multiple uses of this ability do not stack, but they do reset the effect's duration. A creature can only benefit from one instance of this channel effect at a time.



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## FEARSOME BARRICADE (COMBAT, FACTION)

**Source:** Behind the Throne

Your wrath is as potent a barrier as your blades.

**Prerequisites:** Intimidate 5 ranks, **Njor Sentinels** TPA 20.

**Benefit:** Choose an adjacent ally as a free action on your turn. Once per round, when an opponent attacks that ally, you may make an Intimidate check to demoralize the opponent as an immediate action. This action counts as an attack of opportunity.

## FEARSOME FINISH (COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition), On Religion: Volume Five (War and Ruin)

When you slay enemies, you frighten other opponents.

**Prerequisites:** Intimidating Prowess, worshiper of a **Chaotic Evil deity that grants the Chaos, Evil, Madness, Strength, and Trickery domains**.

**Benefit:** Upon reducing an enemy to 0 or fewer hit points, for the remaining duration of the combat encounter, you gain a +4 bonus on any Intimidate checks made to demoralize opponents who can see both you and the opponent you dropped.

## FEINTING FLURRY (COMBAT)

**Source:** Ten-Thousand Cherry Blossoms

Your subtle flourishes mislead your enemy, tricking it into changing its footing.

**Prerequisites:** Dex 15, flurry of blows class feature, Combat Expertise.

**Benefit:** While using flurry of blows to make melee attacks, you can forgo your first attack to make a Bluff check to feint.

## FENCING GRACE (COMBAT)

**Source:** Kimerea

Your dashing style and fluid rapier forms allow you to use agility rather than brute force to fell your foes.



**Prerequisites:** Dex 13, Weapon Finesse, Weapon Focus (rapier).

**Benefit:** When wielding a rapier one-handed, you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The rapier must be one appropriate for your size.

In addition, if you have the panache class feature, you gain a +2 bonus to CMD against attempts to disarm you of your rapier while you have at least 1 panache point.

## FEROCIOUS LOYALTY (TEAMWORK)

**Source:** Severin's Guide to Folk of Two Shadows

You have a powerful sense of responsibility for your allies.



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**Benefit:** You gain a +1 morale bonus on attack rolls against any foe that currently threatens an ally who also has this feat. Whenever an ally with this feat is rendered helpless or killed within 30 feet of you, you gain a +2 morale bonus on attack rolls for 1 minute or until the foe responsible is rendered helpless or killed, whichever comes first.

## FEY FOUNDLING

**Source:** Wayfarers' League Journals

You were found in the wilds as a child, bearing a mark of the First World.

**Prerequisite:** You may only select this feat at 1st level.

**Benefit:** Your strange connection to the First World and the fey infuses you with life, and whenever you receive magical healing, you heal an additional 2 points per die rolled. You gain a +2 bonus on all saving throws against death effects. Unfortunately, you also suffer +1 point of damage from cold iron weapons (although you can wield cold iron weapons without significant discomfort).

## FEY FRIEND

**Source:** Wayfarers' League Journals

Your reverence for the Eldest helps make fey your allies.

**Prerequisite:** Worshiper of one of the **eldest fey**.

**Benefit:** Fey regard you as akin to them, and the spells and other abilities of fey treat you as fey or your actual type, whichever is more advantageous to you. You gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks against fey.

## FIENDISH DARKNESS

**Source:** Severin's Guide to Scions of Hell

You can use your darkness spell-like ability more often.

**Prerequisites:** Darkness spell-like ability, tiefling.

**Benefit:** You can use darkness three times per day as a spell-like ability.

**Normal:** Tieflings can use darkness once per day as a spell-like ability.

## FIENDISH FACADE

**Source:** Severin's Guide to Scions of Hell

You are easily mistaken for a member of another race. Your fiendish physical traits are normally hidden by clothing or appear to be markings of another race.

**Prerequisites:** Must be taken at 1st level, tiefling.

**Benefit:** You gain a +5 racial bonus on Disguise checks when attempting to impersonate a particular race. You must select the race you are able to impersonate when you select this feat, and thereafter you cannot change the race you have chosen. That race must be Medium size.

## FIENDISH HERITAGE

**Source:** Severin's Guide to Scions of Hell (the Apocrypha)

You possess a strong tie to your fiendish ancestors, granting you favorable abilities.

**Prerequisites:** Tiefling, must be taken at 1st level.

**Benefit:** Your fiendish bloodline proves particularly strong, being tied to a specific race of fiends. Rather than taking a tiefling's usual racial ability modifiers, choose one of the tiefling heritage modifiers presented in **Racial Traits in Appendix I: Additional Rules**. In addition, you may roll on the Variant Tiefling Abilities table three times and choose the most favorable ability.

## FIENDISH RESILIENCE

**Source:** Severin's Guide to Scions of Hell

You dodge energy attacks with amazing agility.

**Prerequisites:** Dex 13, evasion class feature, tiefling.

**Benefit:** Choose one of the following energy types that you have resistance to: cold, electricity, or fire. Anytime you make a Reflex saving throw against an attack that deals the selected type of energy damage and is subject to your evasion class feature, you gain a +4 competence bonus on the save.

**Special:** You can take this feat multiple times. Each time you take it, you select a different qualifying energy type.

## FIENDSKIN (DAMNATION)

**Source:** The Crimson Horn

The forces of darkness gird you against the light.

**Benefit:** You gain defensive abilities related to your patron's outsider subtype. For example, if your patron is a devil, the abilities listed below tie into the devil subtype (see **Creature Subtypes, in the Pathfinder Roleplaying Game Bestiary**). These benefits tie to your patron's subtype, not your specific patron (its abilities might differ from the norm).

*One Damnation Feat:* Choose one of the energy types to which your patron's outsider subtype grants resistance. You gain resistance 5 against that energy type.

# FEATS DESCRIPTIONS

*Two Damnation Feats:* Choose one of the energy types to which your patron's outsider subtype grants resistance. You gain resistance 5 against that energy type. If you already have resistance to the chosen energy type (even from earlier benefits of this feat), this new resistance stacks with the existing resistance.

*Three Damnation Feats:* Choose one of the energy types to which your patron's outsider subtype grants resistance. You gain immunity to the selected energy type.

*Four Damnation Feats:* Your creature type changes to outsider (native). Additionally, choose one energy type to which your patron's outsider subtype grants immunity or resistance. You gain immunity to that energy type.

## FIGMENT'S FLUIDITY (FAMILIAR)

**Source:** Precepts Arcana: Bonds

Your familiar can rework the dream-stuff it is made of.

**Prerequisite:** Must have a familiar with the figment archetype (see **Familiar Archetypes in Appendix I: Additional Rules**).

**Benefit:** Once per day, your familiar can spend a full-round action to manually reshape itself, reassigning 1 evolution point of eidolon evolutions. The evolution it loses can't be a prerequisite for any other evolutions it has. It can use this ability twice per day at 7th level, and three times per day at 13th level.

## FIGHTING FRENZY (COMBAT, TEAMWORK)

**Source:** Kimerea

You feed off the rage of your allies.

**Prerequisites:** Cha 13, rage class feature.

**Benefit:** When you are in a rage and an ally with this feat within 60 feet is in a rage, you don't take the normal -2 penalty to AC for being in a rage. If you would take a larger penalty to AC for being in a rage, reduce that penalty by 2.

## FIRE GOD'S BLESSING

**Source:** The Orcarum

The Fire God rewards you for killing enemies with flame.

**Prerequisites:** Half-orc or orc, worshiper of the Fire God.

**Benefit:** When in combat, if you deal fire damage to an enemy, you heal 1 hit point. You can only benefit from this healing once per round. Attacks

that cause a target to catch on fire heal you each round the target takes fire damage.

## FLAGBEARER (COMBAT)

**Source:** Wayfarers' League Journals

When brandishing a flag adorned with the standard of an organization you owe allegiance to, you inspire nearby members of the same allegiance.

**Prerequisite:** Cha 15.

**Benefit:** As long as you hold your clan, house, or party's flag (see **Equipment in Appendix I: Additional Rules**), members of that allegiance within 30 feet who can see the flag (including yourself) gain a +1 morale bonus on attack rolls, weapon damage rolls, and saving throws against fear and charm effects. You must hold the flag in one hand in order to grant this bonus. If the standard is taken by the enemy or destroyed, this bonus becomes a penalty, affecting all creatures that the bonus previously affected for 1 hour (or until you reclaim the lost flag).

## FLAGELLANT

**Source:** On Religion (Wayfarers' Annotated Edition)

You have learned to ignore the effects of pain through long years of exposure to it.

**Prerequisites:** Endurance, character level 7th, worshiper of **Lawful Evil deity that grants the Darkness, Death, Destruction, Evil, and Law domains**.

**Benefit:** You gain a +4 bonus on saving throws against pain effects. Also, you suffer no adverse effect when your nonlethal damage equals your current hit points, and you become staggered when your nonlethal damage exceeds your current hit points. You never fall unconscious due to nonlethal damage.

**Normal:** When your nonlethal damage equals your current hit points, you become staggered. When your nonlethal damage exceeds your current hit points, you fall unconscious.

## FLAME-TESTED SURVIVOR (ACHIEVEMENT)

**Source:** The Ancient Analects, Ignan Materium

You have burned in the hottest flames, and your flesh bears the proof—fire holds little fear for you anymore.

**Prerequisite:** Knocked unconscious or killed by fire damage at least 10 times.



# FEAT REFERENCE DOCUMENT

**Benefit:** Your history with fire has attracted the attention of a powerful but mysterious guardian spirit from the Elemental Plane of Water. This spirit grants you fire resistance 5, and you gain a +2 bonus on all saving throws made to resist fire effects.

## FLAME WARRIOR (COMBAT)

**Source:** Nephilim

The raging inferno of your body flows through any sword or axe you wield.

**Prerequisites:** Fire subtype, giant subtype.

**Benefit:** You naturally transfer the heat of your body to any metal melee weapons you wield, dealing 1d6 additional points of fire damage.

## FLAYING CRITICAL (CRITICAL, COMBAT)

**Source:** Complete History of the Dragon

Your critical hits weaken your opponents' defenses.

**Prerequisites:** Critical Focus, base attack bonus +11.

**Benefit:** Whenever you score a critical hit, your opponent takes a -1 penalty to its natural armor bonus for the duration of the encounter. This penalty is cumulative, but cannot reduce an opponent's natural armor bonus below 0.

## FLENSING STRIKE

**Source:** Malleus Abysarnum

Your slashing sneak attacks tend to slice away swaths of skin and natural armor.

**Prerequisites:** Sneak attack +3d6, bleeding sneak attack rogue trick or bleed universal monster ability.

**Benefit:** When you successfully inflict sneak attack damage on a foe with a slashing weapon, your attack doesn't go particularly deep, but you do carve away a significant portion of skin and flesh. If this sneak attack inflicts bleed damage, the victim of the sneak attack is sickened by the pain and has its natural armor bonus (if any) reduced by a number of points equal to the number of sneak attack dice you possess. These penalties persist as long as the bleed damage persists. Multiple strikes on the same foe do not stack the bleed damage, but the penalty to natural armor does stack, to a maximum penalty equal to the target's normal full natural armor score.

## FOCUSED DISBELIEF

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

So certain is your disbelief in the authority of the gods that you can brush aside their spells without effort.

**Prerequisite:** Divine Defiance.

**Benefit:** You gain spell resistance equal to 11 + your character level. This spell resistance applies only against spells and spell-like abilities covered by the Divine Defiance feat. You can lower this resistance for 1 round as a standard action.

## FOCUSED DISCIPLINE (COMBAT)

**Source:** Wayfarers' League Journals

Familiarity with the military traditions of your homeland inspires uncommon valor in you.

**Benefit:** You gain a +2 bonus on all saving throws against fear effects. Whenever a fear effect targets you and fails to affect you (either because of a successful saving throw or because of immunity to fear), you gain a +2 morale bonus on attack rolls, weapon damage rolls, and CMB checks against the creature that attempted to use the fear affect on you for 1 round.

## FOCUSED OVERSEER

**Source:** The Art of Leadership

Your attention to detail provides you with insights into how to more effectively and economically gain certain commodities.

**Prerequisite:** Focused Worker.

**Benefit:** You can spend a day of downtime to purchase one type of capital for half its normal cost (see **Purchasing Capital in Pathfinder Roleplaying Game Ultimate Campaign**). This capital must be the same as the focus capital you chose for the Focused Worker feat. However, the cost of the neglected capital, chosen as part of the same Focused Worker feat, increases by half again its normal amount. These changes in price apply to both the purchased cost and the earned cost of the affected forms of capital.

**Special:** You may take this feat twice, but only if you have also chosen the Focused Worker feat twice. This feat only affects one feat's focus capital. The second time you take this feat, choose the other focus capital from your Focused Worker feats.

## FOCUSED WORKER

**Source:** The Art of Leadership

Your attention to detail provides you with an excess of some commodities, at the cost of others.

**Benefit:** You excel at performing skilled work for a certain type of capital, but are less adept at generating another type of capital (see **Purchasing Capital in Pathfinder Roleplaying Game Ultimate Campaign**). Choose one of the following types of capital to be your focus capital: Goods,



# FEATS DESCRIPTIONS





# FEAT REFERENCE DOCUMENT

Influence, Labor, or Magic. Whenever you spend downtime to perform skilled work to gain focus capital, you gain half again the normal amount (rounded down). However, you must also choose a second, separate type of capital from the same list to be your neglected capital. Whenever you spend downtime to perform skilled work to gain neglected capital, you gain only half the amount you normally would. This feat only affects capital you gain by performing skilled work, not capital you might gain by performing unskilled work, purchasing capital, or running a business.

For example, say you chose Goods as your focus capital and Magic as your neglected capital. If you spent a day performing skilled work to gain Goods, and the result of your Sleight of Hands skill check is a 33, you would gain 4 Goods (rather than the usual 3 for a result of 30 or higher). However, if you were to spend the following day using your Spellcraft check to perform skilled work and again got a result of 33, you would only gain 2 Magic rather than the usual 3.

**Special:** You may take this feat twice. The second time, you must choose the other two types of capital to be a focus and a neglected capital.

## FOOTSLASHER (COMBAT)

**Source:** Shadow Fighting

You are trained to strike at a large foe's feet to impede its movement and cause great pain.

**Benefit:** If you damage a foe that is of a larger size category than you with a weapon that does piercing or slashing damage, you can attempt to damage the creature's feet in a way that impedes its movement. Attacking a foe in this way is a standard action—you cannot use Footslasher as part of a full-attack action. When you use Footslasher, you take a –2 penalty on your attack roll, but if you hit and deal at least 1 point of damage to the target, it is affected as if by caltrops—its speed is reduced by half. This penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check or receives at least 1 point of magical healing. Footslasher does not stack with itself—once a foe has been wounded by this attack, its speed cannot be further reduced by additional attacks (or by damage from caltrops).

## FORCEFUL CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

Calling on the destructive aspect of your deity, you channel pure force.

**Prerequisites:** Channel negative energy 7d6, worshiper of a **Neutral deity that grants the Destruction, Knowledge, Magic, Protection, and Rune domains**.

**Benefit:** Once per day when you channel negative energy to deal damage to living creatures, you can cause affected creatures to make Fortitude saves instead of Will saves. Affected creatures take the amount of damage channeled in force damage (a successful save halves). Creatures that fail their saves are also knocked prone.

## FORTITUDE OF GIANTS

**Source:** Nephilim

Your great mass and vigor allows you to shrug off the effects of poison and fatigue.

**Prerequisites:** Con 14, Great Fortitude, giant subtype.

**Benefit:** When you attempt a saving throw against a poison effect or an effect that inflicts the fatigued condition, roll twice and take the higher result.

## FORTUNATE MANAGER

**Source:** The Art of Leadership

Your good luck helps you and your business persevere even during the most troublesome times.

**Prerequisite:** Own at least one building.

**Benefit:** During the Event phase of downtime, if an event occurs and the GM rolls on a building event table or organization event table (see **Downtime in Pathfinder Roleplaying Game Ultimate Campaign**), you may, once per week, choose to roll twice on the applicable table and choose either result. You must declare you are using this feat before the results of the initial roll are revealed.

## FORTUNATE RULER

**Source:** The Art of Leadership

Your good luck shines on your people, even in the most trying times.

**Prerequisite:** Hold the Ruler leadership role for a kingdom.

**Benefit:** During a kingdom's Event phase, once an event's type and danger level has been determined, you may choose to roll twice on the applicable kingdom or settlement table and choose either result. You must declare you are using this feat before the results of the initial roll are revealed.

# FEATS DESCRIPTIONS

## FORTUNE TELLER

**Source:** Wayfarers' League Journals

As a result of being raised in a land steeped in tradition and superstition (such as **Aquitayne** or **Ravenscroft**), you are skilled at communicating with the spirit world.

**Prerequisite:** Ability to cast divination spells.

**Benefit:** Upon taking this feat, choose a focus item for your divination magic—a crystal ball, runes, a Harrow deck, or some such item. Whenever you cast a spell from the divination school, you may use this focus item instead of the spell's material component, as long as the cost of the material component is no more than 1,000 gp. If you choose to perform the spell using your focus item and the spell's normal material component (regardless of that component's cost), you cast the spell at +1 caster level.

## FOX SHAPE

**Source:** Ten-Thousand Cherry Blossoms

You can change into a fox in addition to your other forms.

**Prerequisites:** Cha 13, base attack bonus +3, kitsune.

**Benefit:** You can take the form of a fox (**Pathfinder Roleplaying Game Bestiary 3**) whose appearance is static and cannot be changed each time you assume this form. Your bite attack's damage is reduced to 1d3 points of damage on a hit, but you gain a +10 racial bonus on Disguise checks made to appear as a fox. Changing from kitsune to fox shape is a standard action. This ability otherwise functions as beast shape II, and your ability scores change accordingly.

## FREE SPIRIT

**Source:** Wayfarers' League Journals

Your strong belief in the value of freedom protects you from mental and physical shackles.

**Prerequisites:** Cha 13, any chaotic alignment.

**Benefit:** You gain a +2 morale bonus on saving throws made against mind-affecting effects and on all Escape Artist or grapple checks made to escape a grapple or to escape from bonds.

## FRIEND TO ANIMALS

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

You show great respect for all living things, and they sense and return the gesture.

**Prerequisites:** Nature Soul, Handle Animal 3 ranks.

**Benefit:** As a standard action you can require all animals within 30 feet to make a Will saving throw. Animals who fail the save cannot attack you unless you attack them or one of their allies first. The DC of the Will save is equal to 10 + half your character level + your Charisma modifier.

## FRIENDLY FIRE (BETRAYAL, TEAMWORK)

**Source:** The Crimson Horn

Your ranged attacks startle your enemies, partly because you're not even trying to avoid hitting your allies.

**Prerequisite:** Precise Shot.

**Benefit:** You initiate this feat as a standard action, making a ranged attack against a foe engaged in melee with at least one abettor. This shot deliberately forsakes normal precautions, putting your abettor at risk, but also is unexpected enough to surprise your mutual opponent.

You gain a +2 bonus on your attack roll if the attack passes through an abettor's space. If your shot misses the target, you must immediately make a second attack roll with all the same modifiers against the abettor, potentially hitting her with the attack instead of the opponent. When the attack resolves (regardless of whether either potential target was hit), the intended target's startled reaction provokes an attack of opportunity from the abettor.

## FRIENDLY FIRE MANEUVERS (COMBAT, TEAMWORK)

**Source:** Akkaniad

You and your teammates can anticipate one another's ranged attacks and stay out of each others' way.

**Prerequisites:** Point-Blank Shot, Precise Shot.

**Benefit:** Allies who also have this feat cannot provide soft cover to enemies, allowing you to make attacks of opportunity against an enemy even if those allies grant you soft cover against that foe's attacks. If an ally who also has this feat casts a spell that targets the area you are in as it allows a Reflex saving throw to avoid the effect (such as fireball), you gain a +4 dodge bonus on that saving throw.



# FEAT REFERENCE DOCUMENT

## FRIENDLY SWITCH

**Source:** Maeb's Concertina

You elbow an ally out of the way, and take his place on the battlefield.

**Prerequisite:** Base attack bonus +1.

**Benefit:** As part of your movement or as a 5-foot-step, you can move into the space occupied by an ally of your size or smaller, which displaces the ally into the space you just left. Your ally must be willing and able to move and able to occupy the space you were in. This movement does not provoke attacks of opportunity. This does not count toward your ally's movement on his next turn.

## FRIGHTFUL SUGGESTION

**Source:** The Ancient Analects, Drake Kith

You can adjust your frightful presence to fill victims' minds with something other than just fear.

**Prerequisites:** Frightful presence, true dragon.

**Benefit:** You may make a suggestion to any one opponent affected by your frightful presence each round as a free action. The Will save DC for the suggestion is the same as that for your normal frightful presence ability. An opponent who successfully saves against the suggestion removes the effect of the frightful presence and is immune to your frightful presence for 24 hours.

## FROST WARRIOR (COMBAT)

**Source:** Nephilim

The frigid cold of your body makes your melee attacks more formidable.

**Prerequisites:** Cold subtype, giant subtype.

**Benefit:** You naturally transfer the cold of your body to any metal melee weapons you wield, dealing 1d6 additional points of cold damage.

## FURY OF THE TAINTED (COMBAT)

**Source:** Severin's Guide to Scions of Hell

The unstoppable anger you feel toward do-gooders and self-proclaimed saints makes you a force to be reckoned with.

**Prerequisites:** Cha 13, rage class feature, tiefling.

**Benefit:** While raging, you gain a +4 competence bonus on saving throws made against spells and effects with the good descriptor.

## FURY'S FALL (COMBAT)

**Source:** The Doomsday Book

You can use strength and agility to send foes crashing to the ground.

**Prerequisite:** Improved Trip.

**Benefit:** When making a trip attack, add your Dexterity bonus to your CMB.

## FURY'S SNARE (COMBAT)

**Source:** The Doomsday Book

You entangle your foe in your weapon.

**Prerequisites:** Fury's Fall, Improved Trip.

**Benefit:** If you successfully use a whip to trip a foe, you can choose to drop your whip. Your tripped target gains the entangled condition. The target can break free of the whip by making a DC 10 Strength check or a DC 15 Escape Artist check (add the enhancement bonus of the whip to these DCs), or by using a full-round action to disentangle himself. Escaping the whip by making a Strength check means the whip gains the broken condition. If the whip has a magical quality such as flaming, apply this quality's damage to the target every round on your turn.

## GALLEY SLAVE

**Source:** The Ancient Analects, The Rise and Fall of Tallar

Your experience as a galley slave has given you some unique insight into the world of sailing and piracy.

**Prerequisites:** Profession (sailor) 2 ranks, current or former galley slave.

**Benefit:** You get a +2 circumstance bonus on Profession (sailor), and to Climb checks made while aboard a ship with oars and rowers. When fighting on a ship, your first hit each battle gets a +2 damage bonus.

## GIANT-BANE CASTER

**Source:** Six Kings Saga

You can apply your specialized knowledge of giants' weaknesses in order to make your spells harder for giants to resist.

**Prerequisites:** Caster level 4th, favored enemy (giants) class feature.

**Benefit:** Add 1/2 your favored enemy bonus against giants to the DC of all saving throws against spells you cast against creatures with the giant subtype, as well as to caster level checks made to overcome the spell resistance of creatures with the giant subtype.

# FEATS DESCRIPTIONS

## GIANT'S CRUSH (COMBAT)

**Source:** Nephilim

When you strike hard, you knock smaller foes off their feet.

**Prerequisites:** Str 13, Power Attack, Vital Strike, base attack bonus +6, giant subtype.

**Benefit:** If you hit a creature at least one size category smaller than you with a melee attack while using both Power Attack and Vital Strike, the creature that you attacked is also knocked prone. A successful Reflex save negates this effect (DC = 10 + your base attack bonus). You must choose to use this feat before making the attack roll.

**Special:** This effect stacks with the effect of Giant's Wallop.

## GIANT-KILLER STANCE (COMBAT)

**Source:** Six Kings Saga

You can prepare a crippling strike against larger foes that rush into your weapon's reach.

**Prerequisite:** Power Attack.

**Benefit:** You can treat any reach weapon you wield as having the brace property against creatures that are Large or larger. If your readied attack hits, the creature takes a –2 penalty on melee attack rolls for 1 round.

## GIANT'S SMASH (COMBAT)

**Source:** Nephilim

Obstacles do not concern you.

**Prerequisites:** Str 13, Power Attack, giant subtype.

**Benefit:** When you attack an inanimate, unattended object, you ignore the first 5 points of its hardness. You also receive a +5 bonus on Strength checks to knock down or break open doors.

## GIANT VENDETTA (STORY)

**Source:** Six Kings Saga

Your life has been shaped by an encounter with giants.

**Prerequisite:** You must have been knocked unconscious in an encounter with a challenging giant foe or have a regional background trait tied to giants (see **Regional Traits in Appendix I: Additional Rules**).

**Benefit:** Choose one kind of giant (such as hill or stone); you must choose a kind of giant that allows you to qualify for this feat. You gain a +1 bonus on attack rolls against giants of that kind. You

also gain a +1 bonus on Knowledge (local) checks regarding giants of that kind and can attempt those Knowledge checks untrained. In addition, you gain a +1 dodge bonus to AC against all giants.

**Goal:** Defeat a giant of the chosen kind that is a challenging foe.

**Completion Benefit:** You gain a +1 bonus on initiative checks when facing a giant of any kind, which increases to +2 against giants of the selected kind. Whenever you defeat a giant of any kind that is a challenging foe, the benefits of this feat that apply only to a specific kind of giant now also apply to giants of the kind you defeated.

## GIANT'S WALLOP (COMBAT)

**Source:** Nephilim

When you strike, you knock the sense out of smaller foes.

**Prerequisites:** Str 13, Power Attack, Vital Strike, base attack bonus +6, giant subtype.

**Benefit:** If you hit a creature at least one size category smaller than you with a melee attack while using both Power Attack and Vital Strike, the creature you attacked is also dazed for 1 round. A successful Fortitude save negates this effect (DC = 10 + your base attack bonus). You must choose to use this feat before making the attack roll.

**Special:** This effect stacks with the effect of Giant's Crush.

## GIFT OF SIGHT

**Source:** The Ancient Analects, Malleus Princeps

Sometimes trolls are granted limited powers of divination by their demon god.

**Prerequisites:** Troll, patron deity **a Chaotic Evil demon lord that grants the Chaos, Evil, Fire, and Weather domains**.

**Benefit:** You can read the future by cutting open your abdomen and pulling out your entrails. This is a full-round action that deals 6d6 points of damage to you. This functions as the divination spell, using your Hit Dice as the caster level. You can perform this ability no more than once per day.

## GIFTED MESMERIST (ACHIEVEMENT)

**Source:** The Ancient Analects, Ignan Materium

Your magic knows the pathways of the mind, and you have become so skilled at casting a certain mind-affecting spell that you can cast it as a spell-like ability.



# FEAT REFERENCE DOCUMENT

**Prerequisite:** Successfully affect 25 different targets with charm or compulsion spells.

**Benefit:** Choose any one charm or compulsion spell you can cast. You can use this spell once per day as a spell-like ability. Your caster level and DC for this spell-like ability is the same as if you were casting the spell. Each time you gain a level in a spellcasting class, you may replace your current charm or compulsion spell-like ability with a new one.

## GLORIOUS HEAT

**Source:** On Religion: Volume Three (Light and Lore), On Religion (Wayfarers' Annotated Edition)

When you cast divine fire spells, their heat empowers nearby allies.

**Prerequisites:** Ability to cast divine spells, caster level 5th, worshiper of **Neutral Good deity that grants the Fire, Glory, Good, Healing, and Sun domains.**

**Benefit:** Whenever you cast a divine spell with the fire descriptor, choose a single ally within 30 feet that you can see. That ally heals a number of hit points equal to half your level and gains a +1 morale bonus on attack rolls until the end of its next turn.

## GLORIOUS HEAT (REVISED)

**Source:** On Religion: Volume Three (Light and Lore), On Religion (Wayfarers' Annotated Edition)

When you cast divine fire spells, their heat empowers nearby allies.

**Prerequisites:** Ability to cast divine spells, caster level 5th, worshiper of **Neutral Good deity that grants the Fire, Glory, Good, Healing, and Sun domains.**

**Benefit:** Whenever you cast a divine spell with the fire descriptor, choose a single ally within 30 feet that you can see. That ally heals a number of hit points equal to the spell's level, and if it receives any healing gains a +1 morale bonus on attack rolls until the end of its next turn.

## GODLESS HEALING

**Source:** Wayfarers' League Journals

You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith.

**Prerequisite:** Cannot have a patron deity.

**Benefit:** Once per day when you have half your total hit points or fewer, you may heal yourself of an amount of damage equal to 1d8 plus your total Hit Dice as a move action. This is a supernatural ability.



# FEATS DESCRIPTIONS

**Special:** You can take this feat more than once. Each time you do, you may heal yourself one additional time per day.

## GOLDEN EAGLE'S STAYED BLADE

**Source:** The White Hart

When you're dealing with large and secretive organizations, a dead enemy is just a corpse, but a captured enemy can be a tool.

**Prerequisite:** Base attack bonus +3.

**Benefit:** If you deal an amount of damage to a creature that would slay it outright, you can pull that attack, instead dealing only enough damage to reduce its hit points to -1, and leave it stable.

## GRAND CONVOCAION FAMILIARITY

**Source:** Wayfarers' Dueling Guide

You have spent significant time in the **Grand Convocation of Alchemists**, and your proximity to so many firearms has given you a familiarity with their delicate handling.

**Prerequisites:** Base attack bonus +3, proficiency with at least one firearm.

**Benefit:** Once per day as an immediate action, you can reroll an attack roll with a firearm that would have resulted in a misfire. You must take the results of the new roll, even if it results in a misfire as well.

## GRAND MASTER PERFORMER (FACTION)

**Source:** Behind the Throne

You grant your allies even greater bonuses when using your bardic performance abilities.

**Prerequisites:** Bardic performance class feature, Extra Performance, Master Performer, bard level 8th, **Imperial Conservatory of Tallar** 20 TPA.

**Benefit:** When any of your bardic performance abilities grant your allies a bonus, that bonus increases by +1. This bonus stacks with the bonus from the Master Performer feat.

## GRAVERISEN (ACHIEVEMENT)

**Source:** The Ancient Analects, Ignan Materium

Death is no stranger to you, for you have risen from the grave to continue your quest many times.

**Prerequisite:** Die and be brought back at least twice.

**Benefit:** You gain a single-use supernatural ability to save yourself from death. The next time you would be killed, you may use this ability, leaving you alive and otherwise unaffected by the attack that would have killed you, even against effects with no saving throw. This does not require an action, and works even if you are helpless or unconscious. If you die and are brought back to life, you gain another single use of this ability. You can only have one use of this ability unspent at any time; any others you might accrue beyond the first are lost.

## GREATER AWESOME BLOW (COMBAT)

**Source:** Nephilim

When you perform an awesome blow, you fling opponents back farther.

**Prerequisites:** Str 25, Awesome Blow, Improved Bull Rush, Power Attack, size Large or larger.

**Benefit:** When you make an awesome blow combat maneuver, for every 5 by which your combat maneuver check exceeds the target's CMD, you send the target flying 5 additional feet. Furthermore, this movement provokes attacks of opportunity from your allies.

## GREATER BLESS EQUIPMENT

**Source:** The Mortithurgia

Your blessings are longer lasting, and you can bless more than one item at a time.

**Prerequisites:** Bless Equipment, Improved Bless Equipment, caster level 12th, channel energy class feature.

**Benefit:** The duration of your equipment blessings doubles. In addition, as a standard action you may bless up to two pieces of equipment within range with a single blessing, expending uses of channeled energy as if you had only blessed one item.

## GREATER SCHOOL FAMILIAR

**Source:** Precepts Arcana: Bonds

Your school familiar's powers are greater than others of its kind.

**Prerequisites:** School Familiar, wizard level 10th, specialized arcane school class feature.

**Benefit:** Your school familiar gains the greater school power from the school familiar archetype (see **Familiar Archetypes in Appendix I: Additional Rules**).



# FEAT REFERENCE DOCUMENT

## GREATER SERPENT LASH (COMBAT)

**Source:** Shadow Fighting

Your ability to disarm and pull foes off balance with your whip is impressive.

**Prerequisites:** Serpent Lash, base attack bonus +4.

**Benefit:** When you make a successful disarm or trip maneuver using the Serpent Lash feat, you can make your additional disarm or trip attempt against any target within your whip's reach. With a reposition maneuver, you can move the target creature to any point within your whip's reach.

## GREEN ACOLYTE

**Source:** Crown of the Horned Queen, Wayfarers' League Journals

You have trained to channel your magical energies in ways that do not harm the natural world around you.

**Prerequisite:** Follower of **druidism or deity that grants the plant domain**.

**Benefit:** Spells you cast that deal damage, channel negative energy, or otherwise harm life do not hurt normal or magical plants. In addition, whenever you cast a spell that utilizes, heals, or enhances normal or magical plants (such as entangle or plant growth), you cast the spell at +1 caster level.

## GROUND-GRABBER (COMBAT)

**Source:** Six Kings Saga

When pressed by big opponents, you hunker down to more easily keep your feet.

**Prerequisite:** Con 13.

**Benefit:** You gain a +2 competence bonus to your Combat Maneuver Defense against awesome blow, bull rush, drag, reposition, or trip combat maneuvers from opponents larger than you.

## GROUP DELIVER TOUCH SPELLS (TEAMWORK)

**Source:** Precepts Arcana: Bonds

You and your teammates can deliver touch spells through each other's familiars.

**Prerequisites:** Group Shared Spells, must have a familiar with the share spells and deliver touch spells abilities.

**Benefit:** You and any allies with this feat can cast spells through one another's familiars as

though each ally had the share spells ability with each other familiar. This feat otherwise functions as the share spells ability.

## GROUP SHARED SPELLS (TEAMWORK)

**Source:** Precepts Arcana: Bonds

Your allies can cast spells through each other's familiars.

**Prerequisite:** Must have a familiar with the share spells ability.

**Benefit:** You and any allies with this feat can cast spells with a target of "you" on each other's familiars as touch spells. Both the target familiar and that familiar's master must be willing for the spell to take effect. You can cast spells on each other's familiars even if the spells would not normally affect creatures of the targeted familiar's type.

## GUARDIAN'S RETURN (FAMILIAR)

**Source:** Precepts Arcana: Bonds

Your familiar can teleport to you when you're in need.

**Prerequisite:** Must have a familiar with the protector archetype (**see Familiar Archetypes in Appendix I: Additional Rules**).

**Benefit:** Once per day when you take damage from a melee attack, as long as your familiar is within empathic link range, it can teleport back to your square as an immediate action. It can bring no more than 5 pounds of items with it when it teleports in this way. This ability otherwise functions as dimension door.

## GUN TWIRLING (GRIT)

**Source:** The Green Hawk

You can spin and juggle a small firearm, making it difficult to predict where you will shoot.

**Prerequisites:** Amateur Gunslinger<sup>1</sup> feat or grit class feature, Dazzling Display, Weapon Focus.

**Benefit:** You can spend 1 grit point to make a feint attempt using a one-handed firearm for which you have Weapon Focus (instead of a melee weapon). The target of this feint must be within 30 feet of you and be able to see you.

If you have the Quick Draw feat, you can holster a one-handed firearm as a free action as long as you have at least 1 grit point.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*.

# FEATS DESCRIPTIONS

## GUNSLINGER

**Source:** The Ancient Analects

You are so skilled with firearms that you can fire one without letting down your guard.

**Prerequisites:** Base attack bonus +4, Weapon Focus (any firearm), proficiency with any firearm.

**Benefit:** When you attack with a firearm, you do not provoke attacks of opportunity.

**Normal:** Attacking with any kind of ranged weapon in a threatened square provokes attacks of opportunity.

**Special:** This feat is included for sake of completeness, but has clearly been supplanted by a selection of other feats (and the gunslinger class) in the current version of the rules. GMs may wish to exclude it.

## HALFLING SLINGER (COMBAT)

**Source:** Jinx and Tricks

You have honed your racial talent for slingcraft.

**Prerequisite:** Halfling.

**Benefit:** You gain a +1 racial bonus on attack rolls made using a sling.

## HAMADAJITSU GRASP (COMBAT)

**Source:** The Doomsday Book

You deal terrible damage to impaled foes.

**Prerequisites:** Hamadajitsu Strike, Improved Grapple, Strength 13, base attack bonus +9.

**Benefit:** When attacking an impaled opponent (see **Hamadajitsu Strike**) with the weapon that impales them, you only suffer a –2 penalty to your grapple check. If the check succeeds, you deal an extra 1d6 damage.

## HAMADAJITSU STRIKE (COMBAT)

**Source:** The Doomsday Book

You can catch your opponents on your weapon and hold them in place.

**Prerequisites:** Improved Grapple, Strength 13, Base Attack Bonus +7.

**Benefit:** Whenever you damage an opponent with a piercing weapon, you can immediately make a grapple check; success means the opponent is impaled on your weapon and you both gain the grappled condition. While the opponent is impaled, as an attack action you may make a grapple check on your turn at a –4 penalty to damage the opponent with your weapon, even if your weapon cannot normally be used in a grapple.

**Normal:** You can only attack with an unarmed strike, natural weapon, or light weapon against opponents you are grappling.

## HAMADAJITSU SUPREMACY (COMBAT)

**Source:** Wayfarers' League Journals

You have mastered a deadly fighting form inspired by the hideous attacks of the barbed devil.

**Prerequisites:** Improved Unarmed Strike, Weapon Focus (unarmed strike).

**Benefit:** Your unarmed attacks can deal either bludgeoning or piercing damage. You decide which type of damage you deal whenever you attack a foe, but you may only choose one type at a time. If you critically hit a foe with your unarmed strike while doing piercing damage, the additional pain caused by the strike causes the foe to become sickened for 1 round (or staggered for 1 round if the target is already sickened). Multiple critical hits in a round against a single foe do not increase the duration of the sickened or staggered condition.

**Special:** Hamadajitsu Supremacy may be selected as a substitute bonus feat at 6th level by a monk even if the monk does not otherwise meet the prerequisites. This fighting style is normally only taught to **women of the Sisterhood of the Golden Erinyes**.

## HANDS OF VALOR

**Source:** On Religion (Wayfarers' Annotated Edition)

Your touch staunches wounds and inspires great deeds.

**Prerequisites:** Lay on hands class feature, worshiper of a **Lawful Good deity that grants the Glory, Good, Law, Sun, and War domains**.

**Benefit:** Once per day when you use lay on hands, you can also imbue that ally with valor. In addition to the normal effects of your lay on hands, the targeted ally gains a sacred bonus on attack rolls and on saves against fear effects equal to your Charisma bonus (minimum +1) for 1 minute.

## HARDER THEY FALL (COMBAT, TEAMWORK)

**Source:** Six Kings Saga

You can work with an ally to move or knock over a foe that's too large for either of you to overcome alone.

**Prerequisites:** Str 13, Int 13, Combat Expertise, Power Attack.



# FEAT REFERENCE DOCUMENT

**Benefit:** When you use aid another to grant an ally who also has this feat a +2 bonus on the attack roll for a bull rush or trip combat maneuver, the ally can attempt that maneuver even against foes two or more size categories larger than herself.

## HARMONIC SPELL

**Source:** The Devil's Codex, Wayfarers' League Journals

You can weave bardic music effects into your spellcasting in such a way that your spellcasting and bardic performance become indistinguishable.

**Prerequisite:** Bardic music ability.



**Benefit:** Whenever you cast a spell while you are maintaining a bardic performance, you can maintain the bardic performance for that round without expending one of your rounds of performance for the day. In addition, you can switch from one bardic performance to another as a swift action when you cast a spell while maintaining a bardic performance.

## HARROWING READINGS

**Source:** The Devil's Rubric, Wayfarers' League Journals

Numerous **fortune-telling card** readings early in your life seem to have hit the mark precisely, increasing your belief that you are destined for a specific purpose in life.

**Benefit:** You get a +1 bonus on all Will saves made to resist enchantment effects. Once per day, you may draw a card from a **fortune-telling card** deck you own. **Determine the suit of the card (if you don't have an actual appropriate card deck the suit can be determined randomly, roll 1d6; 1 = Strength, 2 = Dexterity, 3 = Constitution, 4 = Intelligence, 5 = Wisdom, 6 = Charisma).** At any one time for the rest of that day, you may apply a +2 bonus on any d20 roll modified by the card's suit. For example, if you drew a card from the suit of Dexterity, you could apply this +2 bonus on an Initiative check, a Reflex save, a Dexterity-based skill check, or a ranged attack roll. You may assign this +2 bonus after you make the roll, but you must do so before you know whether the roll was a success or not.

## HARROWING SUMMONING

**Source:** Tinker's Tales

Your summoned creatures are empowered by the magic of the harrow.

**Prerequisite:** Harrowing Readings

**Benefit:** When you cast a conjuration (summoning) spell or use a spell-like ability to summon one or more creatures, you can draw two random cards from a complete harrow deck you own. Doing so adds both a somatic component (if the spell does not already have one) and a focus component (the harrow deck) to the spell, but does not increase the spell's casting time. For the duration of the spell, each summoned creature gains a +4 enhancement bonus to the corresponding ability



# FEATS DESCRIPTIONS

scores of the drawn card's suits (**see Harrowing Readings**). If both cards are the same suit, each summoned creature gains a +6 bonus to that ability score instead. If either card's alignment is a true match for the summoned creatures' alignment, the duration of the spell is doubled, while drawing an opposite match halves the duration of the spell. **(if you don't have an actual appropriate card deck the alignment can be determined randomly, roll 1d10; 1 = Lawful Good, 2 = Lawful Neutral, 3 = Lawful Evil, 4 = Chaotic Good, 5 = Chaotic Neutral, 6 = Chaotic Evil, 7 = Neutral Good, 8 = Neutral, 9 = Neutral Evil, 10 = reroll.)** If both a true match and an opposite match are drawn, the spell's duration is unchanged.

A creature summoned in this way is distinctly altered by the cards drawn. Its physical appearance reflects the visual elements of the cards (for example, a creature summoned with **a card called The Cyclops** might have only one eye). The creature's personality is also influenced by the cards, but not so much as to alter its alignment (for example, **a card called The Barkeep** might summon a creature that likes to gossip).

## HEALER'S TOUCH (ACHIEVEMENT)

**Source:** The Ancient Analects, Ignan Materium

The magic of life flows through your body like a river.

**Prerequisite:** Cure a cumulative total of 1,000 points of damage for other creatures using healing spells. Dealing damage slows progress toward this goal achievement; for every 1 point of damage you deal to another creature, reduce your cumulative healing total by 2.

**Benefit:** When you cast a healing spell to heal a target other than yourself, the spell is maximized as though using the Maximize Spell effect. This does not increase your casting time for the spell. When you cast a healing spell to damage a target, the spell is not maximized but its saving throw DC increases by +4.

**Note:** There may be an opposite version of this feat allowing casters using negative energy to heal undead.

## HEIGHTENED TRAP SENSE

**Source:** The Ancient Analects Ankhara Book of Pharaohs

You are acutely attentive to the subtleties of traps and how they are hidden.

**Prerequisites:** Search 6 ranks, trap sense +1.

**Benefit:** When you pass within 5 feet of a trap, you are entitled to an automatic Search check to notice the trap. This check is made at a –10 penalty, or –5 if you are moving at half speed and taking no actions other than moving.

**Normal:** You must take an action to actively search.

## HELLCAT POUNCE (COMBAT)

**Source:** The Doomsday Book

You attack unsuspecting foes twice.

**Prerequisites:** Hellcat Stealth, Skill Focus (Stealth), sneak attack +2d6.

**Benefit:** Whenever you attack and damage an opponent in the surprise round, you may immediately make a second attack against the same opponent using the same attack bonus. The target is not considered flat-footed against this second attack.

**Special:** This ability only functions when carrying a light load or less.

## HELLCAT STEALTH

**Source:** The Doomsday Book

You are difficult to see in the light.

**Prerequisites:** Skill Focus (Stealth), Stealth 6 ranks.

**Benefit:** You may make Stealth checks in normal or bright light even when observed, but at a –10 penalty.

**Normal:** You cannot make Stealth checks while observed.

## HELLISH SHACKLES

**Source:** On Religion (Wayfarers' Annotated Edition)

You can channel the shackles of Hell onto your foes.

**Prerequisites:** Channel energy 5d6; worshiper of an archdevil, infernal duke, malbranche, or whore queen.

**Benefit:** Once per day when you channel negative energy to damage living creatures, you can attempt to affect damaged creatures with a dimensional anchor. Those damaged must make a successful Will save (DC equal to the DC of the channel effect) in addition to the normal Will save to halve damage from the channeled energy. Those that fail their save against the channeled energy take a –4 penalty on their saving throw against the dimensional anchor effect. Those that fail their second Will save are affected by dimensional anchor for a number of minutes equal to your Charisma modifier (minimum 1 minute).



# FEAT REFERENCE DOCUMENT

## HELPLESS PRISONER

**Source:** The Workbook of Darius Ratcatcher

You can talk your way out of most restraints.

**Prerequisites:** Bluff 5 ranks, Escape Artist 1 rank, gnome.

**Benefit:** When you are restrained or imprisoned, you can make a Bluff check against any one creature within 30 feet in which you emphasize both your own harmlessness and the pain or inconvenience of your current condition. If the creature knows you are dangerous, it adds a +4 bonus to its Sense Motive check. If you win the check, the target does something intended to make you a little more comfortable—or at least shut you up—that gives you a +5 bonus on your next Escape Artist check.

**Special:** At the GM's discretion, an especially evil or cruel creature may gain a +2 bonus to its Sense Motive check to resist this ability. If it succeeds, it does something to make your bindings even more secure and less comfortable, giving you a –5 penalty on all Escape Artist checks made in those particular bonds.

## HERMETIC BLOOD

**Source:** Wayfarers' League Journals

You are the descendant of someone recruited to the **Hermetic Society** or the bastard result of a **Hermetic's** illicit pairing with someone foreign to that land.

**Prerequisite:** You may only gain this feat at 1st level.

**Benefit:** Though you may not know it, the blood of greatness flows in your veins. Pick two skills that share the same associated ability score. Those skills are always considered class skills for you. It's possible that **Hermetic Society** agents may come looking for you, either to evaluate you for an invitation or to cover up an embarrassing dalliance, as determined by the GM's whim.

## HEROIC INTERPOSITION (COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition)

You arrive just when you are most needed to vanquish evil.

**Prerequisites:** Dex 13, Dodge, Improved Initiative, Mobility, worshiper of an empyreal lord.

**Benefit:** Once per day, you can move up to your speed as an immediate action, but you must end this movement adjacent to an opponent who is about to make an attack against an ally. As long as you are visible to the opponent you moved next to, that opponent takes a –2 penalty on the attack roll to which you moved in response.

## HISTORY OF SCARS (ACHIEVEMENT)

**Source:** The Ancient Analects, Ignan Materium

Your scars bear witness to countless battles.

**Prerequisite:** Take a cumulative total of 1,000 points of damage. Magical healing offsets this running total; for every 5 points of magical healing you receive, reduce your cumulative damage total by 1.

**Benefit:** Your thick scars impart a –2 penalty on all Charisma-based skill checks, but increase your natural armor bonus by +2.

## HOLD THE BLADE (COMBAT)

**Source:** Ten-Thousand Cherry Blossoms

You can take your opponent's weapon after being stabbed in the back.

**Prerequisites:** Improved Disarm, base attack bonus +10.

**Benefit:** Whenever an enemy deals damage to you with a melee weapon as part of a flanking attack or sneak attack, you can make a combat maneuver check to disarm against that opponent as an immediate action. You must have at least one hand free when you use this feat. When you use this feat, you take a –4 penalty to your AC until your next turn. You can only use this feat once per round.

## HOLY WATER ASSAULT (COMBAT)

**Source:** The Mortithurgia

You have found new and effective uses for holy water in combating the undead.

**Prerequisites:** Base attack bonus +1, Knowledge (religion) 3 ranks.

**Benefit:** In addition to holy water's normal uses, you can use holy water to create a variety of other effects, which are listed below. To use holy water in a particular way, you must meet the additional requirements of that effect, such as a particular feat, ranks in a specific skill, or the ability to cast a certain spell (specified after the effect's name). Unless otherwise specified, using any of these abilities consumes one vial of holy water.

# FEATS DESCRIPTIONS

**Blinding Water** (Improved Precise Shot): By uttering a short prayer as swift action, you can empower a vial of holy water with blinding light. If you successfully throw that vial of holy water and land a direct hit against an undead creature by the end of your next turn, the target takes damage from the holy water as normal and also becomes blinded (Reflex DC 13 negates blindness). This even affects creatures that do not have eyes such as skeletons, but not creatures that don't rely on vision.

**Concentrate Holy Water** (Craft [alchemy] 4 ranks): Through alchemical processes, you can refine multiple doses of holy water into a single hyperpotent dose. To do so, you must possess two or more flasks of holy water and you must succeed at a Craft (alchemy) check that takes 10 minutes of uninterrupted time. The DC of the Craft (alchemy) check is equal to  $15 + 2 \times$  the number of doses of holy water you are combining. For example, combining three flasks of holy water would require a successful DC 21 Craft (alchemy) check. Success means you combine all of the doses into a single concentrated flask of holy water. If you fail the check by 4 or less, the distillation process failed and must be tried again. If you fail the check by 5 or more, the distillation process failed and all of the doses of holy water are wasted. The maximum number of doses of holy water you can combine is equal to half the number of ranks you possess in Craft (alchemy).

A direct hit with a flask of concentrated holy water deals  $2d4$  points of damage + 2 points of damage  $\times$  the number of doses of holy water used to an undead creature or an evil outsider. Undead creatures and evil outsiders within 5 feet of where the flask hits take 1 point of damage + 1 point of damage  $\times$  the number of doses of holy water used. For example, a flask of concentrated holy water made of 3 doses of holy water would deal  $2d4+6$  points of damage on a direct hit, and 4 points of damage to undead creatures and evil outsiders within 5 feet of the target.

**Healing Glyph** (ability to cast *glyph of warding*): You can replace the diamond material component in a *glyph of warding* spell with a vial of holy water. When you do so, you must place a *spell glyph* containing a conjuration (healing) spell of 3rd level or lower, which can be designed to benefit allies or harm undead.

**Healing Water** (Heal 5 ranks): You can use holy water for curative purposes. When you pour a vial of holy water over your hands, you gain a +4 bonus on Heal checks to perform first aid, treat wounds, treat poison, or treat disease in the next hour. Additionally, once per day you can drink a vial of holy water to heal yourself of 1d8 points of damage.

**Holy Circle** (ability to cast *magic circle against evil*): You can replace the silver material component of a *magic circle against evil* spell with a vial of holy water. When you do so, the duration of the spell increases 20 minutes per level instead of 10 minutes, and the Spellcraft DC to add a special diagram to the circle is 15 instead of 20.

**Holy Water Splash** (Point-Blank Shot): When you throw a flask of holy water, creatures in the area of the holy water's splash radius take 1 additional point of damage as long as they are within 30 feet of you. This ability does not stack with other effects that increase the damage dealt to creatures within the splash radius of holy water.

## HORN OF THE CRIOSPHINX (COMBAT)

**Source:** Erémogos

You end your charge in a devastating two-handed attack.

**Prerequisite:** Base attack bonus +6 or monk level 6th.

**Benefit:** Whenever you make a successful charge attack while wielding a two-handed weapon in both hands, add two times your Strength bonus to the damage roll.

**Normal:** A character wielding a two-handed weapon adds 1-1/2 times her Strength bonus to damage rolls.

**Special:** A monk can use this feat as long as he is wielding a two-handed weapon or both his hands are empty.

**Note:** A monk can take this feat as a bonus feat at 6th level. To benefit from this feat, monks must have both hands free and be capable of delivering an unarmed strike.

## HUNTER OF DRAGONS

**Source:** On Religion (Wayfarers' Annotated Edition)  
You viciously hunt and sacrifice metallic dragons.



# FEAT REFERENCE DOCUMENT

**Prerequisites:** Favored enemy (dragon), worshiper of a **Chaotic Evil deity that grants the Chaos, Destruction, Evil, Scalykind, and Trickery domains.**

**Benefit:** Your favored enemy bonuses increase by 2 against metallic dragons.

## HYMN SINGER

**Source:** Aufspießenlanze Severin

Your music is infused with your faith.

**Prerequisites:** Bardic performance, good alignment, worshiper of a good deity.

**Benefit:** When using bardic performance, you may choose to play, recite, or sing a religious song or piece of scripture of your faith. Each round of bardic performance you spend in this way, you count as presenting a holy symbol, chanting prayers, or ringing a hand bell for the purpose of keeping vampires at bay.

## ICONOCLAST (COMBAT)

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

You know how to turn a holy symbol into a weapon against her followers.

**Prerequisites:** Divine Defiance, Improved Sunder, Power Attack, Intimidate 3 ranks.

**Benefit:** When you succeed at a sunder combat maneuver against a holy or unholy symbol, you can attempt an Intimidate check to demoralize as a free action. This demoralization affects all followers of the deity or philosophy whose symbol you sundered who saw you sunder it and are within 30 feet. If you destroyed the symbol, you gain a +5 bonus on your Intimidate check.

You can use this feat when

sundering any physical holy symbol—it doesn't have to be the hand-held variety commonly used by clerics and other divine spellcasters.

## IMPALING CHARGE

**Source:** The Ancient Analects, Malleus Principes

Your charge impales opponents on your deadly horns.

**Prerequisites:** Gore attack, powerful charge.

**Benefit:** When you hit an opponent with a gore attack as part of a charge, you might also start a grapple as a free action. You do not need to make an additional touch attack to start this grapple and you do not provoke an attack of opportunity. Do not add your size modifier (if positive) to the initial grapple check made to start the grapple. Your size modifier applies as normal on all subsequent checks.

## IMPROVED AWESOME THROW (COMBAT)

**Source:** Nephilim

When you perform an awesome throw, you knock opponents back farther.

**Prerequisites:** Str 25, Awesome Throw, Greater Bull Rush, Throw Anything or rock throwing, size Large or larger.

**Benefit:** When you make an awesome throw combat maneuver, for every 5 by which your combat maneuver check exceeds the target's CMD, you send the target flying 5 additional feet. Furthermore, this movement provokes attacks of opportunity from your allies.

## IMPROVED BESTIAL TRANSFORMATION

**Source:** Aufspießenlanze Severin

You have mastered the ability to transform into a variety of beasts.

**Prerequisite:** Vampire.

**Benefit:** You can change shape (as the universal monster rule) to assume the form of one of the following beasts, as beast shape II: boar, dire bat, giant frog, grizzly bear, hyena, leopard, lion, shark, squid, or wolf. This is a supernatural ability.





# FEATS DESCRIPTIONS

**Special:** You can gain this feat multiple times. Each time you take this feat, choose another animal transformation.

## IMPROVED BLESS EQUIPMENT

**Source:** The Mortithurgia

You can channel even more energy into weapons and armor to grant them several divine powers at once.

**Prerequisites:** Bless Equipment, caster level 9th, channel energy class feature.

**Benefit:** The number of uses of channeled energy you must expend to bless a piece of equipment using Bless Equipment and Align Equipment decreases by one (to a minimum of one use of channel energy per blessing).

You can also bless a piece of equipment with up to two blessings at a time. Each blessing provides a different special ability drawn from the Bless Equipment list (and the Align Equipment list if you possess that feat). You must still have a high enough caster level to bless a piece of equipment with each of the selected blessings.

You expend the appropriate number of uses of channeled energy required for each blessing, taking into account the reduction granted by this feat (and the increase for blessing a masterwork item, if needed). For example, a cleric with this feat would need to expend two uses of channeled energy to bless a weapon with the *undead-bane* and *ghost touch* special abilities (one use for *bane* plus one use for *ghost touch*).

If a given piece of equipment already has a blessing on it, you can give it a second blessing. When another blessing is applied to a piece of equipment that currently has a blessing active on it, the durations for the two blessings are tracked separately.

## IMPROVED DAY JOB

**Source:** Book of Best Practices (Wayfarers' League)

You learned the importance of an honest day's work while training as an initiate of the Pathfinder Society.

**Prerequisite:** Ability to attempt Day Job checks (see the **official guide to organized play**).

**Benefit:** You gain a +3 bonus on Day Job checks using one skill you choose when you take this feat. This bonus stacks with other feats that grant a bonus to the chosen skill, including Skill Focus.

## IMPROVED DEATH-STEALING

**Source:** Malleus Abysarum

Your death-stealing gaze creates more powerful undead.

**Prerequisites:** Nabasu, Ability Focus (death-stealing gaze)

**Benefit:** When you would normally create a ghoul with your death-stealing gaze, you instead create a ghast. As a free action, you may also spend a number of growth points in order to even further augment your new undead minion as it is created. If you spend 1 growth point, you create a wight instead of a ghast. If you spend 3 growth points, you create a wraith instead of a ghast. And if you spend 5 growth points, you transform the target into a juju zombie instead of a ghast. Note that spending growth in this manner reduces your statistics as appropriate.

## IMPROVED FAMILIAR BOND

**Source:** Precepts Arcana: Bonds

Your familiar gains greater power.

**Prerequisites:** Familiar Bond, Iron Will.

**Benefit:** Your familiar gains all the normal abilities available to a familiar of a wizard with a level equal to your total Hit Dice. You also gain the special ability normally gained by a master of your type of familiar.

## IMPROVED FEINTING FLURRY (COMBAT)

**Source:** Ten-Thousand Cherry Blossoms

Your first melee attack throws your opponent completely off guard.

**Prerequisites:** Dex 17, flurry of blows class feature, Combat Expertise, Feinting Flurry, base attack bonus +6.

**Benefit:** While using Feinting Flurry, if you successfully feint, your opponent is denied its Dexterity bonus to AC until the end of your turn.

**Normal:** A successful feint causes your opponent to be denied its Dexterity bonus to AC against your next attack.

## IMPROVED FIENDISH DARKNESS

**Source:** Severin's Guide to Scions of Hell

Your innate ability to shroud others in darkness is further empowered.



# FEAT REFERENCE DOCUMENT

**Prerequisites:** Fiendish Darkness, darkness spell-like ability, caster level 3rd, tiefling.

**Benefit:** You gain a +2 bonus to your effective caster level when using your darkness spell-like ability. In addition, whenever you cast a spell with the evil descriptor that targets another creature, you can spend a swift action to apply the effects of your darkness spell-like ability to the spell cast, with the darkness effect centered on the spell's target. Using the darkness spell-like ability in this way expends all three uses of it for the day, and it cannot be used if fewer than three uses of it remain for that day.

## IMPROVED FIENDISH SORCERY

**Source:** Severin's Guide to Scions of Hell

Your skill with foul sorcery is even more potent than that of others of your race.

**Prerequisites:** Fiendish sorcery racial trait, tiefling.

**Benefit:** If you are a sorcerer and possess the Rakshasa bloodline (see *Pathfinder Roleplaying Game Ultimate Magic*) or Shadow bloodline (see *Pathfinder Roleplaying Game Advanced Player's Guide*), treat your Charisma score as 2 points higher for all sorcerer class abilities.

## IMPROVED FURY OF THE TAINTED (COMBAT)

**Source:** Severin's Guide to Scions of Hell

Your hatred for goodness is rivaled only by your ability to repel it.

**Prerequisites:** Cha 13, Fury of the Tainted, base attack bonus +8, rage class feature, tiefling.

**Benefit:** While raging, you gain spell resistance equal to 10 + your class level against spells with the good descriptor.

## IMPROVED GASEOUS FORM

**Source:** Aufspießenlanze Severin

Your gaseous state is more potent than that of your peers.

**Prerequisite:** Vampire.

**Benefit:** As a standard action, you can assume gaseous form at will (caster level 5th), but can remain gaseous indefinitely and have a fly speed of 20 feet with perfect maneuverability. This is a supernatural ability.

**Special:** You can gain this feat multiple times. Each time you take this feat, choose another swarm type.

## IMPROVED INFUSE WEAPON

**Source:** Malleus Abysarnum

When you infuse weapons, you may add an additional magical quality.

**Prerequisites:** Infuse weapon special ability, Cha 27

**Benefit:** When you infuse a weapon, you can add an additional +1 worth of weapon qualities to that weapon; this could either be used to increase a weapon infused to be a +1 weapon to be a +2 weapon, or to grant a weapon quality like flaming, defending, keen, or any other +1 quality from the *Pathfinder Roleplaying Game Core Rulebook*. This effect occurs automatically as you infuse a weapon, but you may only do so to one weapon you wield at a time.

**Special:** You may take this feat more than once; each time you do, the limit to the number of weapons on which you can simultaneously use Improved Infuse Weapon increases by 2.

## IMPROVED LEARN RANGER TRAP

**Source:** The Book of Seventy Scales

Your skill with traps is extensive.

**Prerequisites:** Learn Ranger Trap, Survival 8 ranks.

**Benefit:** You learn one additional ranger trap (see *Pathfinder Roleplaying Game Ultimate Magic*) and can now use both extraordinary and supernatural versions of any ranger traps you know.

## IMPROVED PARRY (COMBAT)

**Source:** Potamogos

A flick of the wrist binds your opponent's weapon.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** When you successfully parry a foe's melee attack (with a dueling parry or the parry class feature), your next melee attack against the target does not allow the enemy to apply its Dexterity bonus to AC (if any). This attack must be made before the end of your next turn.

## IMPROVED POSSESSION

**Source:** Malleus Abysarnum

Your ability to possess bodies is more powerful.

**Prerequisites:** Demonic Possession or shadow demon, Cha 25

**Benefit:** The duration of your magic jar spell-like ability increases to 24 hours. You can choose to activate a host body's extraordinary abilities, supernatural abilities, spell-like abilities, and spells known or prepared.

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## IMPROVED ROAR

**Source:** Malleus Monere

Particularly old or powerful bunyips have ear-piercing cries that instill terror into those near and far.

**Prerequisites:** Con 17, bunyip, roar special attack.

**Benefit:** The bunyip's roar ability is enhanced so that it affects all hearing creatures with 8 or fewer Hit Dice within a 200-foot spread. The ability is otherwise unchanged. A bunyip is immune to the effects of its own roar.

**Normal:** A bunyip's roar ability affects all hearing creatures with 4 or fewer Hit Dice within a 100-foot spread.

## IMPROVED STENCH

**Source:** Malleus Abysarnum

Your foul odor is particularly strong and wide-reaching.

**Prerequisite:** Stench universal monster ability.

**Benefit:** The aura range of your stench ability increases by 30 feet. In addition, your stench ability save DC increases by 2, and its duration increases by 50%.

## IMPROVED SWARM FORM

**Source:** Aufspießenlanze Severin

You can assume the form of various varmints.

**Prerequisite:** Vampire.

**Benefit:** Choose one of the following forms: bat swarm, centipede swarm, cockroach swarmB2, leech swarm, rat swarm, or spider swarm. As a standard action, you can change into this form.

**Special:** You can gain this feat multiple times. Each time you take this feat, choose another swarm type.

## IMPROVED TOXICOLOGICAL TIMING

**Source:** Laws of Natural Philosophy

You know how to adjust the amount of time required for a poison to take effect.

**Prerequisites:** Craft (alchemy) 11 ranks, Toxicological Timing.

**Benefit:** Whenever you craft a poison with the Craft (alchemy) skill, you can add or subtract up to 1 day from its onset time (to a minimum onset period of 1 round).

## IMPROVED UNDERHANDED TEAMWORK (COMBAT, TEAMWORK)

**Source:** Book of Best Practices (Wayfarers' League)

You and your allies have trained together long enough to know how to exploit an opponent's disadvantage to make her predicament even worse.

**Prerequisites:** Combat Expertise, Improved Dirty Trick, Underhanded Teamwork, base attack bonus +6.

**Benefit:** Whenever an ally who also has this feat performs the dirty trick combat maneuver against a foe that you both threaten, you may attempt a dirty trick combat maneuver against the same foe as an immediate action to inflict a second condition. If the foe uses an action to remove the first condition, it also removes the condition imposed by your immediate action.

## INDIGESTIBLE

**Source:** The Ancient Analects, Malleus Oubliette

You have acquired a resistance to the acids of oozes.

**Prerequisite:** Favored enemy (ooze) or survived engulfing by an ooze.

**Benefit:** You gain acid resistance 5.

## INDOMITABLE MOUNT (COMBAT)

**Source:** Metropole

Your skill at riding helps your mount avoid attacks.

**Prerequisites:** Mounted Combat, Handle Animal 5 ranks, Ride 5 ranks, **Keeplands affinity**.

**Benefit:** Once per round when your mount must make a saving throw, you can make a Ride check as an immediate action. Your mount makes its save if your Ride check result is greater than the DC of the opponent's attack.

## INFECTIOUS WEAPONS

**Source:** Tombs of Ankhara

Your weapons spread your sickness.

**Prerequisite:** Ability to cause disease with a natural weapon via an extraordinary or supernatural ability.

**Benefit:** Creatures damaged by your ranged and melee weapon attacks have a chance to contract disease, as though they were damaged with your disease-spreading natural weapon.



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## INNER LIGHT

**Source:** Severin's Guide to Blessed Folk

Even when your innate powers over light fail you, you and your allies prove vigilant against dark forces, fighting until the end.

**Prerequisites:** Aasimar, daylight spell-like ability.

**Benefit:** Whenever you cast your daylight spell-like ability, you do so as if your caster level were one higher. Whenever an enemy successfully counters or dispels your daylight spell-like ability, you and any allies within a 20-foot radius gain darkvision 60 feet for a number of rounds equal to your character level. This is a supernatural effect.

## INSCRIBE RUNE (ITEM CREATION)

**Source:** The Book of the North

You can tattoo arcane runes upon your flesh or the flesh of others.

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create runes<sup>1</sup>. Inscribing a rune takes one day for each 1,000 gp in its base price. To inscribe a rune, you must **use up raw materials costing half of its base price**.

<sup>1</sup>See Runes in **Appendix I: Additional Rules**.

## INSPIRATIONAL COMMANDER

**Source:** The Art of Leadership

Armies under your command enjoy higher morale thanks to your excellent leadership.

**Prerequisite:** Charisma 13.

**Benefit:** You or any army that is under your command gains a +2 bonus on Morale checks. Additionally, you gain two additional boons of your choice (see **Pathfinder Roleplaying Game Ultimate Campaign for more information on morale checks and boons**).

## INSTANT ALCHEMY

**Source:** Laws of Natural Philosophy

You can perform simple alchemical tasks with preternatural speed.

**Prerequisite:** Craft (alchemy) 1 rank.

**Benefit:** When performing spontaneous alchemy, you can craft an alchemical item as a standard action if its total crafting time is 10 minutes or less and you have all the equipment and materials required in hand. Items that require 1 hour to create with spontaneous alchemy take

you only 10 minutes, and items that require 1 day take you only 1 hour. If you have the alchemy class feature, you can identify a potion using the Craft (alchemy) skill as if using detect magic as a swift action rather than a standard action.

## INSTRUMENTAL

**Source:** Malleus Nomisma

You can deliver a breathtaking bardic performance while activating the powers of a magical instrument, or utilize your bardic prowess to enhance the instrument's power.

**Prerequisites:** Bardic Performance class feature, Perform (any instrument) 3 ranks.

**Benefit:** When activating a magical instrument as a full round or standard action, you may begin a bardic performance as a free action. Your performance must use a Perform skill appropriate to the instrument.

Alternatively, you may **expend** 2 rounds of bardic performance to add +2 to any save DCs associated with the use of the instrument's powers.

If your instrument summons allies, such as *pipes of the sewers* or the *horn of Valhalla*, your bardic performances with that instrument affect those allies even if they normally would not.

## INTREPID RESCUER (COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition)

You instinctively react to interfere with foes that attack your allies or innocents.

**Prerequisites:** Combat Reflexes, worshiper of a **Neutral Good deity that grants the Community, Good, Luck, Strength, Travel domains**.

**Benefit:** Whenever an opponent you threaten makes an attack against a helpless, prone, or stunned ally or any attack against a noncombatant, that opponent provokes an attack of opportunity from you. If your attack of opportunity hits your foe, she takes a -4 penalty on the attack roll that provoked this attack of opportunity.

## INVOKE PRIMAL INSTINCT

**Source:** The Workbook of Darius Ratcatcher

You can use your ability to take the shape of an animal to enhance your Bluff skill, giving yourself an aura of danger or meekness that influences nearby creatures into doing what you want.

**Prerequisites:** Bluff 1 rank, wild shape class feature, gnome.



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**Benefit:** As a standard action, you can pantomime or describe predator- or prey-like behavior, expend one of your uses of wild shape, and make a Bluff check. All creatures within 30 feet that fail a Will save against your Bluff check DC regard you as a figure of either fear or contempt (your choice applies to all affected creatures). If you choose fear, the targets are frightened for 1 round per druid level. If you choose contempt, the targets consider you harmless for 1 minute, ignoring you unless you attack them or take a threatening action.

## IO'S SWORD OATH

**Source:** Midnight Honor

By swearing to never use a weapon other than a longsword, you can achieve things normally limited to the most highly trained swordsmen.

**Prerequisites:** Proficient in longsword, Weapon Focus (longsword), base attack bonus +4, worshiper of a **Lawful Good deity that grants the Glory, Good, Law, Sun, and War domains and has longsword as favored weapon.**

**Benefit:** You may select longsword-related feats as if you were a 4th-level fighter. For example, you may select Weapon Specialization (longsword) as a feat.

**Special:** If you ever use a melee or ranged weapon other than a longsword in combat, you lose the benefits of this feat until you receive an atonement spell. You may still use spells that act as weapons (such as flame blade and spiritual weapon) without affecting your oath.

## IRONBOUND MASTER

**Source:** On Religion (Wayfarers' Annotated Edition)

You wear your heavy armor like a second skin.

**Prerequisites:** Cleric level 7th, worshiper of a **Chaotic Neutral deity that grants the Chaos, Destruction, Glory, Strength, and War domains.**

**Benefit:** You gain the armor training fighter class feature with an effective fighter level equal to your cleric level -4.

## IRREPRESSIBLE ICEMAGE

**Source:** Metropole

You were born with the power to drive ice and snow as others drive their slaves.

**Prerequisites:** Sorcerer, **Northumnal affinity**, may only be taken at first level.

**Benefit:** All of your spells with the cold descriptor are cast at +1 caster level. Any spell with a different energy descriptor is cast at -1 caster level. Three times per day you may alter a spell you cast to deal cold damage instead of its normal damage; your +1 caster level for this feat applies to this variant casting.

## JACKAL BLOOD

**Source:** The Ancient Analects, Shadow Empires

A jackalwere crouches somewhere in your family tree.





# FEAT REFERENCE DOCUMENT

**Benefit:** You gain a +4 bonus on saving throws to resist spells or effects that would cause you to fall asleep. You also gain a +2 bonus on **hearing-based Perception** checks.

## JACKAL HERITAGE

**Source:** Shadow Fighting

A jackalwere crouches somewhere in your family tree.

**Prerequisites:** Humanoid, must be taken at 1st level.

**Benefit:** You gain a +2 racial bonus on saving throws against mind-affecting effects, and a +2 racial bonus on Perception checks.

## JAGUAR POUNCE (COMBAT)

**Source:** West Tarse Trading Company Charter

Your ambushes are especially lethal.

**Prerequisite:** Base attack bonus +4.

**Benefit:** When making a charge or using Spring Attack against an opponent who is flat-footed or helpless, you treat your first melee attack against that target as if you had the Improved Critical feat.

## JINX ALCHEMY

**Source:** Jinx and Tricks

With your knowledge of alchemy, creatures you jinx cannot benefit from most sorts of alchemical compounds.

**Prerequisites:** Swift alchemy class feature, Halfling Jinx1 trait.

**Benefit:** A jinxed creature cannot benefit from the effects of potions, elixirs, or any other substance that he must ingest in order to activate. This includes alchemical substances such as antitoxin, but not extracts, mutagens, or other alchemist class abilities that only affect the alchemist. A jinxed creature still takes any penalties and detrimental effects from ingested compounds or poisons.

<sup>1</sup> See Racial Traits in Appendix I: Additional Rules

## JINXED SPELL (METAMAGIC)

**Source:** Jinx and Tricks

You can make a creature that fails its spell save suffer your jinx as well.

**Prerequisites:** Any two metamagic feats, Halfling Jinx trait<sup>1</sup>.

**Benefit:** Any creature that fails its saving throw against a jinxed spell also suffers the effects of

your jinx. This feat has no effect on spells that do not allow a saving throw. If the spell affects an area or multiple creatures, you must select one creature to take the jinx, unless you have the Area Jinx feat; if you have the Area Jinx feat, choose a jinx burst area within the spell's area or among its targets and apply the jinx to those in the burst that failed their save. A jinxed spell uses up a spell slot one level higher than the spell's actual level.

<sup>1</sup> See Racial Traits in Appendix I: Additional Rules

## JUGGLE LOAD (COMBAT)

**Source:** Jinx and Tricks

Your fingers are so nimble that reloading your sling is almost effortless for you.

**Prerequisites:** Ammo Drop, Sleight of Hand 1 rank, proficient with sling.

**Benefit:** You can load a sling or double sling as a free action. This does not provoke attacks of opportunity. This feat allows you to fire your sling as many times in a full-attack action as you could attack if you were using a bow.

## JUMPER

**Source:** Lexicon Animalium

You are a natural leaper.

**Prerequisites:** Acrobatics 1 rank, creature type other than humanoid or outsider.

**Benefit:** You always count as having a running start when making jump checks using Acrobatics. Acrobatics becomes a class skill for you.

## KATHAK SCHOLAR

**Source:** The Ancient Analects, The First Wayfarer Folio

You have graduated from one of the many colleges, universities, and specialty schools of higher learning scattered throughout **Kathak**.

**Prerequisites:** Int 15, **Tarse affinity**.

**Benefit:** Whenever you succeed on a Knowledge check to identify a kind of creature you face, you can spend a standard action to provide detailed information to your allies. Doing so grants every ally who can hear you within 30 feet a +1 circumstance bonus on weapon damage rolls made against the identified kind of creature for a number of rounds equal to your Intelligence bonus. You may only use this ability once per encounter. Creatures immune to

# FEATS DESCRIPTIONS

critical hits and sneak attacks are not immune to the extra damage from this ability.

## KI CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

When you channel positive energy, you can also channel *ki*.

**Prerequisites:** Channel positive energy class feature, worshiper of a **Lawful Neutral deity that grants the Healing, Knowledge, Law, Rune, and Strength domains**.

**Benefit:** When you channel positive energy to heal living creatures, any creature that could be healed by the channeled energy can choose to regain *ki* from it instead. Affected creatures regain a number of *ki* points equal to the number of dice healed by the channel. A creature regaining *ki* in such a way must either regain *ki* or be healed by the channel (it cannot gain both).

## KIDIVERSITY (COMBAT, FACTION)

**Source:** Behind the Throne

You have trained at the feet of the **Six Immortal Masters**, a secret society of monk warriors. With their secrets you have mastered new ways to apply your *ki*.

**Prerequisites:** *Ki* pool class feature, Wis 13, **Six Immortal Masters** 25 TPA.

**Benefit:** You learn how to channel your *ki* in a new ability. Choose one of the following *ki* powers:

*Bone Crusher:* When you succeed at a trip or disarm combat maneuver, you may spend 1 point from your *ki* pool as a swift action to deal damage to your opponent as if you had hit them with an unarmed strike.

*Dim Mak:* You may spend 1 point from your *ki* pool as a swift action to execute your next Stunning Fist attack as a melee touch attack rather than a normal melee attack.

*Mind of the Kensai:* You may spend 1 point from your *ki* pool as a swift action to imbue a single melee weapon in your hands with the *ki* focus weapon special ability until your next turn.

*Wings of the Crane:* If you have the Deflect Arrows feat, you may spend 1 point from your *ki* pool as an immediate action to use that feat to deflect a second missile weapon that round. If you have the Snatch Arrows feat, you may use this ability to catch a second weapon, but not throw it back.

*Zen Combatant:* You may spend 1 point from your *ki* pool as a swift action to substitute your Wisdom score for your Strength or Dexterity for all melee or ranged attacks you make that round.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, you may choose an additional ability from the list above. Monks can select this feat as a monk bonus feat.

## KNOW WEAKNESS (COMBAT)

**Source:** Kimerea

You are well versed in the susceptibilities of your foes.

**Prerequisite:** Bardic knowledge class feature.

**Benefit:** When you successfully identify a creature with the appropriate Knowledge check, you gain a +1 bonus on attack and damage rolls against that creature for 1 round.

## KOBOLD CONFIDENCE

**Source:** The Book of Seventy Scales

Your cunning, confidence, or faith in the draconic power in your blood allows you to overcome your physical frailty.

**Prerequisites:** Charisma 13, kobold.

**Benefit:** You use your Charisma, Intelligence, or Wisdom in place of Constitution to determine your bonus to Fortitude saves and your maximum negative hit points before death. Once this choice has been made, it can't be changed.

## KOBOLD FLOOD (COMBAT, STYLE)

**Source:** The Book of Seventy Scales

You are an expert at keeping creatures on the ground.

**Prerequisites:** Combat Expertise, Kobold Groundling, Kobold Style, Small size or smaller.

**Benefit:** You can make a grapple combat maneuver check to mount a prone Medium or Large foe. If you're successful, you move into the target's square and are considered to be on top of the target. For the target to stand, it must succeed at a combat maneuver check to break your grapple.

## KOBOLD GROUNDLING (COMBAT, STYLE)

**Source:** The Book of Seventy Scales

Your small size grants you superiority over grounded foes.



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**Prerequisites:** Combat Expertise, Kobold Style, Small size or smaller.

**Benefit:** Prone creatures are denied their Dexterity bonus to AC against your attacks.

## KOBOLD STYLE (COMBAT, STYLE)

**Source:** The Book of Seventy Scales

You're able to manipulate foes that are caught off guard.

**Prerequisites:** Combat Expertise, Small size or smaller.

**Benefit:** You gain a +4 bonus on combat maneuver checks against enemies denied their Dexterity bonus to AC.

## LAMIA'S MARK

**Source:** Sigils of the North (Revised Edition)

You are marked as one of **your deity's** favored minions.

**Prerequisites:** Con 13, a **Chaotic Evil deity that grants the Chaos, Evil, Madness, Strength, and Trickery domains** as patron deity.

**Benefit:** Your abdomen bears several ugly scars, as if your belly had been torn open by a clawed hand. **Lamia's** Mark identifies you as favored worshiper of the Mother of Monsters, and if it is visible, you gain a +2 bonus on Intimidate checks but a -2 penalty on Diplomacy checks.

Once per day as a free action, you may invoke **your deity's** name as you strike a nonevil foe with any melee attack. As you do, you cause the creature struck to become temporarily deformed in some hideous manner. Common deformities caused by this attack include cloven hooves, horns, forked tongues, vestigial limbs like wings and tails, organs inexplicably forming on the outside of the skin, additional (and useless) eyes, and skin that hardens into pus-weeping plates. The deformity reduces the target's Charisma score by 1d4 points for 1 hour; the target can resist this effect by making a Fortitude save (DC 10 + your character level + your Charisma modifier). The physical deformity vanishes as soon as the Charisma penalty fades.

## LARGE TARGET (COMBAT)

**Source:** Jinx and Tricks

The larger a creature is, the easier you find it to strike a vulnerable spot when attacking with a sling.

**Prerequisite:** Proficient with sling.

**Benefit:** Your attacks with all kinds of slings add a +1 bonus on damage rolls for every size category your opponent is larger than you. For example, if you are Small and your opponent Large (a difference of two sizes), you gain a +2 damage bonus. This is considered precision damage and is not multiplied on a critical hit.

## LAST LINE PHALANX (TEAMWORK)

**Source:** The White Hart

When battling the terrifying hordes of **Graemare**, you find strength in your shield brothers and sisters.

**Prerequisites:** Base attack bonus +3, good alignment.

**Benefit:** You gain a sacred bonus to your AC against the attacks of evil creatures and a sacred bonus to saves against the spells and abilities of evil creatures equal to the number of adjacent allies who also have this feat.

## LEAD FROM THE BACK (COMBAT)

**Source:** Fall of the Goblin Queen

You allies depend far too much on your leadership and encouraging words for you to actually put yourself in harms' way.

**Prerequisites:** Goblin, Intimidate 1 rank.

**Benefit:** During any round in which you gain the benefit of cover or concealment against at least one opponent, and you are not threatened by any opponent, you can bark orders and encouragement to your allies as a standard action. Doing so grants all allies within 30 feet a +1 bonus on all weapon damage rolls for 1 round.

## LEAPFROG (COMBAT, PERFORMANCE)

**Source:** Potamogos

You can use an opponent as a springboard.

**Prerequisite:** Acrobatics 3 ranks.

**Benefit:** When you spend a swift action to attempt a performance combat check after a successful charge attack or combat maneuver, you gain a +2 bonus on your performance combat check and gain a +4 bonus on your next Acrobatics, Climb, Fly, Ride, or Swim check attempted before the end of your next turn.



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## LEGACY OF OATHS

**Source:** The White Hart

Your purity is so great that the blades and bows of long-forgotten heroes sing to you as if they had been made for your righteous hands.

**Prerequisites:** Base attack bonus +5, good alignment.

**Benefit:** When using good-aligned weapons, including those under the effects of a bless weapon spell, you gain a +1 sacred bonus on damage rolls.

## LET THEM COME (COMBAT, FACTION)

**Source:** Behind the Throne

You have trained to fight onrushing enemy hordes. With a carefully timed strike you ensure that their reckless charge will be their undoing.

**Prerequisites:** Dwarf, **Badger Battalion** TPA 25.

**Benefit:** You treat all one- or two-handed melee weapons as if they had the brace special feature.

**Normal:** Only weapons with the brace special feature can be readied against charges.

## LETTER FURY

**Source:** Fall of the Goblin Queen

You go wild when someone tries to steal the words from your head.

**Prerequisites:** Goblin, rage class feature.

**Benefit:** If someone reads or writes in your presence (including casting spells like glyph of warding or symbol) you can, as an immediate action, choose to activate your rage class ability for 1 round. This round of rage does not count toward the total number of rounds which you can rage each day, but if you wish to continue your rage beyond that single round you must expend rounds from your daily rage allotment as normal. Once you use this feat you must wait at least 1 minute after you cease raging before you can use it again.

## LIBERATION CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

Your channeled energy is truly liberating.

**Prerequisites:** Channel energy 7d6, worshiper of a **Chaotic Good deity that grants the Chaos, Charm, Good, Strength, and Travel domains**.





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**Benefit:** When you channel positive energy, any creature healed by the channel also gains the effect of freedom of movement for a number of rounds equal to your Charisma modifier (minimum 1 round). This effect has a caster level equal to your effective cleric level.

## LIE LOW

**Source:** Akkaniad

You're even harder to see when prone than most are.

**Benefit:** If you have been prone since the end of your last turn, the penalty on Perception checks for others to notice you increases by 1 for every 20 feet between you and the observer, to a maximum increase of 5 at 100 feet. This stacks with the normal modifier for distance.

## LIFE-DOMINANT SOUL

**Source:** Aufspießenlanze Severin

You gain unusual resiliency from your mortal heritage.

**Prerequisite:** Dhampir.

**Benefit:** You are healed by channeled positive energy used to heal living creatures and channeled negative energy used to heal undead, but both only heal half the normal amount. You still take damage from positive energy used to harm undead, such as that from channeled energy and lay on hands.

## LINGERING SMITE

**Source:** The Mortithurgia

You can channel your divine energy through a melee weapon to cause lingering damage to undead creatures.

**Prerequisites:** Channel Smite, channel energy 3d6.

**Benefit:** When you use Channel Smite against a living creature (if you channel negative energy) or an undead creature (if you channel positive energy), you can damage your target slowly over a longer duration, rather than inflicting the normal effects of Channel Smite. Instead of the normal effects of successfully hitting with Channel Smite, you may choose the following effect. Starting on your target's next turn, it takes 1d8 points of damage each round at the beginning of its turn. This effect lasts for a number of rounds equal to the number of damage dice you use to roll your channel energy ability. Your target can attempt a Will save each round, as if saving against your

channeled energy, to negate the damage dealt to it by this feat on that round. If your initial attack misses, the use of channel energy is still expended with no effect. Multiple uses of Lingering Smite (including those from multiple sources) do not stack, and instead reset the duration of the effect.

## LITHE ATTACKER

**Source:** Lexicon Animalium

Your unmatched grace allows you to strike even from the tightest crevices.

**Prerequisites:** Narrow Frame, Escape Artist 5 ranks, animal or magical beast.

**Benefit:** You can attack from nooks and crannies, even while using Escape Artist to squeeze through or into a narrow space less than half as wide as your normal space, and you do not lose your Dexterity bonus to AC while using Escape Artist to squeeze through or into a narrow space. You still take a -4 penalty to AC while using Escape Artist in this way.

## LOB SHOT (COMBAT)

**Source:** Akkaniad

You can make a high, arcing shot to strike your opponents from above.

**Prerequisites:** Far Shot, Point-Blank Shot.

**Benefit:** While making a ranged attack, you can ignore any cover bonuses to AC, including total cover, unless the target also has cover from above, such as a roof or forest canopy. When using this feat, treat your target as if it were one range increment farther away. You can't use this feat unless you have headroom equal to at least half the attack's range.

## LONE WOLF

**Source:** The Ancient Analects, Sigils of the North

Although you may have grown up in the city, you led a lonely childhood and were forced to fend for yourself.

**Prerequisites:** 1st-level character, cannot have City Born or Country Born.

**Benefit:** Whenever you are dying, your chance of stabilizing is 50%. Your vigorous health also grants you a +1 bonus on Fortitude saves.

## LONGSHANKS

**Source:** Nephilim

Your long stride allows you extra maneuverability.

**Prerequisites:** Giant subtype, size Large or larger.

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**Benefit:** Your land speed increases by 5 feet, and you can ignore up to 20 feet of nonmagical difficult terrain each round you move.

## LOST IN THE CROWD

**Source:** The Ancient Analects, Ankharu Book of Pharaohs

You are used to dealing with the teeming masses in the markets, and are capable of disappearing into them at a moment's notice.

**Benefit:** You gain a +2 circumstance bonus to Hide checks in urban areas; this bonus increases to +4 in crowds. You gain a +1 dodge bonus to AC when threatened by 2 or more enemies.

## MAD MAGIC (COMBAT)

**Source:** Kimerea

Magic is in your blood, allowing you to cast spells no matter how furious you become.

**Prerequisite:** Bloodrage class feature or perfect clarity rage power.

**Benefit:** You can cast spells from any class that grants you spells while in a bloodrage, and you keep your rage benefits when using moment of clarity during a rage. If you have the greater bloodrage class feature, you also gain a +1 bonus to the save DCs of spells you cast while in a bloodrage.

## MAGICAL EPIPHANY

**Source:** On Religion (Wayfarers' Annotated Edition)

Your faith allows you to prepare a spell when you need it.

**Prerequisites:** Ability to prepare spells, worshiper of a **Neutral deity that grants the Destruction, Knowledge, Magic, Protection, and Rune domains**.

**Benefit:** Once per day, you can prepare a spell in an open spell slot as a standard action.

## MALEFICIUM (DAMNATION)

**Source:** The Crimson Horn

You are a master of dark magic.

**Benefit:** You cast spells with the evil descriptor with increased potency.

*One Damnation Feat:* Add 1 to the DCs of all saving throws against spells with the evil descriptor that you cast.

*Two Damnation Feats:* When you apply a metamagic feat to a spell with the evil descriptor,

that spell takes up a spell slot 1 level lower than normal (to a minimum of 1 level above the spell's actual level).

*Three Damnation Feats:* Add 1 to the DCs of all saving throws against spells with the evil descriptor that you cast. This bonus stacks with the earlier benefits of this feat.

*Four Damnation Feats:* Treat your caster level as being 2 higher for all level-dependent effects of spells with the evil descriptor that you cast.

## MALICIOUS EYE

**Source:** Jinx and Tricks

You can combine the effects of your evil eye and your jinx.

**Prerequisites:** Evil eye witch hex, Halfling Jinx1 trait.

**Benefit:** When a creature fails its save against your evil eye hex, add the effect of your jinx to the effect of the hex. The save penalties from the hex and jinx stack. Using your jinx on another creature does not end the hex or the jinx effect on the hexed target.

<sup>1</sup> See **Racial Traits in Appendix I: Additional Rules**

## MARK OF THE DEVOTED

**Source:** The Ghulus

You have pledged your life to defend **Mwenye** against invaders, and will continue to do so even after your death.

**Prerequisites:** 1st-level character, human of **Ivory Empire ethnicity**, **Abioye** worshiper, must personally create a token worth at least 50 gp prior to an 8-hour branding ritual during which you survive taking 2d6 points of fire damage.

**Benefit:** Dedicated to ridding your land of colonialist invaders, you have pledged your eternal soul to the purging of their presence from **Mwenye**. Upon completion of the ritual, you gain fire resistance 2 and a +1 morale bonus on Will saves.

When you are killed, you rise as a juju zombie (*Pathfinder Roleplaying Game Bestiary* 2) after 1d4 minutes. Upon rising, your alignment changes to evil. Lawful and chaotic components of your alignment are not changed. After this transformation, you deal an additional 1d6 points of fire damage with the slam attack gained from the template.



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**Special:** If you are a juju zombie at the time when Mwenye is entirely purged of foreigners, your duty to Mwenye is fulfilled and you are immediately destroyed.

## MASCOT'S AFFECTION (FAMILIAR)

**Source:** Precepts Arcana: Bonds

Your familiar can bond with many creatures.

**Prerequisite:** Must have a familiar with the mascot archetype (see **Familiar Archetypes in Appendix I: Additional Rules**).

**Benefit:** The maximum number of team members your familiar can have increases by two.

## MASK OF VIRTUE (DAMNATION)

**Source:** The Crimson Horn

Your alignment is known to you and you alone.

**Benefit:** Those who try to learn your true alignment find it hidden or receive a false result. Depending on the number of damnation feats you possess, spells or special abilities that would normally reveal your alignment return a vague or incorrect result. If this feat disguises your alignment, you can use either your true alignment or the false one when using magic items with alignment prerequisites.

*One Damnation Feat:* The spell or special ability returns an inconclusive result.

*Two Damnation Feats:* Upon gaining this power, choose an alignment within one step of your actual alignment. Your alignment is always revealed as being that false alignment.

*Three Damnation Feats:* Upon gaining this power, choose an alignment within two steps of your actual alignment. Your alignment is always revealed as being this false alignment.

*Four Damnation Feats:* You immediately know when someone is attempting to use a spell or special ability to learn your alignment. You learn the name and alignment of the creature using the effect. Additionally, you can choose any alignment as the result returned by the spell or ability.

## MASSED CHARGE (COMBAT)

**Source:** The Ancient Analeths, The First Wayfarer Folio

You are trained in the legendary methods of **Keeplands'** heavy cavalry and can steer your mount with great accuracy, even in tight confines.

**Prerequisites:** Mounted Combat, Handle Animal 4 ranks, Ride 9 ranks, **Keeplands** affinity.

**Benefit:** When mounted on a horse, you and your mount suffer no penalties for squeezing when you share a 10-foot space with another mount and rider with this feat. In addition, you and your mount gain a +2 bonus on opposed bull rush, overrun, and trip checks.

**Normal:** Horses and other Large mounts occupy a 10 foot square area. For two horses to share that space requires them to squeeze, halving their movement rate and imposing a -4 penalty on attack rolls and to AC.

## MASTER DELVER

**Source:** Metropole

You've spent some time in **the Undercity** and have learned a little bit to help you survive.

**Prerequisite:** Explored part of **the Undercity**.

**Benefit:** You get a +2 bonus on all Knowledge (dungeoneering) checks and Perception checks made to notice traps. Knowledge (dungeoneering) is always a class skill for you.

## MASTER OF DISGUISE

**Source:** The Ancient Analeths, Ignan Incarnate

You are particularly adept at impersonating a specific being.

**Prerequisites:** Cha 12, Skill Focus (Disguise) 5 ranks.

**Benefit:** Choose an individual. You gain a +4 on all Disguise checks made to impersonate that specific creature. You can choose an additional individual for every 4 levels you possess.

## MASTER OF KNOWLEDGE

**Source:** On Religion (Wayfarers' Annotated Edition)

In times of need, you have the answers.

**Prerequisites:** Int 17, Skill Focus (Knowledge [any]), worshiper of **a Lawful Neutral deity that grants the Healing, Knowledge, Law, Rune, and Strength domains**.

**Benefit:** Choose a single Knowledge skill with which you have Skill Focus. Once per day, when you wish to make a check with that Knowledge skill, you need not roll, and may treat the result as if you had rolled a natural 20 instead.

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## MASTER OF THE LEDGER

**Source:** The Ancient Analects, The Rise and Fall of Tallar

Your long experience balancing the books of a heavily taxed merchant has given you insight into the **world of business**.

**Prerequisites:** Appraise 6 ranks, Profession (any one) 6 ranks.

**Benefit:** You get a +2 bonus on Appraise checks, a +2 bonus on any one Profession skill, and when dealing with anyone of your profession, you get a +4 bonus on Sense Motive checks when using the hunch task (see the Sense Motive skill). Your ability to accurately and carefully invest money gives you insight into the movements of coin though the marketplace. If you have access to a marketplace in a settlement of village size or larger, you may invest up to 100 gp in that market; the exact nature of your investments isn't important but is usually divided among several businesses. Once invested, you do not have access to this money for at least 1 month.

As often as once per month you can visit the marketplace to see if your investments were successful. Flip a coin. If heads, that marketplace earns you 25% of your investment there; if tails, your investments made no significant profit for that period. Your skill with business means you never actually lose money from these investments unless disaster strikes the settlement (such as a plague or dragon attack), in which case your investment is lost. If more than a month passes between your visits to the marketplace, you only make one check to see if you make a 25% profit. If you send an agent to collect profits on your behalf, you keep half the profits and the agent keeps half. You may close out your investments during any visit, which ends your relationship with that market and returns you the full amount of your investment.

You gain a +1 bonus on all Diplomacy and Intimidate checks when dealing with someone associated with your invested marketplace (shopkeepers, local guards, and so on). Very large or trade oriented cities may have multiple marketplaces, allowing you to invest in each, though local laws (particularly relating to guilds) may restrict what you can do.

## MASTER PERFORMER (FACTION)

**Source:** Behind the Throne

When using your bardic performance abilities, you grant your allies greater bonuses.

**Prerequisites:** Bardic performance class feature, Extra Performance, **Imperial Conservatory of Tallar** 15 TPA.

**Benefit:** When any of your bardic performance abilities grant your allies a bonus, that bonus is increased by +1.

## MASTER OF WONDERS

**Source:** The Workbook of Darius Ratcatcher

Having seen the wonders of the world, you know how to tweak more chaos out of a *rod of wonder*.

**Prerequisites:** Iron Will, Wonderseeker faction, gnome.

**Benefit:** When you activate a rod of wonder, roll d% to determine what effect the rod would create. If you desire to do so, you can roll d% again and use this second result. You can only use this ability once per round.

## MASTER OF YOUR KIND

**Source:** Lexicon Animalium

When you speak to other animals of your kind, you can influence them to act according to your wishes and those of your master.

**Prerequisites:** Familiar, speak with animals of its kind ability.

**Benefit:** Your master gains a +2 bonus on Handle Animal checks with animals of your kind. In addition, once per day you can use animal messenger, animal trance, or charm animal as a spell-like ability, using your master's caster level but your own Charisma modifier. These abilities affect only animals of your kind, and you gain only one use of this ability per day (not one of each ability); however, you can gain one additional use of any one of these three abilities by having your master sacrifice a prepared spell or spell slot of the same level or higher as a standard action.

## MASTERFUL FLOURISH (COMBAT, PERFORMANCE)

**Source:** Wayfarers' Dueling Guide

Your training with gladiatorial weapons gives you the upper hand when using them in performance combat.



# FEAT REFERENCE DOCUMENT



**Prerequisite:** Weapon training class feature.

**Benefit:** When wielding a weapon with the performance weapon special quality that belongs to a category of weapons in which you have weapon training, you may add the bonus from your weapon training to any performance combat checks made as a result of using the weapon.

## **MAULER'S ENDURANCE (FAMILIAR)**

**Source:** Precepts Arcana: Bonds

Your familiar is harder to kill than most.

**Prerequisite:** Must have a familiar with the mauler archetype (see **Familiar Archetypes in Appendix I: Additional Rules**).

**Benefit:** Your familiar gains 2 hit points per level you possess.

## **MEASURED RESPONSE (COMBAT)**

**Source:** On Religion: Volume Four (Storm and Fury), On Religion (Wayfarers' Annotated Edition)

You believe that a conservative but consistent response guarantees success.

**Prerequisites:** Base attack bonus +1, worshiper of a **Lawful Neutral deity that grants the Earth, Law, Nobility, Protection, and Travel domains**.

**Benefit:** When you hit an opponent with a melee or ranged weapon attack, you may choose to deal average damage (rounded down), as if you had rolled exactly the average amount on the damage die or dice. You add your damage bonuses and penalties as normal.

## **MEDITATION MASTER (MEDITATION)**

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

When fully focused on your inner self, you can enter a deep meditative state that allows you a more perfect control over your mind and body.

**Benefit:** When you meditate for at least 1 hour after getting at least 8 hours of rest, you gain special insight into your situation that is nearly impartial, granting you the edge in whatever endeavor matters most during the day. After meditating, you gain a



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+1 insight bonus that you can apply to any d20 roll over the course of the next 24 hours without using an action. The bonus may be applied after the roll is made, but must be applied before the results of the roll are determined. Once the bonus has been used for the day, you cannot use it again until after you meditate again after another 8 hours of rest. An unused bonus fades after 24 hours.

## MEDITATIVE CONCENTRATION (MEDITATION)

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

Meditation clears your mind, allowing you to concentrate on your spells as if not distracted.

**Prerequisites:** Wis 13, Combat Meditation, Meditation Master, character level 5th.

**Benefit:** For 1 round per character level after you perform combat meditation, whenever you attempt a concentration check to avoid losing a spell or a Fortitude save to resist a distraction effect (such as the distraction ability of a swarm), you gain a +4 bonus on the check. If you choose to use the benefits of Combat Meditation on the check, the bonus applies to both die rolls.

## MERCILESS BEATING (COMBAT)

**Source:** Tinker's Tales

When you have the numbers on your side, you can lend your strength to the group to give your shared enemy a savage pummeling.

**Prerequisites:** Int 13, Combat Expertise, Gang Up1.

**Benefit:** Whenever you and two or more allies threaten an opponent, you can choose to forgo your flanking bonus to grant each of your allies a +1 flanking bonus on their attack rolls against the threatened creature. This bonus stacks with any flanking bonuses your allies might already have.

<sup>1</sup>See *Pathfinder Roleplaying Game Advanced Player's Guide*

## MERCILESS MAGIC

**Source:** The Book of Seventy Scales

Your spellcasting is strongest against those in peril.

**Prerequisites:** Ability to cast spells, kobold.

**Benefit:** The DC to resist your spells increases by 1 for targets that are already afflicted with any of the following conditions: blinded, dying, entangled, exhausted, frightened, helpless, nauseated, panicked, paralyzed, or stunned.

## MERCILESS PRECISION

**Source:** The Book of Seventy Scales

You delight and excel in bringing down hobbled targets.

**Prerequisites:** Sneak attack class feature, kobold.

**Benefit:** Your sneak attack damage increases by 1d6 against targets that are already afflicted with any of the following conditions: blinded, dying, entangled, exhausted, frightened, helpless, nauseated, panicked, paralyzed, or stunned.

## MERCILESS RUSH (COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition), On Religion: Volume Five (War and Ruin)

Though hordes stand against you, they rarely stand long.

**Prerequisites:** Improved Bull Rush, worshiper of a **Chaotic Evil deity that grants the Chaos, Destruction, Evil, War, and Weather domains**.

**Benefit:** When you bull rush a creature and your check exceeds the target's CMD by 5 or more, you deal damage equal to your Strength modifier to that target.

## MESSENGER OF FATE

**Source:** On Religion (Wayfarers' Annotated Edition)

Your deity has blessed you with the power of true prophecy.

**Prerequisites:** Ability to cast augury, worshiper of a **Neutral deity that grants the Death, Healing, Knowledge, Repose, and Water domains**.

**Benefit:** When casting divination spells, you do so at +1 caster level. If your divination spell has a base percentage chance of providing correct or useful information, your maximum chance of gleaning correct or useful information is 100%, instead of the standard 90%.

## MINOTAUR'S CHARGE

**Source:** The Ancient Analects, Malleus Princeps

Your charge sends foes reeling away, knocking them to the ground.

**Prerequisites:** Str 13, Improved Bull Rush, powerful charge.

**Benefit:** When you hit an opponent with a charge attack, you might also initiate a bull rush as a free action. This does not require you to move into your opponent's square and does not provoke an attack of opportunity. If you successfully push your opponent 15 feet or more, he is also knocked prone.



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## MIXED SCALES

**Source:** The Book of Seventy Scales

You have two colors of scales, which mark you as special.

**Prerequisites:** Draconic Aspect<sup>1</sup> or dragon-scaled racial trait<sup>1</sup>, kobold.

**Benefit:** Choose an additional color for your Draconic Aspect feat or dragon-scaled racial trait. You gain the benefits of both this color and the color you originally chose. (If you have both Draconic Aspect and dragon-scaled, this benefit applies to both.) If you gain abilities that rely on scale color, choose which color gains the benefits.

<sup>1</sup>See *Pathfinder Roleplaying Game Advanced Race Guide*

## MOMENTOUS DISCIPLINE

**Source:** The Ancient Analects, The First Wayfarer Folio

The strict military culture of **Valdaer** inspires uncommon valor in you.

**Prerequisite:** **Valdaer affinity**.

**Benefit:** Any effect that would normally make you panicked instead makes you frightened. Any effect that would make you frightened instead makes you shaken. Any effect that would make you shaken only lasts half as long (minimum 1 round). Note that you can still become increasingly frightened by multiple fear effects from different sources, but that each source is modified before it is applied to you. In addition, you gain a +2 bonus on any saving throw versus fear effects.

**Special:** You may only gain this feat at 1st level.

## MONKEY LUNGE (COMBAT)

**Source:** West Tarse Trading Company Charter

You can quickly recover from your lunges, helping you to avoid counterattacks.

**Prerequisites:** Lunge, Acrobatics 1 rank.

**Benefit:** As a standard action, you can use the Lunge feat to increase the reach of your melee attacks by 5 feet until the end of your turn, without suffering a penalty to your AC. You cannot use this feat if you carry a medium or heavy load.

**Normal:** You take a –2 penalty to your AC until your next turn when making a lunge attack.

## MONSTROUS MASK

**Source:** Severin's Guide to Scions of Hell

Your fiendish physical traits give you a twisted and fearsome appearance that strikes fear into others' hearts.

**Prerequisites:** Tiefling, must be taken at 1st level.

**Benefit:** You get a +5 racial bonus on Intimidate checks made against all creatures of the humanoid type.

## MONSTROUS MOUNT

**Source:** Wayfarers' Dueling Guide

You have learned how to tame and ride exotic beasts.

**Prerequisites:** Handle Animal 4 ranks; Ride 4 ranks; divine bond (mount), hunter's bond (animal companion), or mount class feature with an effective druid level of 4.

**Benefit:** You can select an exotic beast from the list of monstrous mounts to serve as your animal companion or special mount. You acquire and advance this creature in the same way as the mount or animal companion detailed in the class feature used as a prerequisite for this feat. You can also dismiss the creature as dictated by your class feature.

You must meet additional prerequisites to choose a creature with an Intelligence score of 3 or higher, as described in each creature's entry.

### *Monstrous Mounts*

The following creatures can be chosen as animal companions or mounts by a character with the Monstrous Mount feat. Their entries and advancement are the same as for animal companions, with two exceptions. First, any creature with an Intelligence score of 3 or higher has one or more additional prerequisites the character must meet to choose the mount. Second, each mount has a mastery ability that it can use only if the character it is bonded to has the Monstrous Mount Mastery feat. The minimum level to gain this feat is listed in parentheses.

### GRIFFON

**Prerequisites:** Diplomacy, Intimidate, or Handle Animal 5 ranks; Ride 5 ranks.

### STARTING STATISTICS

**Size** Large; **Speed** 30 ft., fly 40 ft. (average; unable to carry a rider while flying)

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AC +4 natural armor

**Attack** bite (1d6)

**Ability Scores** Str 16, Dex 15, Con 16, Int 5, Wis 13, Cha 8

**Languages** Common (cannot speak)

**Special Qualities** darkvision 60 ft., low-light vision, scent.

## 7TH-LEVEL ADVANCEMENT

**Speed** 40 ft., fly 80 ft. (average; unable to carry a rider while flying)

AC +2 natural armor

**Attack** bite (1d6), 2 talons (1d6)

**Ability Scores** Str +2, Con +2

**Special Attacks** pounce, rake (1d6).

**Mastery (7th Level):** The griffon can carry a rider while flying, but reduces its fly speed by half while doing so.

## HIPPOCAMPUS

### STARTING STATISTICS

**Size** Large; **Speed** 5 ft., swim 40 ft.

AC +4 natural armor

**Attack** bite (1d4)

**Ability Scores** Str 16, Dex 9, Con 15, Int 2, Wis 12, Cha 11

**Special Qualities** darkvision 60 ft., low-light vision, scent, water dependency.

## 4TH-LEVEL ADVANCEMENT

**Speed** swim 60 ft.

**Attack** bite (1d6)

**Ability Scores** Str +2, Dex +4.

**Mastery (7th Level):** The hippocampus's swim speed increases by 20 feet, and it gains a tail slap secondary attack that deals 1d4 points of damage plus half its Strength bonus.

## HIPPOGRIFF

### STARTING STATISTICS

**Size** Large; **Speed** 40 ft., fly 60 ft. (average; unable to carry a rider while flying)

AC +2 natural armor

**Attack** bite (1d6)

**Ability Scores** Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 9

**Special Qualities** darkvision 60 ft., low-light vision, scent.

## 4TH-LEVEL ADVANCEMENT

**Speed** 40 ft., fly 100 ft. (average; unable to carry a rider while flying)

**Attack** bite (1d6), 2 claws (1d4)

**Ability Scores** Str +2, Con +2.

## MASTERY (7TH LEVEL)

The hippogriff can carry a rider while flying, but reduces its fly speed by half while doing so.

## WORG

**Prerequisite:** Alignment within one step of neutral evil.

## STARTING STATISTICS

**Size** Medium; **Speed** 50 ft.; AC +2 natural armor

**Attack** bite (1d6)

**Ability Scores** Str 17, Dex 15, Con 13, Int 6, Wis 14, Cha 10

**Languages** Common, Goblin

**Special Qualities** darkvision 60 ft., low-light vision, scent.

## 4TH-LEVEL ADVANCEMENT

AC +2 natural armor

**Attack** bite (1d8 plus trip)

**Ability Scores** Str +2, Con +2.

**Mastery (7th Level):** Once per day as a standard action, the worg can make a fearful howl. This functions as the fear cone (30 ft.) version of the fear universal monster rule.

## MONSTROUS MOUNT MASTERY

**Source:** Wayfarers' Dueling Guide

Your monstrous mount has developed an ability that only its wild kin would normally possess.

**Prerequisites:** Monstrous Mount, character level equal to or higher than that listed in your mount's Mastery entry.

**Benefit:** Your monstrous mount gains the abilities and bonuses listed under Mastery in its stat block. You must be of at least the indicated level for the mount to use these abilities, so if you dismiss a mount and gain a new mount of a different type, you retain the feat but might not yet be of sufficient level for the new mount to gain its Mastery benefits.

**Normal:** A monstrous mount is unable to use its Mastery abilities regardless of its advancement.



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## MOTIVATING DISPLAY (COMBAT)

**Source:** Severin's Guide to Folk of Two Shadows

You can empower your allies through their fear of you.

**Prerequisites:** Cha 13, Dazzling Display, Weapon Focus.

**Benefit:** Whenever you use Dazzling Display to demoralize foes, you can motivate your allies to better serve you. In addition to possibly demoralizing foes within 30 feet, your Intimidate check while using Dazzling Display also applies to allies within 30 feet who can see you. The DC for this effect is the same as it would be to demoralize your allies. Each ally so affected gains a +1 morale bonus on attack rolls and skill checks for the duration that it would normally be shaken.

## MOUNTAIN-SPLITTING STRIKE (COMBAT)

**Source:** Six Kings Saga

You have learned techniques to focus the force of an unarmed strike into the most vulnerable parts of a large opponent's anatomy.

**Prerequisites:** Wis 13, Improved Unarmed Strike.

**Benefit:** When you make a charge attack against an opponent at least one size category larger than you, your unarmed attacks deal damage as though you were one size category larger. In addition, you gain a +2 bonus to the DC of any Stunning Fist effect you deliver with this charge attack.

## MOUNTED BLADE

**Source:** Caravans of Tarse

You have learned to use the momentum of your mount to carry your weapon through one foe and into another.

**Prerequisites:** Ride 3 ranks, Mounted Combat, Ride-By Attack, base attack bonus +1, Tarse affinity.

**Benefit:** When you use the Ride-By Attack feat, if your attack hits, you may also make an attack against a target adjacent to your original target. This additional attack has a -5 penalty to the attack roll. You may use this feat whether riding a mount or using a flying item such as a broom of flying or carpet of flying.

## MOUNTED ONSLAUGHT (COMBAT)

**Source:** Metropole

You and your mount can shatter an enemy's line with your unyielding assault.

**Prerequisites:** Mounted Combat, Trample, Ride 5 ranks, Keeplands affinity.

**Benefit:** On your turn you may overrun more than one creature. Each overrun combat maneuver check beyond the first has a cumulative -5 penalty. If you fail to overrun a target, your movement ends. Your mount may only make a single hoof attack against one target that is knocked prone by your overrun (not one per prone opponent).

**Normal:** You can only attempt one overrun per round.

## MULTIWEAPON DEFENSE

**Source:** Malleus Abysarnum

You sacrifice attacks to parry blows.

**Prerequisites:** Three or more arms, Dex 21

**Benefit:** When you make a full-attack action, you may choose not to take an attack with a number of your wielded weapons other than your primary weapon. For each attack you forgo, you gain a +1 shield bonus to your AC for that round. This bonus stacks with itself to a maximum bonus of +5, but not with shield bonuses to AC from other sources.

## MULTIWEAPON SPECIALIST

**Source:** Malleus Abysarnum

You gain bonuses on damage when you wield identical one-handed weapons.

**Prerequisites:** Three or more arms, Dex 21

**Benefit:** When you wield one-handed or light weapons in each of your arms, and all of those weapons belong to the same weapon group (as defined for the fighter class), all attacks with those weapons gain a +2 bonus on damage rolls.

## NAMED BULLET (GRIT)

**Source:** The Green Hawk

You can craft ammunition intended to kill specific foes.

**Prerequisites:** Amateur Gunslinger<sup>1</sup> feat or grit class feature, Gunsmithing<sup>1</sup>, base attack bonus +5.

**Benefit:** Whenever you craft ammunition using Gunsmithing, you may inscribe a bullet or

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alchemical cartridge with the name of its intended target. The ammunition gains the bane weapon special ability against the chosen creature only. If the ammunition is used to attack any other target, the attack roll is instead made with a –2 penalty. Crafting a named bullet costs 1 grit point and reduces your maximum grit points by 1 until the named bullet is fired or destroyed.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*.

## NAMELESS SERVITOR (FACTION)

**Source:** Behind the Throne

The fact that you have given up your real name makes you resistant to certain types of magic.

**Prerequisites:** Undying Defenders rank, Undying Defenders 10 TPA.

**Benefit:** Anyone who attempts to use magic in order to learn personal information about you, such as through divination, scrying, or similar magic, must make a caster level check with a DC equal to 10 plus your level to succeed. You are immune to spells that require the use of your name in order to function (such as *trap the soul*). Most members of the Undying Defenders with this feat are addressed by their rank.

**Special:** If you ever choose a real name, you lose all benefits of this feat.

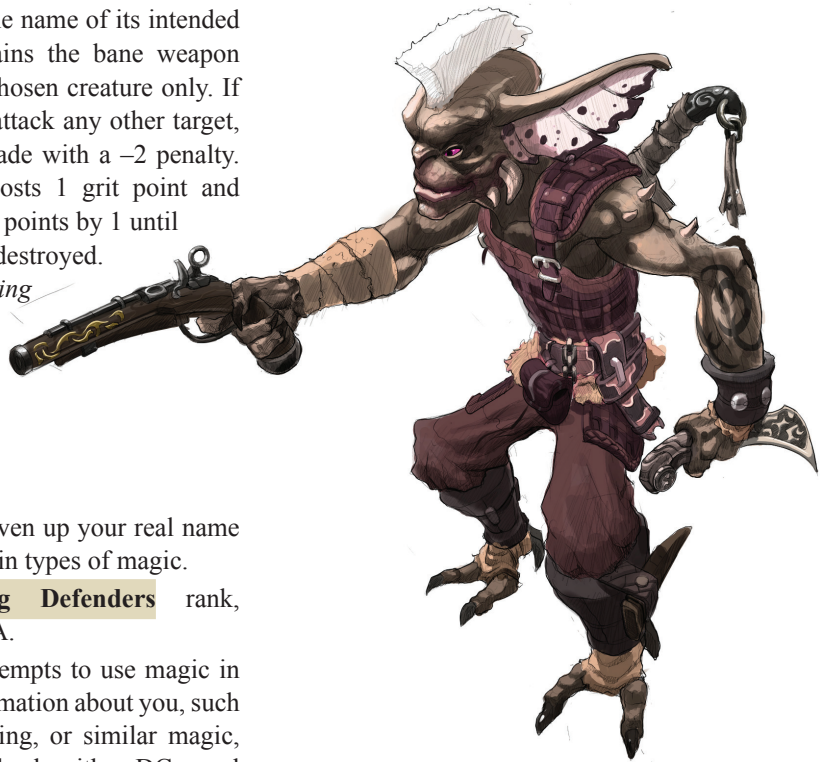
## NANITE DISRUPTION

**Source:** Astrologos

You can use your nanite surge to inflict wounds upon other mechanical beings.

**Prerequisite:** Nanite surge racial trait.

**Benefit:** As long as you are adjacent to an android, a robot, or a creature primarily made of electronic components (GM's discretion), you can use your nanite surge ability as an immediate action to short-circuit that creature's hardware. If you succeed at a melee touch attack and the target fails a Will save (DC = 10 + 1/2 your character level + 1/2 your Constitution modifier), it takes a penalty equal to 1 + 1/2 your level (minimum 0) on its next d20 roll. This penalty lasts until the beginning of your next turn.



## NARROW FRAME

**Source:** Lexicon Animalium

Your excellent coordination allows you to maneuver better in close quarters.

**Prerequisites:** Escape Artist 1 rank, animal or magical beast.

**Benefit:** You do not take penalties on your attack rolls or to your AC for squeezing through a narrow space that is at least half as wide as your normal space, though each move into or through a narrow space still counts as if it were 2 squares.

**Normal:** You take a –4 penalty on attack rolls and a –4 penalty to AC while squeezing.

## NATURAL JOUSTER (COMBAT)

**Source:** Rune of Swords

Nearly all svathurims have the following feat, which is common among tauric creatures.

**Prerequisite:** Centaur (or any tauric creature at the GM's discretion)

**Benefit:** You gain proficiency with the lance. You can wield a lance one-handed as if you were mounted, and you deal double damage with a lance while charging.



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## NATURAL RULER

**Source:** The Art of Leadership

You have a special talent for ruling a nation, and take to the task with ease.

**Prerequisite:** Hold a leadership role related to running a kingdom (see the **Pathfinder Roleplaying Game Campaign Setting**).

**Benefit:** Choose an ability score. Any time your leadership role calls for that ability score to affect one of your kingdom's attributes, your modifier to that ability score is treated as being +2 higher. For example, if you choose Charisma and occupy the General or High Priest leadership role, your Charisma modifier to affect your kingdom's stability would be +2 higher than normal. However, if you occupied the Spymaster leadership role—which employs the Intelligence and Wisdom ability scores—this feat would grant no benefit.

Additionally, the entire kingdom gains +2 Stability for as long as you occupy a leadership role.

**Special:** You may gain this feat multiple times, but each time you must choose a different ability score. The bonus to Stability gained from this feat stacks.

## NATURE SOUL

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

You are innately in tune with nature and venerate the power and mystery of the natural world.

**Benefit:** You get a +2 bonus on all Knowledge (nature) checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

## NECROMANTIC AFFINITY

**Source:** Wayfarers' League Journals

Long exposure to necromantic energies has granted you a small measure of resistance against them.

**Prerequisite:** Con 15.

**Benefit:** You gain a +2 bonus on saving throws made to resist spells and effects that utilize negative energy, cause negative levels, or cause ability damage, ability drain, or ability penalties. In addition, damage caused by inflict spells heals you as if you were an undead creature, but you also take damage from cure spells.

## NECROMANTIC RESISTANCE

**Source:** The Ancient Analects, Wayfarers' League Journals

Your long exposure to necromantic energies has granted you a small measure of resistance against them.

**Prerequisites:** Con 13, **Necrosia affinity**.

**Benefit:** You gain a +2 bonus on saving throws made to resist spells and effects from the school of necromancy. In addition, you gain a +2 bonus on Fort saves made to prevent negative levels from becoming permanent. Finally, if you take ability score damage (but not drain) from an undead creature, you take 1 point less damage (minimum 0).

**Special:** This feat has been included for sake of completeness, but it clearly has been replaced with **Necromantic Affinity** (above) in the current version of the rules.

## NIGHT STALKER

**Source:** The Ancient Analects, Malleus Princeps

Ogres are big brutes, but some among them excel at hunting human prey in the dead of night and murdering them quietly.

**Prerequisites:** Stealthy, darkvision, Large or larger.

**Benefit:** While you are in areas of shadowy illumination or natural darkness, you ignore all size penalties to Stealth and gain a +2 bonus to Stealth checks.

## NIGHTMARE SCARS

**Source:** On Religion (Wayfarers' Annotated Edition)

You bear scars in honor of **your deity**, whether because you injured yourself in her name or because she saw fit to bless you with them.

**Prerequisite:** Worshiper of a **Chaotic Evil deity that grants the Chaos, Evil, Madness, Strength, and Trickery domains**.

**Benefit:** You gain a +2 bonus on Diplomacy and Handle Animal checks to affect the attitudes of magical beasts, monstrous humanoids, and worshipers of **your deity**. You take a –2 penalty on Diplomacy and Handle Animal checks to affect the attitudes of all other types of creatures. You also gain a +2 bonus on Intimidate checks, and take no penalty on Intimidate checks based on your size.

## NIMBLE NATURAL SUMMONS

**Source:** On Religion: Volume Three (Light and Lore), On Religion (Wayfarers' Annotated Edition)

Your summoned natural allies may walk the wild parts of the world unimpeded.

# FEATS DESCRIPTIONS

**Prerequisites:** Augmented Summoning, Spell Focus (conjunction), ability to cast summon nature's ally, caster level 6th, worshiper of a **Lawful good deity that grants the Animal, Community, Good, Law, and Plant domains.**

**Benefit:** Creatures you summon with summon nature's ally can move through any sort of undergrowth (such as natural thorns, briars, and similar terrain) at their normal speeds without taking damage or suffering other impairment. Thorns, briars, and undergrowth areas that have been magically manipulated to impede motion, however, still affect summoned creatures.

## NOBLE SCION

**Source:** The Wayfarers' League Journals

You are a member of a proud noble family, whether or not you remain in good standing with your family.

**Prerequisites:** Cha 13, must be taken at 1st level.

**Benefit:** You gain a +2 bonus on all Knowledge (nobility) checks, and that chosen Knowledge skill is always considered a class skill for you.

When you select this feat, choose one of the benefits listed below that matches the flavor of your noble family. Work with your GM to ensure that your choice is appropriate.

*Scion of the Arts:* You gain a +1 bonus on all Perform checks, and Perform is always a class skill for you. If you have the bardic performance ability, you can use that ability for an additional 3 rounds per day.

*Scion of Lore:* You gain a +1 bonus on all Knowledge skills in which you have at least 1 rank.

*Scion of Magic:* You gain one of the following languages as a bonus language: Abyssal, Aklo, Celestial, Draconic, Infernal, or Sylvan. Once per day, as a free action, you can gain a +2 bonus on any Spellcraft check you make. You must spend the free action to gain this bonus before you make the check.

*Scion of Peace:* Whenever you take 10 on a Wisdom-based skill, treat the result as if you had rolled a 13 instead of a 10.

*Scion of War:* You use your Charisma modifier to adjust Initiative checks instead of your Dexterity modifier.

## NOBLESCION (FALLEN LYONESSE)

**Source:** The Ancient Analects, The First Wayfarer Folio

You are a member of a proud **fallen Lyonesse** noble family.

**Prerequisites:** **fallen Lyonesse** affinity, member of a **fallen Lyonesse** noble house.

**Benefit:** You gain benefits based on the noble house to which you belong.

**Baltia:** Whenever you purchase a weapon anywhere in **the Middle Kingdom**—melee or ranged, mundane or magical—you pay 10% less than the normal cost.

**Irkalla:** You begin play with an additional 200 gp. In addition, at 10th level you gain a one-time 10,000 gp stipend.

**Nibiru:** Whenever you use a composite Strength bow of your Strength bonus or lower, you deal +2 points of damage with it.

**Summerlan:** Perform (comedy) is always a class skill for you. You gain a +2 bonus on Bluff and Perform (comedy) skill checks.

**Thule:** You gain Infernal as a bonus language. In addition, at 9th level you may bind to yourself an imp servitor in a ritual that takes 7 days. Your imp servitor grants and possesses all the benefits and abilities of a 1st-level sorcerer's familiar.

**Special:** You may only gain this feat at 1st level.

**Special:** This feat is included for sake of completion, but it has clearly been superseded by the Noble Scion feat presented just before it.

## NOXIOUS BITE

**Source:** The Ancient Analects, Malleus Draconis

Your acid-dripping breath causes those you bite to become ill.

**Prerequisites:** Acidic breath weapon, bite attack.

**Benefit:** Your bite attack deals 1 point of acid damage in addition to its normal damage. Living creatures you bite must make a Fort save (DC equal to your breath weapon's DC) or be nauseated for a number of rounds equal to 1 + your Constitution modifier (minimum 1 round).

## OATH OF THE UNBOUND

**Source:** On Religion (Wayfarers' Annotated Edition)

You have sworn never to be shackled.

**Prerequisites:** Worshiper of a **Chaotic Evil deity that grants the Chaos, Destruction, Evil, War, and Weather domains.**



# FEAT REFERENCE DOCUMENT

**Benefit:** You gain a +2 bonus on combat maneuver checks to break free of a grapple or pin, on Strength checks to burst bonds or to break through doors or walls, and on saving throws to resist spells and effects that would entangle or slow you.

## OBJECT OF LEGEND (STORY)

**Source:** The Art of Leadership

The object of your quest drives you ever forward.

**Prerequisite:** You must have some highly personal stake in attaining the object of your quest as determined collectively by you and the GM—such as needing an ancestral weapon to exact your revenge against a known betrayer, seeking to destroy the artifact that caused your family’s downfall generations ago, or attempting to behead a monster that ravaged your homeland during your youth.

**Benefit:** When you gain this feat, **devise a quest object with your GM based on the examples below**. You gain a +2 bonus on any Knowledge checks to gain information on the object of your quest. If you have 10 or more ranks in the Knowledge skill in question, the bonus increases to +4. In addition, once per day when you threaten a critical hit against a foe who specifically aims to stop you from completing your quest, you gain a +10 bonus on your confirmation roll against that opponent. You must announce the use of this ability after threatening the critical hit and before rolling your confirmation roll. This bonus does not stack with bonuses on confirmation rolls from other feats, such as Critical Focus.

**Goal:** Attain the object of your quest, as determined by you and the GM upon taking this feat. This likely means decidedly obtaining the item for yourself, though in some cases (such as when the quest object is more abstract or intangible) this might mean slaying a certain foe, achieving a certain honor, or completing some other set of predetermined objectives.

**Completion Benefit:** You gain renown throughout a region, perhaps even an entire continent. You are sung of in bardic tales and can be the subject of spells such as legend lore, regardless of your actual level. Commoners in nearby lands know of your deeds, and your reputation precedes you in numerous lands. In addition, you gain a specific benefit keyed to the object of your quest. **See the quest objects below** for examples of completion benefits when devising your own quest objects for use with this feat.

**Special:** This feat may be taken more than once. Each time it is taken, select a new quest object to strive for. As with all story feats, a character cannot take this feat again until she has completed the goal of the feat’s first iteration.

*Axe of the Dwarvish Lords*

**Completion Benefit:** Capturing the legendary Axe of the Dwarvish Lords from the dragon **that guards it** proves your worth to the dwarven people. As long as you wield the Axe of the Dwarvish Lords, you gain a +4 bonus on Charisma-based skill checks with dwarves.

*Chronicle of the Righteous*

**Completion Benefit:** The secrets of Heaven and the other goodly Outer Planes are now known to you. You gain the completion benefits of the Blessed story feat.

*Linnorm Head*

**Completion Benefit:** Slaying a linnorm in the northlands of **the Middle Kingdoms** enables you to become a ruler in **Khaer Draconis**. You gain favored enemy (dragon) +2, as the ranger class feature of the same name. This bonus stacks with favored enemy bonuses granted by other sources.

*Red Blades Hit List*

**Completion Benefit:** By stealing a comprehensive list of all the targets slain and being kept dead by the **Red Blades** assassins, you gain insights into their deadliest secrets. You gain Exotic Weapon Proficiency (sawtooth sabre) and Weapon Focus (sawtooth sabre) as bonus feats.

*Throne Card*

**Completion Benefit:** By snagging the Throne card from a deck of many things, you produce a fortress, using it as the seat for your new nation. You gain a +4 bonus on Stability checks and control checks while using the kingdom-building rules from Pathfinder Roleplaying Game Ultimate Campaign.

## OLD ONES AWAKENER (FACTION)

**Source:** Behind the Throne

You hear the voices of the Old Ones, and believe it is your destiny to awaken others to their ancient cause using bizarre and torturous rituals. Whether your work leaves these individuals mad or truly touched by alien sentience remains unproven.

**Prerequisite:** **Elder Cults** 20 TPA.

**Benefit:** You can attempt a DC 25 Heal check upon an unconscious but stable intelligent creature. The ritual takes 1 hour to complete. If



# FEATS DESCRIPTIONS

it's successful, the victim must make a DC 25 Will save or he gains a false memory of a vision that he has personally been chosen by the Great Old Ones to serve them (treat as an implanted memory from modify memory, except this is a nonmagical effect). If the ritual is unsuccessful, the victim takes 1d2 points of Intelligence and Wisdom drain; you may attempt the ritual again.

## OMINOUS MIEN (FACTION)

**Source:** Behind the Throne

Your walk, stance, and voice all amplify your status as a Hellknight when you cast spells or use spell-like abilities against opponents.

**Prerequisites:** Unwavering Order rank, Unwavering Order 10 TPA.

**Benefit:** Whenever you cast a spell or use a spell-like ability from the compulsion, fear, phantasm, or shadow sub-schools, add +1 to the DC of the saving throw against that spell or effect.

## ONE FINGER

**Source:** The Ancient Analects, The First Wayfarer Folio

You can bring to bear the energies of your entire body in a single point, allowing you to strongly affect your foes with the slightest touch.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, Weapon Finesse, base attack bonus +8, ki strike class ability.

**Benefit:** You can make Stunning Fist attacks as melee touch attacks. You may not use Power Attack in combination with this feat. You may choose to expend one use of Stunning Fist when making a bull rush, disarm, grapple, sunder, or trip attempt to provide a bonus equal to your Wisdom modifier (if positive) to any attack roll or opposed check required. This bonus applies only to a single attempt and does not apply to subsequent checks (as when continuing a grapple in subsequent rounds). You may use this ability once per round on your turn. You may not use it to defend against combat actions attempted against you.

## ONSLAUGHT (COMBAT)

**Source:** Kimerea

No one is prepared for how hard you strike until they see it firsthand.





# FEAT REFERENCE DOCUMENT

**Prerequisites:** Str 13, Power Attack, base attack bonus +1, sneak attack class feature.

**Benefit:** If you use Power Attack with the first melee attack you make during a surprise round, you can sneak attack even if you are not flanking your target and it's not denied its Dexterity bonus to AC.

## OOZE COMPANION

**Source:** The Ancient Analects, Malleus Oubliette

Your understanding of oozes has grown to the point where you can bond with one as a companion.

**Prerequisites:** Ooze Whisperer, animal companion, wild empathy.

**Benefit:** Add the following oozes to your list of possible animal companions. 7th—gelatinous cube, gray ooze; 10th—ochre jelly; 13th—black pudding. Because of its nonintelligence, an ooze companion starts with 0 tricks (only your bonus tricks from druid levels apply) and can only learn the following bonus tricks: attack, come, defend, and stay.

**Special:** The previous edition of the rules handled familiar differently, so this feat doesn't function well by itself. To make it work, ooze companions can be treated similarly to monster cohorts using the rules from the Pathfinder Roleplaying Game Bestiary. Each ooze companion has a "HD equivalent" equal to the HD of an animal companion at the lowest level the ooze can be taken (6 HD for gelatinous cube and gray ooze, 9 HD for ochre jelly, 11 HD for black pudding). If a druid is high enough level that her animal companion would normally have more HD than an ooze companion's HD equivalent, advance the ooze by adding 1 bonus HD for each HD the animal companion is higher than the ooze's equivalent. Ignore the BAB and saving throw entries on the animal companion table, instead using the ooze's HD to calculate these numbers. Instead of the animal companion advancement, an ooze companion gains +1 natural armor, +1 Str/Dex, 1 feat, and 1 bonus trick per 3 bonus HD. It gains all the special abilities (link, share spells, evasion, and so on) normal for the companion of the druid's level.

## OOZE WHISPERER

**Source:** The Ancient Analects, Malleus Oubliette

You have a special bond with slimes and oozes.

**Prerequisite:** Wild empathy class feature.

**Benefit:** You may target oozes with spells and special abilities that normally only affect animals as if the oozes were magical beasts with Intelligence 1, though they gain a +4 bonus to their saving throws. You may use wild empathy to influence oozes as easily as you influence magical beasts with Intelligence 1.

## ORDERED MIND

**Source:** On Religion (Wayfarers' Annotated Edition), On Religion: Volume Five (War and Ruin)

You can modify a variety of your spells to use as counterspells.

**Prerequisites:** Caster level 7th, any lawful alignment.

**Benefit:** The DC of your Spellcraft check to identify an opponent's spell is equal to 20 + the spell level of the opponent's spell, but for your counterspell you can cast any spell from the same school of your foe's spell. The level of the spell used to counterspell must be equal to or higher than the level of your foe's spell.

**Normal:** The Spellcraft DC to identify an opponent's spell is equal to 15 + the spell's level. Generally, a spell can only counter itself.

## OSIRIS ARCHEOLOGY

**Source:** Erémogós

You have a broad interest in **Ankhara** and are something of an authority in one specialized field.

**Prerequisites:** Knowledge (history) 1 rank, Knowledge (local) 1 rank, **must be able to speak Ankharan and Ancient Ankharan**.

**Benefit:** Pick one Intelligence-based skill. You gain a +3 bonus on all checks made using that skill in relation to **Ankhara** or its people. In addition, you gain a +1 bonus on all other Intelligence-based skill checks made in relation to **Ankhara** or its people.

## OSIRIS ARCHEOLOGIST

**Source:** The Ancient Analects, Ankhara Book of Pharaohs

You are well schooled in the traditions, culture, and history of Osirion, especially the broad expanse of its long history and ancient relics.

**Prerequisites:** Knowledge (history) 4 ranks, Knowledge (local) 4 ranks, Speak Language (**Ankharan, Ankharan**).

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**Benefit:** When in **Ankhara**, you gain a +1 circumstance bonus to Bluff, Diplomacy, Disguise, Gather Information, Intimidate, and Perform checks. You gain a +5 bonus when using Appraise, Decipher Script, Knowledge (all skills), and Search to learn about a person, place, or item of ancient **Ankhara**.

## OSTENTATIOUS DISPLAY

**Source:** Cthonic Verses

Your extravagant jewelry and accessories give you an air of importance you can use to your advantage in many social situations.

**Benefit:** As long as you are wearing a valuable nonmagical item in a magic item slot, you gain a +1 bonus on skill checks with a corresponding skill. Bonuses from wearing items in multiple slots that affect the same skill do not stack.

Each item must be worth at least 5% of your character wealth by level (see the *Pathfinder Roleplaying Game Core Rulebook*). For example, a 6th-level PC gains a +1 bonus on Bluff checks while wearing a gem-studded tiara (which fills the headband slot) worth at least 800 gp. When she reaches 7th level, she must wear an accessory in the appropriate slot worth at least 1,175 gp in order to continue gaining this bonus.

| Item Slot              | Skill Bonus      |
|------------------------|------------------|
| Belt, chest, shoulders | +1 Intimidate    |
| Body, feet, neck       | +1 Diplomacy     |
| Eyes, hands, headband  | +1 Bluff         |
| Head, ring, wrists     | +1 Perform (any) |

## OSTENTATIOUS WEAKNESS (COMBAT, PERFORMANCE)

**Source:** Wayfarers' Dueling Guide

You use knowledge of your hated foes to please onlookers.

**Prerequisites:** Base attack bonus +5, favored enemy class feature.

**Benefit:** When you spend a swift action to attempt a performance combat check, you may add your favored enemy bonus to the check if you're fighting a favored enemy.

## OSYLUTH GUILF (COMBAT)

**Source:** The Doomsday Book

You are skilled at misdirecting an opponent's attacks.

**Prerequisites:** Bluff 8 ranks, Dodge.

**Benefit:** While you are fighting defensively or using the total defense action, select one opponent. Add your Charisma bonus to your AC as a dodge bonus against that opponent's melee attacks until your next turn. You cannot use this feat if you cannot see the selected opponent.

## OUT OF THE SUN (TEAMWORK)

**Source:** Erémogos

Your allies use the sun's glare to their advantage.

**Prerequisites:** Bluff 3 ranks, Stealth 3 ranks.

**Benefit:** When you hit with a melee attack, you can attempt a Bluff check as a move action to feint. You do not gain the benefits of this feint; instead, if your Bluff check is successful, an ally with this feat who is adjacent to you or your opponent gains the benefits, so that her next melee attack against that opponent does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your ally's next turn. You gain a +2 circumstance bonus on your Bluff check in bright light. This bonus increases to +4 in natural sunlight. You cannot use this feat in dim light or darkness.

**Special:** If you have the Improved Feint feat, you can feint with Out of the Sun as a swift action after you hit with a melee attack.

## OUTER PLANES TRAVELER

**Source:** HexenJaeger

| Plane's Alignment | Descriptor           |
|-------------------|----------------------|
| LG                | Light                |
| NG                | Good                 |
| CG                | Emotion <sup>1</sup> |
| LN                | Lawful               |
| N                 | Death                |
| CN                | Chaotic              |
| LE                | Pain <sup>1</sup>    |
| NE                | Evil                 |
| CE                | Fear                 |

You have seen the outer reaches of the multiverse, and have gleaned knowledge from these alien realms. You have a special affinity for one of these realms in particular, and carry some of that plane's power within you.

**Prerequisites:** Knowledge (planes)



# FEAT REFERENCE DOCUMENT

11 ranks, ability to cast plane shift or gate as a spell or spell-like ability.

**Benefit:** Choose one **outer plane**. The alignment of the plane must be within one step of your alignment. You gain a +2 bonus on saves against spells and spell-like abilities with the associated descriptor, and you cast spells with that descriptor at +1 caster level.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Magic*

## OVERWHELM (COMBAT, TEAMWORK)

**Source:** Complete History of the Dragon

You can overwhelm large foes with sheer numbers.

**Benefit:** You are considered to be flanking an opponent if at least one ally who also has this feat is threatening that opponent and the opponent is at least two size categories larger than the larger of you or your ally, regardless of your actual positioning.

**Normal:** You must be positioned opposite an ally to flank an opponent.

## PACK TACTICS

**Source:** Kimerea

You have trained your animal companion to fight using your tactics.

**Prerequisites:** Int 13, animal companion class feature.

**Benefit:** Your animal companion is treated as having all the same teamwork feats that you do for the purpose of determining whether you or your allies receive a bonus from teamwork feats. Your animal companion doesn't receive any bonuses from these feats unless it actually possesses the teamwork feats. Your and all allies' positioning and actions must still meet the prerequisites listed in a teamwork feat's description in order to receive the teamwork feat's listed bonus.

## PANTHEISTIC BLESSING

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

You are graced a small bit of divine power as a result of your veneration of a pantheon of deities.

**Prerequisites:** Wis 13, must worship a pantheon of deities.

**Benefit:** When taking this feat, select a pantheon from the list below. You gain the listed spell-like ability for your selected pantheon, usable once per day. If the granted spell allows a saving throw, the DC is equal to 10 + 1/2 your character level + your Charisma modifier.

**Special:** If you act out of line with the tenets of your pantheon's beliefs, you lose the ability to cast the granted spell-like ability until you have received an atonement for your transgression (as a cleric restoring lost class abilities).

### Pantheons of the Middle Kingdoms

Each pantheon below notes the type of pantheon. Additionally, each pantheon grants a spell-like ability to followers who take the Pantheistic Blessing feat.

*Archdevils (aligned, racial, and cultural)*

**Deities that are powerful devils.**

**Common Believers:** Fallen Lyonesse, devils, diabolists, tieflings

**Granted Spell-Like Ability:** *infernal healing*<sup>1</sup>

<sup>1</sup>See Spells in **Appendix I: Additional Rules**

*Ascended Pantheon (cultural)*

**Deities that are ascended mortals.**

**Common Believers:** Agarthans, adventurers, individualists

**Granted Spell-Like Ability:** *divine favor*

*Demon Lords (aligned, cultural, and racial)*

**Deities that are powerful demons.**

**Common Believers:** drow, murderers, psychopaths

**Granted Spell-Like Ability:** *lesser confusion*

*Dwarven Pantheon (racial)*

**Deities commonly worshipped by dwarves.**

**Common Believers:** dwarves

**Granted Spell-Like Ability:** *crafters' fortune*<sup>1</sup>

<sup>1</sup>See *Pathfinder Roleplaying Game Advanced Player's Guide*

*Eldest (cultural and racial)*

**Deities that are powerful fey.**

**Common Believers:** druids, gnomes, fey

**Granted Spell-Like Ability:** *silent image*

*Elven Pantheon (racial)*

**Deities commonly worshipped by elves.**

**Common Believers:** elves, half-elves

**Granted Spell-Like Ability:** *identify*

*Empyrean Lords (aligned and cultural)*

**Deities that are powerful good-aligned outsiders.**

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**Common Believers:** aasimars, angels, Aquitayne, Njor

**Granted Spell-Like Ability:** *protection from evil*  
**Order of the Gods Pantheon** (aligned)

**Deities of strong lawful alignment and ordered bent.**

**Common Believers:** The Unwavering Order  
**Granted Spell-Like Ability:** *protection from chaos*

**Refuge Pantheon** (cultural)

**Deities of a small outpost town.**

**Common Believers:** natives of the Badlands

**Granted Spell-Like Ability:** *sanctuary*

**Tallar Pantheon** (cultural)

**Deities commonly worshiped in the Fading Empire of Tallar.**

**Common Believers:** Taldan nationalists

**Granted Spell-Like Ability:** *shield of faith*

**Vaharpura Pantheon** (cultural)

**Deities worshipped in the Resplendent Cities of Vaharpura**

**Common Believers:** Vaharpuri

**Granted Spell-Like Ability:** *true strike*

## PATIENT STRIKE (COMBAT)

**Source:** Book of Best Practices (Wayfarers' League)

Your training under the Master of Swords has taught you that a well-timed strike is worth waiting for and that patience will serve you well in the long run.

**Prerequisite:** Int 13.

**Benefit:** You can choose to ready an attack as a full-round action instead of a standard action. When you do so, you gain a +2 bonus on your attack roll when your readied action triggers.

**Normal:** Readyng an attack is a standard action and doesn't grant a bonus on your attack roll.

## PEACEMAKER

**Source:** The White Hart

Your words of peace ring true and are much more difficult for others to resist.

**Prerequisites:** Charisma 13, good alignment.

**Benefit:** The DC to resist spells you cast to ensure peace or force aggressive creatures to become peaceful increases by +2. This affects spells that dissuade creatures from aggressive actions without exerting long-term or absolute control over them,

and without leaving them defenseless. These spells include, but are not limited to, calm animals, calm emotions, command, compassionate ally 1, enthrall, euphoric tranquility 1, sanctuary, and serenity 1.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Magic*

## PENETRATING POSSESSION

**Source:** Malleus Abysarnum

Your ability to possess foes can bypass magical protections.

**Prerequisites:** Magic jar as a known spell or spell-like ability, Cha 21

**Benefit:** The first time you attempt to possess a host under the effect of protection from evil spell or any similar spell, you have a chance to dispel that spell as if you had cast dispel magic on the spell.

## PERFECT AWARENESS (COMBAT, MEDITATION)

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

You can set aside all irrelevant sensory information to understand your surroundings perfectly for a moment.

**Prerequisites:** Wis 17, Combat Meditation, Meditation Master, character level 9th.

**Benefit:** Once per day, you can take 20 on a Perception check as a move action.

## PERFECT CASTING

**Source:** On Religion (Wayfarers' Annotated Edition)

You unlock greater secrets of divine spellcasting from **your deity**.

**Prerequisites:** Combat Casting, Divine Dignity, ability to cast divine spells, worshiper of a **Lawful Neutral deity that grants the Earth, Law, Nobility, Protection, and Travel domains**.

**Benefit:** When you use Divine Dignity, it can affect the casting of any of your divine spells, not just harmless and domain spells.

## PERFECT CENTER (COMBAT, MEDITATION)

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

You can ignore almost any distraction.

**Prerequisites:** Wis 21, Combat Meditation, Meditation Master, character level 17th.



# FEAT REFERENCE DOCUMENT

**Benefit:** You can take 10 on any skill check or concentration check, even if it is not normally allowed due to strenuous circumstances.

## PERFECT STYLE (COMBAT, STYLE)

**Source:** Wayfarers' Dueling Guide

You have trained at one of the **Perfect Fighting Schools of Pashwar** and have an innate connection to the school's associated element.

**Prerequisites:** Wis 13, base attack bonus +5 or monk level 5th.

**Benefit:** When you take this feat, choose one of the **Perfect Fighting Schools**; once this decision has been made it cannot be changed. While using this style, you gain a type of energy resistance based on the **Perfect Fighting Schools** you have chosen. Students of the **School of Perfected Iron** gain acid resistance 5. Students of the **School of Perfected Fire** gain fire resistance 5. Students of the **School of Perfected Storms** gain electricity resistance 5. If you have energy resistance from a racial trait or class feature, the energy resistance gained from this style stacks.

Additionally, you gain a ki pool that you can use to activate abilities of your chosen **Perfect Fighting Schools** style. Your pool contains 1 ki point at 1st level and increases by 1 point every 4 levels thereafter. If you have a ki pool from another source, you do not gain additional ki points from this feat.

**Special:** You may select Perfect Style multiple times. Each time you do so, you must select a different **Perfect Fighting Schools** to belong to.

## PERNICIOUS STAB (COMBAT)

**Source:** Six Kings Saga

Your deep strikes allow you to deliver poison efficiently when your opponent is off guard.

**Prerequisite:** Sneak attack +2d6.

**Benefit:** When you hit an opponent with a poisoned weapon and would deal sneak attack damage, you can choose to forgo some or all of the sneak attack damage to increase the poison's chance of success. For every 2d6 points of sneak attack damage you forgo, add 1 to the saving throw DC of the poison delivered with your attack. This increase to the poison save DC does not apply to creatures that are immune to precision damage.

## PERSUASIVE PERFORMER

**Source:** On Religion (Wayfarers' Annotated Edition)

For you, performance is the heart of negotiation.

**Prerequisites:** Versatile performance class feature, worshiper of a **Neutral Good deity that grants the Air, Charm, Good, Luck, and Protection domains**.

**Benefit:** You can use any of your Perform skills in place of Diplomacy, not just Perform (keyboard instruments, oratory, string, or wind). If you do use Perform (keyboard instruments, oratory, string, or wind), you gain a +2 bonus on your check.



## PESTLE EUPHORIA

**Source:** The Ancient Analects, Shadow Empires

Your **drug**-addled mind is difficult to influence.

**Prerequisite:** **Pestle tar addict** or **Sal Arcanum**.

**Benefit:** You gain a +2 bonus to Will saves if you have used **pestle tar** in the past hour. If you fail a saving throw against an enchantment effect while you are under the effects of **pestle tar**, you can attempt it again 1 round later at the same DC; this feat only gives you one extra chance to succeed on



# FEATS DESCRIPTIONS

the saving throw (though if you have other reroll abilities, such as a rogue's slippery mind, you may attempt them this round).

<sup>1</sup>See Alchemical Items in **Appendix I: Additional Rules**

## PESTLE TAR HEALING

**Source:** The Ancient Analects, Shadow Empires  
You heal whenever you use **pestle**.

**Prerequisite:** **Pestle Tar addict** or **Sal Arcanum**.

**Benefit:** When you take a dose of **pestle tar**<sup>1</sup>, you heal 1 hit point. When you take a dose of refined pestle tar, you heal 5 hit points. The pestle still has its normal effects on you (temporary hit points, and so on).

<sup>1</sup>See Alchemical Items in **Appendix I: Additional Rules**

## PESTLE TAR REJUVENATION

**Source:** The Ancient Analects, Shadow Empires

When you are close to death, your body can convert **pestle tar** into lifesaving medicine.

**Prerequisite:** **Pestle tar addict** or **Sal Arcanum**.

**Benefit:** If you have used **pestle tar** in the past hour, and you are brought to 0 or fewer hit points, you may immediately gain 10 temporary hit points as a swift action. You may use this ability even if you are unconscious, but it cannot save you from an attack that immediately kills you.

Using this ability makes you sickened for 24 hours. You can end the sickness by **using pestle tar**. Using this ability while you are sickened makes you exhausted. You can end the exhaustion by **using pestle tar**; this leaves you only sickened, and another dose can end the sickness.

<sup>1</sup>See Alchemical Items in **Appendix I: Additional Rules**

## PESTILENT

**Source:** Tombs of Ankhara

Your unarmed strikes and natural weapons cause extra harm to those infected with your disease.

**Prerequisite:** Ability to cause disease via a spell, spell-like ability, or supernatural means.

**Benefit:** When you successfully use a spell, spell-like ability, or supernatural ability to cause a creature to contract a disease, you gain a +2 bonus on attack rolls with natural weapons and unarmed strikes against that creature. In addition, such

attacks deal an additional 1d6 points of negative energy damage. If you have the supernatural ability to cause a single disease (such as mummy rot), you gain these bonuses against any creature that has contracted the same disease, even if it did not contract it from you.

## PIRANHA STRIKE (COMBAT)

**Source:** West Tarse Trading Company Charter

You make a combination of quick strikes, sacrificing accuracy for multiple, minor wounds that prove exceptionally deadly.

**Prerequisites:** Weapon Finesse, base attack bonus +1.

**Benefit:** When wielding a light weapon, you can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and for every 4 points thereafter, the penalty increases by -1 and the bonus on damage rolls increases by +2. You must choose to use this feat before the attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage. This feat cannot be used in conjunction with the Power Attack feat.

## PLANAR HUNTER

**Source:** The Green Hawk

After careful study of otherworldly environments, you can quickly evaluate how an outsider reacts in its home surroundings. You can use your knowledge of the outsider's native environment to guide your attacks and overcome the outsider's natural resistances.

**Prerequisites:** Knowledge (planes) 5 ranks, favored terrain (any plane) class feature.

**Benefit:** When you are on one of the planes you've selected as a favored terrain, you gain a +2 bonus on weapon attack rolls against outsiders native to that plane. You also ignore up to 5 points of damage reduction when making weapon attacks against outsiders native to that plane, except for damage reduction without a type (such as DR 10/—). In addition, you gain this bonus against extraplanar creatures you encounter and identify



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as being from one of your planar favored terrains, such as with a successful Knowledge (planes) check, regardless of what plane you or they are on.

**Special:** You may select this feat multiple times. Each time you take it, you apply it to a different qualifying favored terrain.

## PLANAR TRAVELER (STORY)

**Source:** The Art of Leadership

The confines of the Material Plane cannot sate your wanderlust, and you walk between alternate spheres of reality unhindered.

**Prerequisite:** You must be related to an outsider or have been born on a plane other than the Material Plane.

**Benefit:** You gain a +2 bonus on Survival checks when outside your home plane. You can identify portals and other planar connections as well as where they lead by sight or touch with a successful DC 20 Perception check.

**Goal:** Spend at least 24 consecutive hours on three different planes of existence other than your home plane or more than a month on a single plane other than your home plane. Demiplanes do not count for the purposes of fulfilling this goal.

**Completion Benefit:** Whenever you cast a spell or use a magic item to travel to another plane, you always arrive exactly where you had intended. In addition, when identifying portals with the first benefit of this feat, you gain a glimpse of what you would see, hear, and smell upon arriving on the other end of the portal.

## PLANNED SPONTANEITY

**Source:** Book of Best Practices (Wayfarers' League)

You have a measure of flexibility when preparing spells.

**Prerequisites:** Knowledge (arcana) 9 ranks, ability to prepare and cast 4th-level spells.

**Benefit:** Once per day when you prepare spells, you can designate one spell slot from each of up to three different spell levels that are lower than the highest-level spell that you can cast. In each designated slot you can memorize two different spells of the respective level. You can cast either spell as normal, but when you do, the spell consumes both of the spells prepared in that spell slot.

**Special:** A wizard can select this feat as one of his bonus feats.

## POISONER'S CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

You cause anyone damaged by your negative energy to become susceptible to poison.

**Prerequisites:** Channel energy 3d6, worshiper of a Neutral Evil deity that grants the Charm, Death, Evil, Knowledge, and Trickery domains.

**Benefit:** Once per day when you channel negative energy to damage living creatures, you can cause any creatures that failed their save against your channel to take a –4 penalty on saving throws against poison effects. This penalty lasts for 1 minute.

## POLYGLOT FAMILIAR (FAMILIAR)

**Source:** Precepts Arcana: Bonds

Your familiar can speak with animals other than those of its own kind.

**Prerequisite:** Must have a familiar.

**Benefit:** Choose a category of creature: amphibians, birds, felines, invertebrates, reptiles, rodents, simians, or vermin. Your familiar can speak with creatures of that kind.

**Special:** This feat can be taken multiple times, choosing a different category of creature each time. The first time you take this feat, if your familiar can't already speak with creatures of its kind, you must choose that category of creature. If your familiar later gains the ability to speak with creatures of its kind, you can choose to apply this feat's benefits to a different category of creature instead.

## PORCUPINE DEFENSE (COMBAT)

**Source:** Complete History of the Dragon

You are a threat to opponents that try to overwhelm you.

**Prerequisites:** Combat Expertise, Combat Reflexes, base attack bonus +6.

**Benefit:** Whenever an opponent of at least one size category larger than yourself attempts a combat maneuver attack against you, you gain a +2 bonus on any allowed attacks of opportunity. If your opponent may make such attacks without provoking attacks of opportunity, you instead gain a +2 bonus to CMD against such maneuvers.

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## POTENT HOLY SYMBOL

**Source:** Aufspießenlanze Severin

In your pious hands, your holy symbol is a shining light of faith.

**Prerequisites:** Good alignment, worshiper of a good deity.

**Benefit:** Any round in which you use your holy symbol as a divine focus for the casting of a spell or to channel positive energy, you count as presenting a holy symbol, chanting prayers, or ringing a hand bell for the purpose of keeping vampires at bay.

## POTION GLUTTON

**Source:** On Religion (Wayfarers' Annotated Edition)

You gulp down potions with unsettling speed.

**Prerequisite:** Worshiper of a Neutral Evil deity that grants the Death, Evil, Magic, Strength, and War domains.

**Benefit:** You can drink potions, elixirs, or other potables as a swift action without provoking attacks of opportunity.

**Normal:** Drinking potions is a move action that provokes attacks of opportunity.

## PRACTICED LEADERSHIP

**Source:** The Green Hawk

When you and your cohort are both members of the same organization, you needn't shoulder the burden of leadership alone. By relying on the authority of your shared organization as well as your own leadership skills, your cohort demonstrates improved devotion and tactical acumen.

**Prerequisites:** Leadership, membership in the same organization as your cohort.

**Benefit:** As long as you and your cohort maintain membership in good standing within the same organization, your cohort gains a +4 morale bonus on Will saves against enchantment spells and effects. Additionally, your cohort is treated as though she possessed the same teamwork feats you do for the purpose of determining whether you receive a bonus from your teamwork feats. Your cohort doesn't receive any bonuses from these feats unless she actually possesses the feats.

If you and your cohort belong to one of the organizations listed in this section, your cohort gains the practiced leadership benefit associated with

your organization. If a benefit grants your cohort access to a spell-like ability, the caster level of the effect is 1st or equal to your cohort's caster level, whichever is higher. Each of the following entries includes rules effects that automatically apply to you as long as you have the Leadership feat and remain in good standing within the organization in question. You may gain the Leadership benefits of only a single organization at a time. If you belong to two or more organizations, you must choose which benefit to take. Once you've chosen this benefit, you can change this benefit only if you fall out of good standing with that organization and obtain (or already have) good standing in another.

### Church of Coins

A mutual-defense pact of craftsmen and merchant princes, overseen by priests of commerce.

**Leadership Benefit:** Followers of the Church of Coins do not take a Leadership score penalty for recruiting a cohort of a different alignment if the cohort is also a follower of the Prophecies or a member of the Sellsword Alliance.

**Practiced Leadership Benefit:** If you are a follower of the Church of Coins with the Practiced Leadership feat and your cohort is a fellow Plutocrat, once per day she can roll either an Appraise or Bluff check twice and take the higher result. If your cohort is instead a member of the Sellsword Alliance, once per day she can roll either an Intimidate check or a Sense Motive check twice and take the higher result. Your cohort must announce the use of this ability before attempting the check.

### Freejacks

Corsairs and pirate captains that acknowledge no kingdom's flag.

**Leadership Benefit:** Freejacks do not take a Leadership score penalty for moving around a lot.

**Practiced Leadership Benefit:** If you are a Freejack with the Practiced Leadership feat, your cohort can use water walk or water breathing once per day as a spell-like ability.

### Kith of the Green Man

As much a philosophy or tribe as a religion, a druidic faith that reveres and respects nature in all its forms.



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**Leadership Benefit:** Members of the **Kith of the Green Man** do not take a Leadership score penalty for having an animal companion.

**Practiced Leadership Benefit:** If you are a **Kith of the Green Man** follower with the Practiced Leadership feat, your cohort can use speak with animals at will as a spell-like ability.

## **Unwavering Order**

A knightly order of fallen Lyonesse, dedicated at maintain order at any cost (and for whom the ends justify the means).

**Leadership Benefit:** **Knights of the Unwavering Order** do not take a Leadership score penalty for aloofness.

**Practiced Leadership Benefit:** If you are a **Knight of the Unwavering Order** with the Practiced Leadership feat, your cohort gains a +2 deflection bonus to AC against attacks from chaotic outsiders.

## **Wayfarers' League**

An international organization of adventurers, explorers, and cartographers dedicated to ensuring all creatures are free to travel.

**Leadership Benefit:** **Wayfarers** do not take a Leadership score penalty for moving around a lot.

**Practiced Leadership Benefit:** If you are a **Wayfarer** with the Practiced Leadership feat, your cohort can use identify at will as a spell-like ability.

## **PRECOCIOUS YOUTH**

**Source:** The Art of Leadership

Even in youth, you seek to be more adult than your childish peers, a personal trait that will no doubt aid you in future years.

**Prerequisite:** Young age category.

**Benefit:** You lose one of the penalties associated with the young age category, either –2 Constitution, –2 Strength, or –2 Wisdom. Upon reaching adulthood you may exchange this feat for Great Fortitude, Iron Will, or Lightning Reflexes.

**Special:** You may take this feat up to three times. Each time you do, it affects a different penalty and must be exchanged for a different feat upon reaching adulthood.

## **PROFITS OF TRADE**

**Source:** The Ancient Analects, The First Wayfarer Folio

Your careful investments provide you with liquid assets with which you may gain the use of various items on a temporary basis.





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**Prerequisites:** Diplomacy 1 rank, **Akkesh** affinity.

**Benefit:** By utilizing your mercantile connections, when you gain this feat you acquire a resource pool worth 100 gp. You may add to this resource pool with gold you acquire through adventuring, but once you put it in, it remains a part of your resource pool thereafter. Your resource pool increases by 100 gp at levels 2–5, 500 gp at levels 6–10, 1,000 gp at levels 11–15, and 5,000 gp at levels 16 and up.

You may utilize this resource pool in any community of village size or larger by requesting an item (mundane or magical). If the item you request is worth less than the community's gp limit, you gain it within 1d4 hours. If the item exceeds the community's gp limit but is less than double the limit, you gain the item within 1d4 days. An item more than twice as expensive as a community's gp limit is unavailable. For as long as you have the item in your possession, your resource pool is reduced by the amount of the item's value. If you lose the item or otherwise cannot return it to the resource pool, the pool permanently decreases by the value of the item. A charged item acquired in this way loses a percentage of its value based on the number of charges used, and when returned to the resource pool it reduces the size of the pool an equal amount.

Your resource pool is available to you even outside of **Akkesh**, but in that case gaining a requested item takes 1 hour longer if below a community's gp limit or 1 day longer if above.

## PROTECTIVE CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

When you channel energy, **your deity** grants protection against dark forces.

**Prerequisites:** Channel energy 7d6, worshiper of a **Lawful Good deity that grants the Glory, Good, Law, Sun, and War domains**.

**Benefit:** When you channel positive energy to heal living creatures, you can choose to affect healed creatures with a protection from evil spell (caster level equal to your effective cleric level).

## PROTECTIVE STRIKE

**Source:** On Religion: Volume Three (Light and Lore)

When you smite evil, your divine power protects a creature within line of sight.

**Prerequisites:** Smite evil class feature, base attack bonus +5.

**Benefit:** When you choose the target of your smite evil ability, you also choose one creature other than you within line of sight. While your smite is in effect, the additional creature you chose gains a deflection bonus to AC equal to your Charisma modifier against attacks made by the target of the smite. This bonus ends when the smite ends. You do not gain the deflection bonus to AC typical for the smite evil class feature.

**Normal:** While smite evil is in effect, the paladin gains a deflection bonus to her AC equal to her Charisma modifier (if any) against attacks made by the target of the smite.

## PROTECTOR'S STRIKE

**Source:** On Religion (Wayfarers' Annotated Edition)

You can use your smiting power to protect an ally from known evil.

**Prerequisites:** Base attack bonus +5, smite evil class feature.

**Benefit:** When you choose the target of your smite evil ability, you also choose one creature other than you within line of sight. While your smite is in effect, the additional creature you chose gains a deflection bonus to AC equal to your Charisma modifier against attacks made by the target of the smite. This bonus ends when the smite ends. You do not gain the deflection bonus to AC normally granted by smite evil.

**Normal:** While smite evil is in effect, the paladin gains a deflection bonus to her AC equal to her Charisma bonus (if any) against attacks made by the target of her smite attack.

**Special:** This feat is clearly a revised version of Protective Strike, above. Both have been included for sake of completeness.

## PROXY SUMMONING

**Source:** Akkaniad

Creatures you summon can act as proxies to deliver your spells to foes.

**Prerequisites:** Ability to cast conjuration (summoning) spells or a conjuration (summoning) spell-like ability, caster level 5th.

**Benefit:** Whenever you cast a touch spell while adjacent to a creature you summoned (including



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an eidolon), you can have the summoned creature carry the spell's charge. Once the spell is cast, you and any creature you summon gain the share spells ability. This feat doesn't qualify you for feats or other rules options that require you to have an animal companion, familiar, or similar allied creature with the share spells ability.

## PUNCH THROUGH (COMBAT, TEAMWORK)

**Source:** HexenJaeger

You and your allies are adept at bypassing enemy defenses.

**Prerequisite:** Base attack bonus +6.

**Benefit:** As a full-round action, you may make a single attack against a target. If the attack hits and deals damage to the target, all of your allies with this feat ignore up to 5 points of damage reduction against the same target for 1 round. This feat does not apply to damage reduction without a type (such as DR 10/—).

## PUNGENT STENCH

**Source:** Malleus Abysarnum

Your stench is overwhelmingly nauseating.

**Prerequisites:** Stench universal monster ability, Improved Stench, Great Fortitude

**Benefit:** The first round a creature is affected by your stench, it is nauseated in addition to being sickened. At the end of an affected creature's turn after the first round, it can make a new save against the stench's DC to remove the nauseated condition, but the sickened condition lasts as long as normal.

## QUICK AT HAND

**Source:** The Ancient Analects, Malleus Princeps

When enraged, ogres tend to grab the closest heavy objects and bring them to bear.

**Prerequisite:** Ogre.

**Benefit:** You may use any item as an improvised melee or ranged weapon without penalty.

## QUICK PREPARATION

**Source:** Book of Best Practices (Wayfarers' League)

Early on in your adventuring career, you learned (perhaps the hard way) how to prepare your spells even when put under extreme time constraints.

**Prerequisite:** Ability to prepare spells.

**Benefit:** When preparing spells, you halve the time necessary to do so.

**Normal:** Preparing all of your spells takes 1 hour.

## QUILLBREAKER DEFENSE (COMBAT)

**Source:** Larken's Lexicon

You know how to put armor spikes to defensive use by thrusting them into the path of an oncoming attack just in time.

**Prerequisite:** Proficiency with armor spikes.

**Benefit:** If you are wearing armor spikes, as an immediate action when you take damage from a nonmagical attack, you can give your armor spikes the broken condition to reduce the amount of damage you take by 5. If your armor spikes are already broken, they are destroyed when you take the damage. If you are wearing masterwork armor spikes, you instead reduce the damage taken by 10.

## QUIVERING PALM ADEPT (COMBAT)

**Source:** Ten-Thousand Cherry Blossoms

Your quivering palm strikes are more potent than most.

**Prerequisite:** Quivering palm class feature.

**Benefit:** Add +2 to the saving throw DC against your quivering palm attacks.

## QUIVERING PALM VERSATILITY (COMBAT)

**Source:** Ten-Thousand Cherry Blossoms

You can alter the way you apply a quivering palm's vibrations to an opponent's body to cause extreme pain, put it in a coma, or destroy its memories.

**Prerequisites:** Quivering palm class feature, base attack bonus +13.

**Benefit:** After successfully using your quivering palm attack on a creature, you can produce one of the following effects instead of killing the creature, as long as you do so within a number of days equal to your monk level.

*Coma:* The subject falls unconscious and is helpless for a number of days equal to your monk level.

*Memory Loss:* The subject falls unconscious for 24 hours and awakens with huge gaps in its memory. The target's memories of the recent

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past (a number of consecutive days equal to your monk level) are completely obliterated, and can only be restored by a *wish* or *miracle* spell.

**Pain:** The subject takes 1d6 points of nonlethal damage per monk level you possess.

You must choose the desired effect before the quivering palm's attack roll is made. Unless the target succeeds at its Fortitude save against your quivering palm attack, it succumbs to the desired effect when you will it (a free action). This feat is otherwise subject to all of the limits and conditions of quivering palm.

## RALLYING BLOW

**Source:** Tombs of Ankhara

When you strike true in battle, you wash away allies' fear.

**Prerequisite:** Aura of courage.

**Benefit:** When you confirm a critical hit against an enemy, any fear effect affecting allies within 30 feet is reduced by one step. Panicked becomes frightened, frightened becomes shaken, and shaken is removed. In addition, any ally suffering other effects from a failed save against a fear effect, such as the paralysis from a mummy's despair aura, receives a new save against the effect at the original DC.

## RANGED DISARM (COMBAT, TARGETING)

**Source:** Akkaniad

A well-placed shot disarms your foe.

**Prerequisites:** Dex 13, Deadly Aim, base attack bonus +1.

**Benefit:** As a full-round action, you can attempt to perform a disarm combat maneuver with any ranged weapon at a –2 penalty. Add your Dexterity modifier to your CMB in place of your Strength modifier and apply range penalties to your combat maneuver check, doubling the penalties from range increments. If your target is more than 30 feet away, you take an additional –2 penalty. If the disarm attempt is successful, the target also takes damage as if you had made a successful attack with that weapon. You cannot be disarmed by failing this disarm attempt.

## RANGED TRIP (COMBAT, TARGETING)

**Source:** Akkaniad

A shot to the leg causes your foe to fall prone.

**Prerequisites:** Dex 13, Deadly Aim, base attack bonus +1.

**Benefit:** As a full-round action, you can attempt to perform a trip combat maneuver with any ranged weapon at a –2 penalty. Add your Dexterity modifier to your CMB in place of your Strength modifier and apply range penalties to your combat maneuver check, doubling the penalties from range increments. If your target is more than 30 feet away, you take an additional –2 penalty. If the trip attempt is successful, the target also takes damage as if you had made a successful attack with that weapon. You can't be knocked prone by failing the trip attempt.

## RAPID RECOVERY

**Source:** Astrologos, Deus Ex Machina

When you heal damage with your nanite surge, you also remove harmful effects.

**Prerequisites:** Rapid Repair, Con 13, nanite surge ability.

**Benefit:** When you heal damage using Rapid Repair, you remove any and all of the following conditions: blinded, confused, dazzled, deafened, shaken, sickened, and staggered. You cannot cure blindness or deafness caused by loss of sensory organs.

## RAPID REPAIR

**Source:** Astrologos, Deus Ex Machina

You can use your nanite surge to repair damage.

**Prerequisites:** Wis 13, nanite surge ability.

**Benefit:** You can use your nanite surge ability to heal a number of hit points equal to your character level, instead of its usual effects.

## REACH DEFENSE (COMBAT)

**Source:** Complete History of the Dragon

You are proficient at avoiding polearms and long-limbed creatures.

**Prerequisite:** Dex 15

**Benefit:** You gain a +2 dodge bonus to Armor Class against attacks of opportunity from opponents that are not adjacent to you.

**Special:** This feat counts as Dodge for the purposes of qualifying for the Mobility and Spring Attack feats.

## RECKLESS AIM (COMBAT)

**Source:** Severin's Guide to Scions of Hell

Your lack of regard for others proves a boon when you fire projectiles into melee.

**Prerequisites:** Point-Blank Shot, Precise Shot.



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**Benefit:** When you shoot or throw ranged weapons at an opponent engaged in melee, you can choose to take a –1 penalty to your AC and gain a +2 competence bonus on your attack roll. However, when you roll a natural 1 on a ranged attack roll made with this bonus, you automatically hit a random adjacent creature that threatens your intended target.

## RECKLESS MOVES (BETRAYAL, TEAMWORK)

**Source:** The Crimson Horn

You and your teammates push and pull each other to maintain your balance in precarious circumstances.

**Prerequisite:** Acrobatics 3 ranks.

**Benefit:** If you are adjacent to an ally who also has this feat, you can initiate this feat as a free action to use the ally as a counterweight to improve your balance, which requires you to push or pull her slightly. You gain a +4 bonus on Acrobatics, Climb, and Stealth checks until you cease using this feat as a free action or you move away from the ally.

The abettor is kept off balance and takes a –2 penalty on Acrobatics, Climb, and Stealth checks as long as this feat remains in effect. You can initiate this feat as an immediate action while you are falling or being knocked prone in order to switch places with the abettor, moving her into your former space and moving yourself into her former space. If you do, you and the abettor each end this movement prone unless you succeed at an Acrobatics check with a DC of 20 (the bonuses and penalties for this feat apply). If you were falling, the abettor is falling instead. If you or the abettor were climbing, the other person must succeed at a Climb check against the surface's normal DC to grab on and avoid falling. Switching places provokes attacks of opportunity for the abettor only.

## REDEEMED KOBOLD

**Source:** The Book of Seventy Scales

The purity you have found in the teachings of good dragonkind colors your scales and grants you confidence.

**Prerequisites:** Good alignment, kobold.

**Benefit:** Your scales take on a metallic sheen appropriate for that of a good-aligned metallic dragon who shares any existing energy affinity you possess, or whom you have chosen to emulate. You gain a +2 circumstance bonus on Diplomacy checks when interacting with good creatures. In addition, your Charisma is considered 2 points higher for the purposes of channeling positive energy.

## REDIRECTED SHOT (COMBAT, GRIT)

**Source:** Wayfarers' Dueling Guide

You can redirect your allies' poorly aimed ranged attacks with incredible accuracy.

**Prerequisites:** Amateur Gunslinger<sup>1</sup> or the grit class feature, Deadly Aim, Point-Blank Shot, Precise Shot.

**Benefit:** As long as you have at least 1 grit point, after an ally has made a ranged attack roll but before the results of the roll have been revealed, you can fire a loaded firearm at the volley as it moves toward its target, redirecting its path. Make an attack roll using your highest attack bonus, and use your result in place of your ally's original attack roll. On a successful hit, your ally's attack deals damage as normal. You may perform this action a number of times per round up to your Wisdom bonus (minimum 1).

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*.

## REJECT POISON

**Source:** On Religion (Wayfarers' Annotated Edition), On Religion: Volume Five (War and Ruin)

You are a careful poisoner, and know how to protect yourself against exposure to the ill effects of most substances.

**Prerequisites:** Con 13, poison use class feature, worshiper of a **Neutral Evil deity that grants the Charm, Death, Evil, Knowledge, and Trickery domains**.

**Benefit:** Whenever you fail the initial saving throw against poison, you have a 20% chance of naturally rejecting the toxin, negating its effects and wasting its use.

## RELENTLESS BUTCHER (ACHIEVEMENT)

**Source:** The Ancient Analects, Ignan Materium

You revel in the glory of dismemberment and maiming.

**Prerequisite:** Confirm at least 50 critical hits.

**Benefit:** When you confirm a critical hit, that opponent must make a Fortitude save (DC = 10 + your Strength or Dexterity modifier) or be stunned for 1 round.



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## RELENTLESS SHOT (COMBAT)

**Source:** Akkaniad

You keep your aim steady on a downed foe.

**Prerequisites:** Point-Blank Shot, base attack bonus +6.

**Benefit:** When you successfully trip an opponent within 30 feet with a ranged attack, you threaten that opponent until your next turn. You can make attacks of opportunity against that opponent with ranged weapons. This effect ends if you attack another target or the opponent moves from its current square.

**Normal:** While wielding a ranged weapon, you threaten no squares and cannot make attacks of opportunity with that weapon.

## RELIGIOUS PILGRIM

**Source:** The Ancient Analects, Ankhara Book of Pharaohs

You are a religious pilgrim who often journeys great distances to holy sites of your faith. You take solace in fulfilling your religious purpose and vows, and those you meet respect your dedication and faithfulness.

**Prerequisites:** Knowledge (geography) 2 ranks, Knowledge (religion) 4 ranks.

**Benefit:** You gain a +1 bonus to Will saves, Diplomacy checks, and Survival checks. If you are good, this is a sacred bonus; if you are evil, it's profane. Neutral characters must choose when taking this feat whether the bonus is sacred or profane (if you channel positive or negative energy you must choose the same type as your channeling type). These bonuses increase to +2 if you are on ground that is consecrated to your faith (under the effects of consecrate, desecrate, hallow, or unhallow cast by someone of your religion).

You may purchase non-magical religious items (including holy water) at a 20% discount.

## RENOWN

**Source:** Book of Best Practices (Wayfarers' League)

Word of your pre-Wayfarers' League accomplishments precedes you, and you know how to make the most of your previous reputation.

**Benefit:** When in a settlement of 5,000 people or more, treat your Fame score as 2 higher for the purposes of qualifying for Prestige Awards or purchasing equipment. This feat doesn't grant you any additional Prestige Points. (See the official guide to organized play.)

**Normal:** Your Fame score is determined by the total number of Prestige Points earned over the course of your career.

## REVERED GUIDANCE

**Source:** Severin's Guide to Blessed Folk

You were selected by your celestial ancestor to be a guide for a chosen people, and serve as a beacon of hope in times of despair.

**Prerequisites:** Aasimar, must be taken at 1st level.

**Benefit:** Select one of the following creature subtypes: dwarf, elf, gnome, halfling, human, or orc. You gain a +4 racial bonus on Diplomacy checks made to influence creatures of the selected subtype.

## RHINO CHARGE (COMBAT)

**Source:** West Tarse Trading Company Charter

Your charges are both violent and unpredictable.

**Prerequisites:** Power Attack, Improved Bull Rush, base attack bonus +5.



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**Benefit:** You may ready a charge, though you may only move up to your speed on the charge.

**Normal:** Charging is a full-round action and allows you to move twice your speed.

## RIPTIDE ATTACK (COMBAT)

**Source:** On Religion: Volume Four (Storm and Fury), On Religion (Wayfarers' Annotated Edition)

You can immediately drag opponents you successfully trip.

**Prerequisites:** Improved Drag<sup>1</sup>, Improved Trip, worshiper of a **Neutral deity that grants the Air, Animal, Plant, Water, and Weather domains**.

**Benefit:** Whenever you succeed at a trip combat maneuver, you can automatically attempt a drag combat maneuver against your tripped target as a swift action.

<sup>1</sup>See *Pathfinder Roleplaying Game Advanced Player's Guide*

## RIVER RAIDER (COMBAT)

**Source:** Potamogos

You are skilled at creeping up on watercraft without being noticed, then swiftly leaping over the side and into combat.

**Benefit:** You gain a +2 bonus on Swim and Stealth checks while swimming in calm or rough water. In addition, if you're able to act in a surprise round and start it in water, you can take both a move and a standard action. You still can't take a full-round action during the surprise round.

**Normal:** You can take only a move or a standard action during a surprise round in which you can act.

## ROLL WITH IT (COMBAT)

**Source:** Fall of the Goblin Queen

You know how to take a hit, even if your reaction sends you bouncing and flying out of battle while shrieking at the top of your lungs.

**Prerequisites:** Goblin, Acrobatics 1 rank.

**Benefit:** If you are struck by a melee weapon you can try to convert some or all of that damage into movement that sends you off in an uncontrolled bouncing roll. To do so, you must make an Acrobatics check (DC = 5 + the damage dealt from the attack) as an immediate action. If you succeed in this check, you take no damage from the actual attack but instead convert that damage into movement with each point equating to 1 foot of

movement. For example, if you would have taken 6 points of damage, you would convert that into 6 feet of movement. You immediately move in a straight line in a direction of your choice this number of feet (rounded up to the nearest 5-foot-square), halting if you reach a distance equal to your actual speed. If this movement would make you strike an object or creature of your size or larger, the movement immediately ends, you take 1d4 points of damage, and fall prone in that square. This involuntary movement provokes attacks of opportunity normally if you move through threatened squares, but does not provoke an attack of opportunity from the creature that struck you in the first place.

## RUGGED

**Source:** The Ancient Analects, The First Wayfarer Folio

You live a hard nomadic life in a cold climate and gain some benefit from it.

**Prerequisites:** Endurance, member of a **Mastodon Rider's warband**.

**Benefit:** You gain a +2 bonus on saving throws made against magical and natural effects that deal cold damage. In addition, you may move across ice without a movement penalty.

## RUGGED NORTHERNER

**Source:** Wayfarers' League Journals

You live a hard life in a cold climate and gain some benefit from it.

**Prerequisites:** Con 13, Survival 1 rank.

**Benefit:** You treat extreme cold conditions (see *Pathfinder Roleplaying Game Core Rulebook*) as severe cold, and severe cold as cold weather conditions. You are not impacted at all by normal cold weather conditions. In addition, you do not become fatigued by frostbite or hypothermia.

## RUINCASTER

**Source:** The Ancient Analects, Wayfarers' League Journals

You possess a deep, mystical connection to the various ruins scattered around the Ivory Empire.

**Prerequisites:** Wis 15, ability to cast spells, **Ivory Empire affinity**.

**Benefit:** When you are standing upon or within an **Ivory Empire** ruin that covers at least 500 square feet, you may tap into the latent spiritual

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energies still held by the stones of that place to grant improve your own spellcasting abilities.

**Ivory Empire** ruins possess varying degrees of power described by a power level, typically 1 to 5. As a move action, you may tap into a ruin's spiritual energies for 1 round with a DC 10 Concentration check. Failure leaves you fatigued (or exhausted, if already fatigued; or unconscious, if already exhausted). The DC increases by 5 for each power level beyond 1. You may tap the spiritual energies of a ruin in one of three ways.

*Harm:* Whenever you cast a spell that deals hit point damage, the spell deals additional damage equal to the ruin's power level.

*Increase:* The DC to resist a spell you cast increases by the ruin's power level.

*Penetrate:* A spell you cast that must penetrate spell resistance gains a bonus on your caster level check equal to the ruin's power level.

**Special:** Most **Ivory Empire** ruins are power level 1, with only a handful being power level 2. **Chambala** is the only power level 3 ruin, **The Crimson Gate** is the only power level 4 ruin, and **Lost Ke** is the only power level 5 ruin.

It is up to your GM as to whether ruins outside of the **Ivory Empire** possess power levels and what levels they are.

## SABRE COMPANY FLYER

**Source:** The Ancient Analects, The Devil's Rubric; Tenants of War

You graduated from the elite hippogriff-riding school of the **Sabre Company Academy**. Not only can you ride a hippogriff with great skill, but you may also bond with one.

**Prerequisites:** Ride 6 ranks, ranger level 4th.

**Benefit:** You gain a hippogriff as your animal companion. You gain a +2 bonus on Ride checks made while riding your hippogriff animal companion. Whenever you are within 20 feet of your hippogriff, it gains a +2 bonus on saving throws made against fear effects.

## SACRED GEOMETRY

**Source:** De Castaigne Mysteries

You can use your mathematical prowess to add metamagic effects to your spells without using a higher-level spell slot.

**Prerequisites:** Int 13, Knowledge (engineering) 2 ranks

**Benefit:** When you take this feat, select two metamagic feats you do not yet have. When casting a spell, you can perform the steps below to spontaneously apply the effects of either or both of these metamagic feats, as well as any other metamagic feats you have, to the spell without expending a higher-level spell slot. Using a feat in this way increases the spell's casting time to the casting time it would take if the character were a sorcerer or bard (sorcerers and bards using this ability increase the spell's casting time by two categories; see **the Pathfinder Roleplaying Game Core Rulebook**); applying the Quicken Spell metamagic effect negates the increased casting time but still contributes to the modified spell's effective spell level. You can take this feat more than once; each time, select two additional metamagic feats, adding their effects to the list of possible effects you can apply to spells with this ability.

When casting a spell using Sacred Geometry, first determine the effective spell level of the modified spell you are attempting to cast (calculated as normal for a spell modified by metamagic feats). You can apply any number of metamagic effects to a single spell, provided you are able to cast spells of the modified spell's effective spell level.

Refer to the Prime Constants table to determine the prime constants that can be used to cast a spell of the desired effective spell level. Then roll a number of d6s equal to the number of ranks you possess in Knowledge (engineering). Perform some combination of addition, subtraction, multiplication, and division upon the numbers rolled that gives rise to one of the relevant prime constants. If you can produce one of the relevant prime constants, the spell takes effect with the declared metamagic effects, and you expend a spell slot of the unaltered spell's level. If you are unsuccessful, you fail to cast the spell, the action used to cast the spell is lost, and the spell slot is used up. The DC of any concentration check to cast a spell affected by this feat uses the effective spell level used to determine the prime constants, even though a successful casting of the spell does not expend a higher-level spell slot.



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| Effective Spell Level | Prime Constants |
|-----------------------|-----------------|
| 1st                   | 3, 5, 7         |
| 2nd                   | 11, 13, 17      |
| 3rd                   | 19, 23, 29      |
| 4th                   | 31, 37, 41      |
| 5th                   | 43, 47, 53      |
| 6th                   | 59, 61, 67      |
| 7th                   | 71, 73, 79      |
| 8th                   | 83, 89, 97      |
| 9th                   | 101, 103, 107   |

For example, suppose **Lothar** wants to add the enlarged and empowered effects to the magic missile he just cast. He adds the total level increases of the metamagic effects to the spell level: 2 [empower] + 1 [enlarge] + 1 [magic missile's base level] = 4, so the spell's effective

level is 4. Lothar refers to the Prime Constants table, and determines that the prime constants for that effective spell level are 31, 37, and 41.

Since Lothar has 5 ranks in Knowledge (engineering), he rolls 5d6. The results of his dice pool are 6, 6, 4, 3 and 1. He then performs the following operations to give rise to one of the prime constants he needs:  $(6 \times 6) + (4 - 3) \times 1 = 37$ . Note that he could also combine the numbers as follows:  $((6 + 6) \times 3) + 4 + 1 = 41$ . He has produced one of the prime constants for the desired effective spell level, so his empowered enlarged magic missile takes effect after the full-round casting time, and uses only a 1st-level spell slot. If the result of Lothar's dice pool were 1, 1, 2, and 5, he would have been unable to produce any of the relevant prime constants. His attempt would have been unsuccessful, and he would have expended a full-round action and his prepared 1st-level magic missile spell with no effect.

## SACRED GEOMETRY (REVISED)

You can use your mathematical prowess to add metamagic effects to your spells without using a higher-level spell slot.

**Prerequisites:** Int 13, Knowledge (engineering) 2 ranks

**Benefit:** When you take this feat, select two metamagic feats you do not yet have. When casting a spell, you may attempt to add these metamagic feats to the spell without increasing its effective spell level (though its effective spell level still cannot exceed the highest level spell

you can cast). This increases the casting time by one round if the casting time is 1 round or less, by 10 minutes if the casting time is 10 minutes or less, or by 1 hour. To successfully add the desired metamagic feats, you must make a successful Knowledge (engineering) check with a DC of 10, +5 per effective spell level of the metamagic feats to be added, +5 per time you have used this ability today.

## SADDLE SHRIEKER (COMBAT)

**Source:** Fall of the Goblin Queen

You sometimes get carried away when encouraging your mount to fight.

**Prerequisites:** Goblin, Ride 1 rank.

**Benefit:** You can choose to take a -1 penalty on all attack rolls and combat maneuver checks to grant your mount a +1 bonus on all attack rolls and damage rolls made with natural weapons. These effects affect you and your mount for 1 round. When your base attack bonus reaches +4, and every 4 points thereafter, this penalty increases by -1 and the bonus to your mount's attack and damage increases by +1 to a maximum of +5. You must choose to use this feat before making an attack roll.

## SAGE'S GUIDANCE (FAMILIAR)

**Source:** Precepts Arcana: Bonds

Your familiar's keen observations help you defeat foes.

**Prerequisite:** Must have a familiar with the sage archetype (see **Familiar Archetypes in Appendix I: Additional Rules**).

**Benefit:** When your familiar succeeds at a Knowledge check to identify a hazard or an opponent's weaknesses and abilities, you gain a +2 insight bonus on attacks and skill checks against the opponent or hazard for 1 round. If your familiar is sharing a space with the opponent or hazard, this bonus is granted to all allies who can see and understand the familiar.

## SAL ARCANUM

**Source:** The Ancient Analechs, Shadow Empires

You have intertwined your familiarity with **pestle tar** and magic to unlock strange powers of enchantment and necromancy.

**Prerequisites:** Able to cast 2nd-level spells, **pestle tar** 1 user, and Spell Focus (enchantment) or Spell Focus (necromancy).



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**Benefit:** Add the **Sal Arcanum** spells to the spell list of your casting class. If you have more than one spellcasting class, choose one and add the **Sal Arcanum** spells to that class's spell list.

You can easily recognize all forms of **pestle tar**, including tainted or false **pestle tar**, and gain a +5 competence bonus to Appraise checks made to determine the value of **pestle tar** or realize that a substance is not true **pestle tar**.

You gain a +1 bonus on Fortitude saving throws and a +2 bonus on saving throws against poison.

This feat counts as the Endurance feat for the purpose of qualifying for the Diehard feat.

## **Sal Arcanum Spell List**

1st — *lesser confusion*, *night blindness*, **pestle tar vigor**<sup>1</sup>, *ray of sickening*, *remove fear*, *sleep*

2nd — *calm emotions*\*, *euphoric cloud*<sup>2</sup>, *slow suffocation*<sup>1</sup>

3rd — *lesser pestle tar addiction*<sup>1</sup>

4th — *confusion*\*

5th — **pestle tar addiction**<sup>1</sup>, *instant suffocation*<sup>1</sup>, *symbol of sleep*

\* As the standard spell, but requiring a dose of **pestle tar** as a material component.

<sup>1</sup>See Spells in **Appendix I: Additional Rules**

<sup>2</sup>See the *Pathfinder Roleplaying Game Advanced Class Guide*

## **SANDWALKER**

**Source:** The Ancient Analects, Ignan Materium

You are at home on the shifting waves of sand.

**Prerequisites:** Dex 13, Con 13.

**Benefit:** When desert terrain would reduce your overland movement speed to 1/2 normal, you can move at 3/4 your normal speed. You gain a +2 bonus to Survival checks to find food and water, and to checks to avoid getting lost in a desert.

## **SAVAGE SURGE (COMBAT, PERFORMANCE)**

**Source:** Wayfarers' Dueling Guide

You can channel your rage into crowd-pleasing displays of brutality that aid you in the arena.

**Prerequisites:** Intimidating Prowess, rage class feature.

**Benefit:** When attempting a performance combat check while raging, you may, as a free action, expend a number of your daily rounds of rage up to half your barbarian level to create a display of savagery. You gain a bonus on the performance combat check equal to half the number of rounds expended, rounded down. If you expend all your remaining rounds of rage in this manner, thus ending your rage, you gain an additional +2 bonus on the check.





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## SAVIOR'S ARROW

**Source:** On Religion (Wayfarers' Annotated Edition)

Calling on the power of **your deity**, you can fire an arrow that heals instead of harms.

**Prerequisites:** Ability to cast cure spells, proficient with longbow, worshiper of **a Lawful good deity that grants the Animal, Community, Good, Law, and Plant domains**.

**Benefit:** Once per day when you cast a cure spell, you can replace the normal somatic component with drawing a longbow to create a shaft of green glowing light. When you fire the bow as a part of casting the spell and hit your target with a ranged touch attack, the green shaft of light cures the target as if it were touched by the cure spell.

## SCALED DISCIPLE

**Source:** The Book of Seventy Scales

Your draconic heritage manifests as divine power.

**Prerequisites:** Ability to spontaneously cast divine spells, kobold.

**Benefit:** You gain a +1 bonus to your caster level when casting spells included in the **scalykind** domain or **dragon subdomain**. (1st—magic fang, 2nd—animal trance, 3rd—draconic reservoir1, greater magic fang, 4th—dragon's breath1, poison, 5th—animal growth, 6th—eyebite, form of the dragon I, 7th—creeping doom, 8th—animal shapes, 9th—shapechange.) Your spontaneous divine spellcasting qualifies in place of arcane casting for the dragon disciple prestige class, and you may increase spellcasting in your spontaneous divine class as you progress in dragon disciple levels. Add the bonus spells gained from the blood of dragons ability to those you can cast as divine spells.

<sup>1</sup>See *Pathfinder Roleplaying Game Advanced Player's Guide*

## SCENT OF FEAR

**Source:** The Ancient Analects, Malleus Princeps

All bugbears smell fear, but some sense it far more keenly than others. These bugbears gain advantages against most foes and prove particularly dangerous against those whose spirits are curdled by terror.

**Prerequisites:** Bugbear, possess the scent ability, any evil.

**Benefit:** You can track by smell and automatically pinpoint the location of opponents by scent alone if they are within 30 feet. In addition, you gain a +2 morale bonus on attack rolls against shaken or frightened opponents, and you can detect them at twice the normal scent range (120 feet, pinpoint at 60 feet). You gain a +2 bonus on all Will saves as long as a shaken or frightened target is in range. You cannot be surprised by anyone who is shaken or frightened within range of your enhanced sense of smell.

## SCHOLAR

**Source:** Wayfarers' League Journals

You have graduated from one of the many colleges, universities, and specialty schools of higher learning scattered throughout the world.

**Benefit:** Pick any two Knowledge skills. You gain a +2 bonus on these two skills. If you have 10 or more ranks in one of these Knowledge skills, the bonus increases to +4 for that skill.

## SCHOOL FAMILIAR

**Source:** Precepts Arcana: Bonds

Your familiar is tied to your school specialization.

**Prerequisites:** Familiar effective level 5th, specialized arcane school class feature.

**Benefit:** You can apply the school familiar archetype (see **Familiar Archetypes in Appendix I: Additional Rules**) to your familiar.

## SCHOOLED RESOLVE

**Source:** Aufspießenlanze Severin

Your intensive combat training to fight vampiric forces allows you to fight off their mental spells and effects using your resistance to fear.

**Prerequisite:** Bravery class feature.

**Benefit:** You add your bravery bonus on Will saves against mind-affecting spells and effects from vampires. This does not stack with the normal bravery bonus on saves against fear effects.

## SCUTTLE

**Source:** Six Kings Saga

You know how to keep your head down and crawl away undetected by larger foes.

**Benefit:** You can crawl at half your normal speed and can take a 5-foot step when crawling. When crawling, you don't provoke attacks of opportunity from opponents that are one or more size categories larger than you.

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**Normal:** You can crawl 5 feet as a move action, and crawling provokes attacks of opportunity.

## SECOND WIND (COMBAT, PERFORMANCE)

**Source:** Potamogos

The roar of the crowd strengthens your resolve.

**Prerequisite:** Endurance.

**Benefit:** When you spend a swift action to attempt a performance combat check, you gain a +2 bonus on your performance combat check, and if you are shaken, sickened, or fatigued, these conditions are suppressed until the end of your next turn.

## SECRET OF STEEL-SHATTERING SPIRIT

**Source:** The Ancient Analects, The First Wayfarer Folio

As a student trained in the **Perfect Fighting Forms of Pashwar**, you can rend wood, burst brick, or even shatter steel with the perfect focus and application of your ki.

**Prerequisites:** Improved Unarmed Strike, base attack bonus +6, must be lawful.

**Benefit:** As a swift action, you may focus your ki into strikes that can overcome the hardness of any substance. Each unarmed strike attack you make while in this focus expends 1 ki from your pool, whether or not it hits. You lose your focus automatically when you run out of ki, when the encounter ends, if you are reduced to fewer than 0 hit points or killed, or as a free action any time you wish. While focused in this way, your unarmed strikes are treated as adamantite weapons for the purpose of overcoming damage reduction or bypassing hardness.

If you do not have a ki pool, you gain a pool of ki points equal to 1 + your Wisdom modifier (minimum of 1). If you later gain a ki pool, you use it instead of the pool gained from this feat.

**Special:** You may gain this feat multiple times. For each additional time you gain the feat you add 1 to your ki pool and your unarmed strikes gain an additional property for overcoming damage reduction, in the following order: adamantite, cold iron, silver, magic, lawful, epic. If your unarmed strikes already count as one or more of those properties (from any source), they gain the next property in line.

**A monk may select Secret of Steel-Shattering Spirit as his 6th-level monk bonus feat.**

## SECRET SIGNS

**Source:** Wayfarers' League Journals

You are particularly adept at communicating with others via innuendo, gestures, and secret hand signs.

**Prerequisite:** Int 13.

**Benefit:** You gain a +4 bonus on Bluff checks made to pass secret messages. In addition, you are adept at hiding the somatic components of spellcasting. If you cast a spell that has only somatic components, an observer must make a Perception check opposed by your Sleight of Hand check to notice your spellcasting. Spellcraft checks made to identify any spell you cast that has somatic components take a –2 penalty.

## SEDUCTIVE CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

Even your healing is seductive.

**Prerequisites:** Channel positive energy class feature, worshiper of a **Chaotic Neutral deity that grants the Chaos, Charm, Knowledge, Luck, and Trickery domains**.

**Benefit:** When you channel positive energy, those you heal can choose to take additional healing equal to your Charisma bonus (minimum 1), but in return they take a –2 penalty on Will saves against your charms, compulsions, and emotion effects and on Sense Motive checks against your Bluff checks. This penalty lasts for 24 hours. A creature cannot benefit from this feat again for the duration of this penalty.

## SEEDS OF DOUBT

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

You have learned to plant the seeds of your own doubt in the minds of others by way of your hexes.

**Prerequisites:** Hex class feature, Divine Defiance.

**Benefit:** As long as a creature is subject to one of your hexes, it gains a +1 luck bonus on Will saving throws and can't help but doubt and resist divine magic. Whenever an affected creature is subject to a divine spell or spell-like ability granted by a divine spellcasting class, that creature must attempt a saving throw if at all possible, even if the effect is harmless, cast by an ally, or cast by the creature itself.



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## SEEKING SPELL (METAMAGIC)

**Source:** Akkaniad

You can cast spells that bend around barriers to reach their intended destination.

**Benefit:** A seeking spell's range can bend around obstacles to reach the intended target. You can define the route yourself or unambiguously identify a target and allow the spell to determine its own path. However, the spell fails if it would have to travel farther than its maximum range to reach the identified target. A ranged attack roll made to deliver a seeking spell is not subject to cover or concealment. In order to benefit from this feat, the selected spell must have a range greater than touch and target one or more creatures, or it must require the caster to make a ranged touch attack. A seeking spell uses up a spell slot 2 levels higher than the spell's actual level.

## SERPENT LASH (COMBAT)

**Source:** Ankhara Book of Pharaohs, Shadow Fighting

You are adept at vexing multiple foes with your whip.

**Prerequisites:** Weapon Finesse, proficient in whip.

**Benefit:** As a standard action, you can make a disarm or trip maneuver with your whip. If it succeeds, you can make an additional disarm or trip maneuver with the same bonus against a target adjacent to the first and also within your whip's reach.

In addition, you can use your whip to perform reposition maneuvers, though you take a -4 penalty on your CMB and you may only move the target toward you from its original position.

## SHADE OF THE CROSTIMBERS

**Source:** Wayfarers' League Journals

Ordained as one of the sinister albino druids who dwell within the heart of the **Crosstimbers**, you carry with you into the wider world a powerful effigy of hair, twigs, and blood that crawls with the deepening cold of divine night.

**Prerequisites:** Neutral evil, patron **Lawful Evil deity that grants the Darkness, Death, Destruction, Evil, and Law domains**.

**Benefit:** Add the following spells to your druid spell list. 0—disrupt undead, ray of frost; 1st—ghost sound, touch of fatigue; 2nd—chill touch, spectral hand; 3rd—ghoul touch, invisibility; 4th—

displacement, ray of exhaustion; 5th—animate dead, phantasmal killer; 6th—nightmare, waves of fatigue; 7th—circle of death, shadow walk; 8th—mass invisibility, waves of exhaustion; 9th—horrid wilting, weird.

Remove all spells with the fire descriptor from all your spell lists (not just your druid spell list). You cannot cast any spells with the fire descriptor, nor activate them off scrolls, wands, or any other magic devices. In addition, you may not use wild shape to take the form of any creature with the fire subtype.

**Special:** As part of this feat, you create a personal Umbræ-Token that ties your soul and your doings to the fell power of the **Crosstimbers**. This potent object is treated as a wooden unholy symbol that radiates faint necromancy magic. If your Umbræ-Token is ever destroyed, your connection to the shadowy heart of the Crosstimbers is severed and all benefits of this feat are lost until another is created. This process requires a journey to the Crosstimbers and an atonement spell cast by a fellow worshiper of a **Lawful Evil deity that grants the Darkness, Death, Destruction, Evil, and Law domains**.

## SHADOW DODGE

**Source:** On Religion (Wayfarers' Annotated Edition), On Religion: Volume Five (War and Ruin)

You use shadows to confound your enemies' senses.

**Prerequisites:** Dex 13, worshiper of a **Neutral Evil deity that grants the Charm, Death, Evil, Knowledge, and Trickery domains**.

**Benefit:** You can use the light around you to move back and forth from shadow to light again, and your sudden shifting confuses your enemies' eyes. Each time you move a distance equal to or greater than your speed in areas of normal light or dim light, you gain a +3 dodge bonus to AC until the start of your next turn. Enemies who do not use sight in order to perceive you or are using true seeing or a similar effect ignore this AC bonus. This feat is ineffective in areas of darkness or bright light, where one cannot readily shift between light and shadow.

## SHADOW GAMBIT

**Source:** Wayfarers' Spell Guide

You can tap into the Plane of Shadow to momentarily lend reality to one of your illusion (figment) spells.

**Prerequisites:** Spell Focus (illusion), caster level 5th.



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**Benefit:** As a standard action, you can draw upon energies from the Plane of Shadow to cause an ongoing figment spell you cast to damage a foe as if the illusion were real. The illusion must be one you retain ongoing control of, such as minor image, and the target must be both visible to you and within or adjacent to the area of your illusion. Using this feat immediately ends the figment's duration.

You must either make a melee touch attack or give the target a saving throw (Fortitude or Reflex) to resist the damage (see below). If you choose a melee touch attack, you use your own melee touch attack bonus, and if you miss, the spell deals no damage. If you choose to allow the target a saving throw, a successful save means it takes half damage. The shadowy attack deals 1d6 points of damage per spell level. If the target disbelieves or sees through the illusion, reduce the damage by half.

The shadowy attack can deal acid, bludgeoning, cold, electricity, fire, piercing, or slashing damage, but the damage must be appropriate to the illusion. For example, an illusory wall that collapses deals bludgeoning damage with a Fortitude save for half, an illusory swordsman strikes with a melee touch attack deals slashing damage, and an illusory wall of fire deals fire damage with a Reflex save for half.

## SHADOW GRASP (METAMAGIC)

**Source:** Wayfarers' Spell Guide

Your darkness spells have substance and bind your foes.

**Prerequisites:** Tenebrous Spell, Umbral Spell.

**Benefit:** When you cast a spell with the darkness descriptor that affects an area, creatures in the area are entangled. If the spell allows a saving throw, a successful save negates the entangle effect. If the spell does not normally allow a save, a creature can make a Reflex save (DC = the

spell's DC if it had a saving throw) to negate the effect. If the spell allows spell resistance, failing to overcome a creature's spell resistance means it is not entangled.

An entangled creature remains so as long as it is in the area of the spell and for 1 round after it leaves. A creature that leaves and reenters the area must make a new saving throw to avoid becoming entangled. Creatures that succeed at a save to resist being entangled do not have to make additional saves if they stay within the darkened area.

You are never impeded by the effects of your spells modified by this feat. A Shadow Grasp spell uses up a slot one level higher than the spell's actual level.

## SHAMBLING MONOLITH

**Source:** The Ancient Analects, Malleus Oubliette

You are able to draw up available vegetation into your body mass and increase your size and strength.

**Prerequisite:** Shambling mound.

**Benefit:** As a full-round action, you may draw additional vegetable matter into yourself and increase your size, strength, and durability as if





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using an animal growth spell. At the beginning of each turn, you must succeed at a Fortitude save to maintain your increased size. The save DC is 10 if in forest or jungle and 15 if in a swamp or underground, and increases by 1 for each round that passes. If you fail the save, you collapse back to your normal size and are fatigued for 8 hours.

**Special:** You must be in forest, jungle, swamp, or underground terrain to use this feat. You cannot use this feat when you are fatigued or exhausted.

## SHATTER RESOLVE

**Source:** On Religion (Wayfarers' Annotated Edition), On Religion: Volume Five (War and Ruin)

Your negative energy causes despair in those you harm.

**Prerequisites:** Channel energy class feature, worshiper of a **Neutral Evil deity that grants the Death, Evil, Magic, Strength, and War domains**.

**Benefit:** When you damage a creature by channeling negative energy, you fill your foe with fear. A creature that fails its Will save against your channeled energy also becomes shaken for a number of rounds equal to the number of dice you roll for your channel energy ability.

## SHIELD SNAG (COMBAT)

**Source:** Larken's Lexicon

You know how to navigate your shield around weapons and can use it to keep your balance.

**Prerequisites:** Improved Shield Bash, Shield Proficiency, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** Any opponents hit by your shield bash are also targeted by a free disarm attempt, substituting your attack roll for the combat maneuver check. This disarm attempt does not provoke an attack of opportunity. You cannot use this ability during the same round as a bull rush attempt made with Shield Slam or with any other abilities that affect how your shield bash works.

When using a shield, you gain a +4 bonus on Strength checks to avoid being blown away by a strong wind and on Climb checks to catch yourself on a wall or slope when falling.

## SHINGLE RUNNER

**Source:** The Ancient Analects, The Devil's Rubric

As a child, you spent a lot of time **running across shingled rooftops**. You are particularly adept at climbing, jumping, and avoiding falls.

**Prerequisites:** Dex 13, Acrobatic.

**Benefit:** You gain a +2 bonus on Climb checks and **Acrobatics checks made to jump**, and may take 10 on Climb checks even when distracted. If you fall, you automatically reduce the damage taken by the fall by one die, as if you had fallen 10 less feet. This reduction in damage stacks with **any other skill checks made** to further reduce falling damage.

## SHRAPNEL STRIKE (COMBAT)

**Source:** The Crimson Horn

You can bash things to damage nearby opponents.

**Prerequisites:** Str 15, Improved Sunder, Power Attack.

**Benefit:** When you attempt a Strength check to break an object that can shatter (nothing made of paper, cloth, leather, or other soft, pliable material), you gain a bonus on the Strength check equal to your base attack bonus. If you surpass the object's break DC, you can send shards of its material flying out in all directions, dealing an amount of piercing, slashing, and bludgeoning damage equal to 1d4 plus 1 point per point of the object's hardness to all creatures within 10 feet of the object, including yourself. A successful Reflex save (DC = 10 + 1/2 your Hit Dice + your Strength modifier) halves the damage.

## SHREWD TACTICIAN (COMBAT)

**Source:** Wayfarers' League Journals

Your dealings with pirates, thieves, and assassins have taught you to be exceedingly careful.

**Prerequisites:** Alertness, Combat Reflexes.

**Benefit:** Opponents do not gain a +2 bonus on attack rolls for flanking you, although they can still sneak attack you. You also gain a +3 bonus on Sense Motive checks made to resist a foe's Bluff checks to feint in combat.

## SILENT PERFORMER (FACTION)

**Source:** Behind the Throne

You can use any bardic performance ability without making a sound.

**Prerequisites:** Bardic performance class feature, Extra Performance, Master Performer, bard level 12th, **Imperial Conservatory of Tallar** 15 TPA.

**Benefit:** You can use your audible-component bardic performance as visual-component bardic performances. Any bardic ability used in this manner expends 4 times as many bardic performance rounds as normal.

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## SILENT AS STONE

**Source:** The Ancient Analects, Malleus Oubliette

You move over stone with such natural poise that you are nearly noiseless. You are skilled in taking down a single foe in a party in absolute silence.

**Prerequisites:** Roper, Stealthy.

**Benefit:** You gain a +4 bonus to all Stealth checks in rocky environments and may use Stealth at no penalty while climbing. If you attack with your strands in the surprise round, you may automatically choke the victim and cover his mouth with a strand to quell any sound. If you hit with a strand in the surprise round, on your next turn make a Stealth check at –5 opposed by the Perception check of nearby creatures; if you succeed, you silently drag your opponent 10 feet toward you, and your target's allies are unaware your target is missing (barring precautions or activities that would make this obvious, such as being tied together, your target carrying the only light source, your target speaking before the attack, and so on).

## SIPHON CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

You can channel negative energy to feed off the suffering of others.

**Prerequisites:** Channel energy 3d6, worshiper of a Chaotic Evil deity that grants the Air, Animal, Chaos, Destruction, and Evil domains.

**Benefit:** Once per day when you channel negative energy to damage living creatures, you gain a number of temporary hit points equal to half the die result of your channeled energy + 1 per creature affected by the channeled energy. For each affected creature that did not succeed at its saving throw against the channeled energy, you gain an additional temporary hit point. These temporary hit points disappear after 1 hour.

## SIPHON POISON

**Source:** The White Hart

You can remove poison from afflicted creatures.

**Benefit:** As a full-round action, you can remove an injury poison from a helpless or willing creature's bloodstream with a successful Heal check. The DC of this check is equal to the poison's DC. You can only draw out poison in this way within the first 2

rounds of when the target was poisoned. If the check is successful, the creature no longer suffers any additional effects from the poison. By performing this action, you do not risk poisoning yourself.

## SLAYING SPRINT

**Source:** Shadow Fighting

With swift feet and deadly intent, you finish off your target before anyone sees your blade.

**Prerequisites:** Dodge, Mobility, Spring Attack, base attack bonus +13.

**Benefit:** You can move up to half your speed instead of taking a 5-foot step when taking a full-round action to perform a coup de grace. Performing a coup de grace does not provoke attacks of opportunity.

You can use this feat only when wielding a light or one-handed weapon.

## SLEEPER HOLD (COMBAT)

**Source:** Ten-Thousand Cherry Blossoms

By maintaining a grapple hold on your opponent, you can cause it to lose consciousness.

**Prerequisites:** Greater Grapple, base attack bonus +8.

**Benefit:** You must declare that you are using this feat before you make a combat maneuver check to maintain a grapple (thus a failed check to maintain the grapple ruins the attempt). If you maintain a grapple for a number of consecutive rounds equal to your opponent's Constitution bonus (minimum 1 round), you can attempt to knock out your opponent. The victim must succeed at a Fortitude save (DC 10 + 1/2 your character level + your Str modifier) or else it falls unconscious for 1d4 rounds. Each successive round you attempt this, the target takes a cumulative –1 penalty on its saving throw. When you use this feat, you take an additional –2 penalty to your AC. Creatures that are immune to bleed damage, stunning, or critical hits are immune to this ability.

## SLIDING AXE THROW (COMBAT)

**Source:** Hammer and Anvil

You may aim your thrown axe to avoid an enemy's shield and even trip your opponent.

**Prerequisites:** Dex 13, base attack bonus +1.

**Benefit:** You can choose to take a –2 penalty on a ranged attack roll with an axe, bouncing it



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or sliding it along the ground. If the target is flat-footed, running, or charging, this attack ignores any bonuses to the target's AC from its shield. If the attack hits, you may immediately make a trip attempt against the target as a free action. If you fail to trip your opponent, your opponent does not get an attempt to trip you in return.

This ability may not work in certain circumstances as determined by the GM, such as if the ground is soft, there is an obstacle or difficult terrain on the floor between you and your target, and so on.

## SLOW EXHALATION

**Source:** The Ancient Analects, Drake Kith

You have mastered a technique that allows you to release your breath weapon as you bite an opponent.

**Prerequisites:** Breath weapon, true dragon.

**Benefit:** You may expend your breath weapon in a continuous way, such that any successful bite attack also deals your breath weapon damage (no save). The slow exhalation of your breath weapon may be maintained for a number of rounds equal to your Constitution bonus if your breath weapon is cone-shaped, or half that duration if it is line-shaped. Once you complete your slow exhalation, you must wait 1d4 rounds as normal before using your breath weapon again.

## SLOW TIME (COMBAT, MEDITATION)

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

Meditation allows you to perceive time as if it were moving more slowly.

**Prerequisites:** Wis 15, Combat Meditation, Meditation Master, character level 7th.

**Benefit:** Once per day, when you meditate as a full-round action using the Combat Meditation feat, you gain the effects of haste for 1 round per 2 character levels. These effects do not stack with the haste spell, the speed magic weapon special ability, or other effects granting the same result. This is an extraordinary ability.

## SLUGGISH JINX

**Source:** Jinx and Tricks

Your jinx makes creatures slow and clumsy.

**Prerequisite:** Halfling Jinx1 trait.

**Benefit:** Your jinx's penalty on saving throws also applies to the target's initiative and attack rolls.

**See Racial Traits in Appendix I: Additional Rules**

## SLY DRAW

**Source:** Kragnar's Tabulations

You can draw your weapon with such speed and finesse that your opponents don't realize they're threatened.

**Prerequisite:** Quick Draw.

**Benefit:** When you draw a light weapon, you may make a Sleight of Hand check instead of a Bluff check to feint in combat. Other feats and abilities that affect a feint still apply to your feint.

## SMALL BUT DEADLY

**Source:** The Book of Seventy Scales

You have learned to make the most of certain weapons, despite your physical weakness.

**Prerequisites:** Weapon Focus or natural weapon, Small size or smaller.

**Benefit:** You ignore your Strength penalty to damage when making attacks with your racial natural weapons and weapons for which you have the Weapon Focus feat.

## SNEAKY VAGABOND

**Source:** The Ancient Analects, The Rise and Fall of Tallar

You have a well-practiced ability at going unnoticed.

**Benefit:** You get a +2 bonus on Stealth checks when others are actively trying to find you. In crowds, this bonus increases to +4. Additionally, you gain a +2 circumstance bonus on Diplomacy and Knowledge (local) checks when trying to find a place to hide.

## SNIPER SHOT

**Source:** The Ancient Analects, The First Wayfarer Folio

You are skilled at making deadly attacks from an extreme distance.

**Prerequisites:** Int 13, Wis 13, Far Shot, Focused Shot, Point Blank Shot, Precise Shot, **Yftel** affinity.

**Benefit:** As a full-round action, you may make an attack that allows you to deal precision-based extra damage out to a distance equal to your weapon's range increment. You may only make this attack with bows and crossbows. Precision-based damage



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includes sneak attacks, a ranger's favored weapon bonus, and the damage bonus from the Focused Shot feat. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

## SNOUTGRIP (COMBAT)

**Source:** Complete History of the Dragon  
You can hold an opponent's mouth shut.

**Prerequisites:** Combat Expertise, Combat Reflexes, Improved Grapple, Improved Unarmed Strike, base attack bonus +12 or 10th-level monk.

**Benefit:** As an immediate action, whenever an opponent up to one size category larger than you misses you with its bite attack, you can attempt a grapple with a -5 penalty on the check. If you succeed, you have grappled your opponent and are holding its mouth shut, preventing it from using its bite attack, breath weapon, or spells with a verbal component until it escapes your grapple. You may make this grapple attempt even if the target is out of your reach.

## SOLO MANEUVERS (COMBAT)

**Source:** The Forty Laws

You fight best when you're on your own.

**Benefit:** Whenever you are the only one threatening an opponent, you gain a +1 bonus on combat maneuvers against that creature and a +1 bonus to CMD against combat maneuvers made by that creature.

## SOULLESS GAZE (DAMNATION)

**Source:** The Crimson Horn

Otherworldly dread infuses your gaze.

**Benefit:** You can use the Intimidate skill to manipulate and terrify others.

*One Damnation Feat:* You gain a +2 bonus on Intimidate checks.

*Two Damnation Feats:* When you demoralize a creature more than once using Intimidate, you can create stronger fear conditions rather than increasing the duration of the shaken condition.

*Three Damnation Feats:* You gain a +2 bonus on Intimidate checks (this stacks with the earlier benefits of this feat).

*Four Damnation Feats:* You can use Intimidate to demoralize opponents as a swift action.

## SOW TERROR

**Source:** The Ancient Analects, Malleus Princeps

Bugbears are stealthy, and sometimes they use their skill at furtiveness to inspire dread in their prey.

**Prerequisite:** Stealthy.

**Benefit:** Anytime you win an opposed Stealth check by 5 or more you may sow terror as a standard action. You do so by scraping your nails slightly on a solid surface, causing a board to creak ever so lightly, or rapping on a window pane. The victim cannot detect the source of the sound and dismisses it as the wind or some other mundane source, but the idea that something might be lurking nearby festers in the victim's subconscious. The victim must roll a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or become shaken for 1d4 rounds.

## SPEAR DANCER (COMBAT)

**Source:** On Religion: Volume Three (Light and Lore), On Religion (Wayfarers' Annotated Edition)

You incorporate your two-handed reach weapon into a dizzying martial dance.





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**Prerequisites:** Weapon Focus (any two-handed reach weapon), Perform (dance) 4 ranks.

**Benefit:** Each time you hit a creature with a two-handed reach weapon that you have Weapon Focus in, the creature is dazzled for 1 round.

## SPECTACULAR EXIT (COMBAT, PERFORMANCE)

**Source:** Wayfarers' Dueling Guide

You have mastered acrobatic maneuvers that turn even your retreats into breathtaking feats of skill.

**Prerequisites:** Dex 15, Dodge, Acrobatics 7 ranks.

**Benefit:** When you must attempt a performance combat check because you used the withdraw action, you can attempt an Acrobatics check against your opponent's CMD before the performance combat check. Success allows you to withdraw without taking the standard -5 penalty on your check. In addition, for every 5 points by which your Acrobatics check result exceeds your opponent's CMD, you gain a +1 bonus on all Perform checks you make for the remainder of the round.

## SPELL CHAIN (TEAMWORK)

**Source:** HexenJaeger

You help your allies bypass your foes' magical defenses.

**Prerequisite:** Spell Penetration.

**Benefit:** Whenever you make a successful caster level check to overcome a target's spell resistance, the next ally who also has this feat that attempts to overcome the same target's spell resistance can roll twice when attempting his own caster level check, taking the better result. This benefit must be used within 1 round or else it is lost.

## SPELL SPONGE

**Source:** Lexicon Animalium

Your mystical connection with your spellcasting master attunes you to helpful magical effects.

**Prerequisites:** Animal companion or familiar, share spells ability.

**Benefit:** Whenever your master targets you with a harmless spell with a target of "you," the spell's duration is doubled as if modified by the Extend Spell metamagic feat. This does not affect spells with a duration of concentration, instantaneous, or permanent, or spells already modified by Extend Spell.

## SPIKED DESTROYER (COMBAT)

**Source:** On Religion: Volume Four (Storm and Fury), On Religion (Wayfarers' Annotated Edition)

You can attack with your armor spikes while using bull rush or overrun.

**Prerequisite:** Proficient with armor spikes.

**Benefit:** When you succeed at a bull rush or overrun combat maneuver, you may automatically make an attack roll with your armor spikes against the target of the maneuver as a swift action, using your highest attack bonus.

## SPIRIT OF THE RIVER

**Source:** The Ancient Analects

You carry in body and mind the spirits of the river that flow and sustain.

**Prerequisites:** Aquatic subtype, Knowledge (nature) 1 rank.

**Benefit:** You gain the ability to breathe air or water interchangeably. You become fatigued if you remain out of the water for a number of days equal to your Constitution bonus plus your character level. This fatigue only goes away once you immerse yourself in water for 8 hours. Mundane or magical effects that remove fatigue have no effect on this condition.

In addition, choose one of these skills: Knowledge (geography), Knowledge (history), Knowledge (local), or Knowledge (nature). That skill is always a class skill for you.

## SPIRIT STRIKE

**Source:** The Ancient Analects, The First Wayfarer Folio

You can call upon the spirits of ancient heroes to convey the blessings of the gods in battle.

**Prerequisites:** Knowledge (religion) 5 ranks, channel energy, favored enemy.

**Benefit:** As a swift action, you can expend a use of channel energy to imbue a weapon you touch with the bane property against your favored enemy (choose one if you have more than one favored enemy) until the beginning of your next turn. The affected weapon may be used by you or by someone else.

## SPIRIT VISION

**Source:** Malleus Abysarnum

You retain your senses when seeking a possession target.

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**Prerequisites:** Magic jar as a known spell or spell-like ability, Wis 15

**Benefit:** When you sense life forces while seeking a host, you can observe them as you could when you were in your own body. Attempting to possess a body is a standard action.

## SPLASH VOLLEY (BETRAYAL, TEAMWORK)

**Source:** The Crimson Horn

Your allies are used to being in the splash zone of your hurled weapons, and try to ensure that at least your opponent gets hit.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You initiate this feat whenever you throw a splash weapon into a square within the reach of an ally who also has this feat and miss your target. Rather than you rolling to see where the weapon lands, the abettor can try to redirect it as an immediate action by making a melee touch attack against any adjacent foe. If the abettor's attack hits that foe, the splash weapon impacts in the nearest square the targeted foe occupies.

## SPLASH WEAPON MASTERY

**Source:** Kragnar's Tabulations

You are adept at increasing the range, area, and accuracy of splash weapons.

**Benefit:** When throwing a splash weapon, you act as if you had the Far Shot feat. When you hit with a splash weapon, select one additional square adjacent to the splash area; creatures in this area also take splash damage. When you miss with a splash weapon, you may adjust the miss direction on the grid by +1 or -1. This feat counts as Far Shot for the purpose of qualifying for other feats, but only in regard to splash weapons.

## SQUASH FLAT (COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition), On Religion: Volume Five (War and Ruin)

You can bull rush an opponent straight to the ground.

**Prerequisites:** Improved Bull Rush, Merciless Rush, worshiper of a **Chaotic Evil deity that grants the Chaos, Destruction, Evil, War, and Weather domains**.

**Benefit:** Whenever you make a bull rush attack and your combat maneuver check exceeds the

target's CMD by 5 or more, you can attempt to trip the target as part of your bull rush as a free action. This does not provoke an attack of opportunity.

## SQUIRE

**Source:** Wayfarers' Guide to Courts and Honor

You attract a squire to aid you in your knightly endeavors.

**Prerequisites:** Character level 4th, proficient with all martial weapons.

**Benefit:** This feat acts similarly to the Leadership feat, with several exceptions. You can only attract a 1st-level cohort (referred to hereafter as a squire) with this feat, and cannot recruit followers until you have the Leadership feat. You determine your Leadership score according to the rules presented in the Leadership feat, but your squire is always at least three or more levels lower than yourself.

A squire can only take levels in a class that grants proficiency with all martial weapons as a class feature, such as paladin, gunslinger, cavalier, or fighter. She cannot multiclass, though she may take any archetype she qualifies for, including those from the following "Squire Archetypes" section.

If a squire gains enough XP to bring her to two levels lower than your level, the squire does not gain the new level until you gain your next level—until then her new XP total is 1 less than the amount needed to attain the next level and she gains no additional XP until you advance.

If you release your squire from service, you may gain a new one by scouting for potential candidates in a city or large town where members of your knightly order can typically be found, which requires at least 24 hours of uninterrupted scouting. This act can also replace a squire who has perished.

**Graduation:** When you reach 7th level, this feat automatically upgrades to the Leadership feat (meaning that you effectively lose this feat and replace it with Leadership). You gain all the normal benefits of the Leadership feat, except that your squire must remain at least three levels lower than you and must continue to take levels in her first class. In order for your squire to be able to be two levels lower than you, your squire must be at least 4th level, and you must witness her as she single-handedly defeats a creature with Hit Dice equal to or greater than her own. Upon the creature's defeat,



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your squire graduates to full knighthood and acts as a normal cohort; she may begin taking levels in other classes if she so chooses, and she may increase in level to up to two levels lower than yourself.

## STABLE GALLOP

**Source:** Lexicon Animalium

You run with a smooth and steady gait.

**Prerequisites:** Animal or magical beast.

**Benefit:** Your AC penalty when charging is halved. The penalties on ranged attacks made by your rider are reduced by 1 when you take a double move and by 2 when you run (minimum penalty of 0). Your rider gains a +4 bonus on concentration checks caused by your motion.

## STABLE SPELL (METAMAGIC)

**Source:** Precepts Arcana: Order

You can cast spells in areas of primal magic with less chance of triggering a primal magic event.

**Benefit:** In areas of primal magic<sup>1</sup>, the chance of a stable spell triggering a primal magic event is reduced by 25%. In cases where a primal magic event would trigger despite the reduced chances, the caster of a stable spell receives a +2 bonus on the concentration check to avoid the primal magic event. A stable spell uses up a spell slot 1 level higher than the spell's actual level.

<sup>1</sup>See Primal Magic in **Appendix I: Additional Rules**.

## STANCE OF THE XORN (COMBAT)

**Source:** Hammer and Anvil

You have heightened awareness of enemies on all sides.

**Prerequisites:** Wis 15, base attack bonus +3.

**Benefit:** Flanking creatures do not gain a +2 bonus to attack you (this does not prevent you from being sneak attacked or denied your Dexterity bonus). A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

**Normal:** Flanking opponents gain a +2 flanking bonus to hit.

## STEADFAST MIND

**Source:** Book of Best Practices (Wayfarers' League)

You can concentrate even in the direst circumstances, and know how to retain your magic even when it would otherwise be wasted.

**Prerequisites:** Cha 15, Int 15, or Wis 15 (see special).

**Benefit:** Whenever you fail a concentration check while casting defensively and would normally lose a prepared spell or spell slot, you may attempt a Will save (DC = 15 + spell level) to retain the spell as though you had not attempted to cast it. The failed concentration check still results in the spell's failure, even if the spell is retained.

**Special:** To gain the benefits of this feat, you must meet the prerequisite that matches the ability score you use to determine your save DCs, bonus spells per day, and ability to cast spells of a given level. If you gain spells from multiple classes, you must meet the prerequisite ability score for each class to gain the benefits of this feat when casting spells from that class's spell list.

## STEADY ENGAGEMENT (COMBAT)

**Source:** On Religion: Volume Four (Storm and Fury), On Religion (Wayfarers' Annotated Edition)

You can draw on your excellent balance to trip or disarm opponents when they try to disengage.

**Prerequisites:** Combat Reflexes, Stand Still, worshiper of **a Lawful Neutral deity that grants the Healing, Knowledge, Law, Rune, and Strength domains**.

**Benefit:** If you use Stand Still to prevent an opponent from moving, you may make a disarm or trip combat maneuver against your target as an immediate action.

## STEELSKIN CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

**Your deity's** blessing heals the body and hardens the skin.

**Prerequisites:** Channel energy 7d6, worshiper of **Lawful Good deity that grants the Artifice, Earth, Good, Law, and Protection domains**.

**Benefit:** Once per day when you channel positive energy to heal living creatures, you can grant healed creatures damage resistance. Affected creatures gain DR 2/— (or increase their DR/— by 2, if they already have DR/—) for a number of minutes equal to your Charisma bonus (minimum 1 minute).

## STOIC

**Source:** Wayfarers' League Journals

You know from firsthand experience that life is a series of unforgiving trials, and that fear itself is something that can be conquered.

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**Prerequisite:** Iron Will.

**Benefit:** You gain a +1 bonus on all saving throws against fear effects. If you successfully save against any fear effect, you are immune to further fear effects from that source for 24 hours.

## STONE AWARENESS

**Source:** Malleus Jotunkun

You can sense creatures touching earth or stone.

**Prerequisites:** Wis 13, Perception 10 ranks, stone giant.

**Benefit:** You gain tremorsense 15 feet when in contact with earth or stone, including worked stone, and gain all the benefits of the tremorsense universal monster ability.

## STONE CLINGER

**Source:** The Ancient Analects, Malleus Oubliette

All ropers have a propensity for climbing, but some cling to rock like moss. You can even hang upside down from the ceiling of caverns or stone chambers appearing as stalactites. You can fall from a great height, piercing a victim below or crushing him flat.

**Prerequisite:** Roper.

**Benefit:** You gain a climb speed of 10 feet and all the benefits of having a climb speed (bonus to Climb checks, always able to take 10 on Climb checks, and so on). You may hang upside down indefinitely from the ceiling, and then fall on any creature passing below, dealing 2d6+6 crushing or piercing damage (your choice).

## STONE DODGER (TEAMWORK)

**Source:** Six Kings Saga

By working with an ally to gauge the trajectory of incoming attacks, you can more easily avoid taking damage.

**Benefit:** Whenever you are able to see and hear at least one ally with this feat, you receive a +4 dodge bonus to AC against attacks from hurled rocks (or projectiles of similar shape, including bludgeoning ranged attacks from siege weapons). If you are hit by such an attack while you have this bonus, you can attempt a Reflex save to take only half damage from the attack. The DC for this save is equal to the bonus of the ranged attack used to hurl the rock.

## STONE MAGIC

**Source:** Malleus Jotunkun, The Book of the North  
Knowledgeable even among stone giant elders, you have unlocked greater mastery over earth and stone.

**Prerequisites:** Cha 17, stone giant elder (age 700 years or older).

**Benefit:** In addition to the usual spell-like abilities of a stone giant elder, you gain the ability to use passwall, spike stones, statue, stoneskin, and wall of stone once per day as spell-like abilities (caster level 10th, the save DCs are Charisma-based).

## STONE READ

**Source:** On Religion: Volume Three (Light and Lore), On Religion (Wayfarers' Annotated Edition)

Faint vibrations in stone can alert you to trouble.

**Prerequisite:** Knowledge (dungeoneering) 4 ranks.

**Benefit:** You gain a +3 bonus on Perception checks in underground or mountainous environments. If you have 10 or more ranks in Knowledge (dungeoneering), this bonus increases to +6.

## STONE SOUL

**Source:** Nephilim

You're so attuned to the earth that your skin can harden to the thickness of stone.

**Prerequisite:** Stone giant.

**Benefit:** Your natural armor bonus increases by 1. Once per day, you can use stoneskin (on yourself only) as a spell-like ability. Your caster level is equal to 1/2 your Hit Dice.

**Special:** You can take this feat up to three times. Each additional time you take this feat, the number of times you can use stoneskin per day increases by one.

## STONE STRIDER

**Source:** On Religion (Wayfarers' Annotated Edition)

You discern the best path through rocky terrain.

**Prerequisites:** Stonecunning racial trait, worshiper of **Lawful Good deity that grants the Artifice, Earth, Good, Law, and Protection domains**.

**Benefit:** You can move through any sort of nonmagical rocky terrain without taking damage, becoming slowed due to difficult terrain, or suffering any other impairments the terrain would otherwise cause.



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## STORM-LASHED

**Source:** Wayfarers' League Journals

A life spent enduring gales and storms has hardened your body to the elements.

**Benefit:** You can ignore many of the effects of severe weather. In rainy conditions, your visibility is only reduced by one-quarter (not by half) and you only take a –2 penalty on Perception checks. You are treated as if you were one size category larger for the purpose of wind effects, and halve any penalty to Perception caused by high winds. Finally, you gain a +2 bonus on all saving throws against electrical effects.



## STORM SOUL

**Source:** Nephilim

Your attunement to storms grants you immunity to some of their effects.

**Prerequisite:** Cloud or storm giant.

**Benefit:** You gain immunity to electricity.

## STORM WARRIOR

**Source:** Nephilim

Your weapons channel the fury of thunderstorms.

**Prerequisites:** Storm Soul, cloud or storm giant.

**Benefit:** You can transfer the power of storms from your body to any metal melee weapons you wield, dealing an additional 1d6 points of electricity damage.

## STORMSTRUCK SHAMBLER

**Source:** The Ancient Analects, Malleus Oubliette

You have been lashed by the power of the storm so many times that you retain a powerful affinity for it, able to draw upon your reserves of energy to strike enemies with living lightning.

**Prerequisites:** Shambling mound, must have been struck by lightning.

**Benefit:** As a free action, you may charge one of your limbs with electricity equivalent to a shocking grasp spell, dealing 5d6 electricity damage to a creature you touch, attack with an unarmed strike, or grapple. If making a touch attack, you get a +3 to your attack roll if the target is wearing metal armor. Each time you use this ability, you take 1 point of temporary Constitution damage; you regain these lost Constitution points at a rate of 1 per hour. You may use this ability a number of times per day equal to your hit dice.

## STRENGTH OF THE DIAMOND

**Source:** The Ancient Analects, Crown of the Horned Queen

Your extensive training with fellow **Adamant Regiment** soldiers has bolstered you against fear.

**Prerequisites:** Con 13, Wisdom 13, character level 3rd, member of the **Adamant Regiment**.

**Benefit:** Any effect that would normally make you panicked instead makes you frightened. Any effect that would make you frightened instead makes you shaken. Any effect that would make you shaken has no effect on you. Note that you can still become



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increasingly frightened by multiple fear effects from different sources, but that each source is modified before it is applied to you. In addition, you gain a +2 bonus on any saving throw versus fear effects.

## STUNNING FIST ADEPT (COMBAT)

**Source:** Ten-Thousand Cherry Blossoms

Your Stunning Fist strikes become even deadlier.

**Prerequisites:** Stunning Fist, base attack bonus +3.

**Benefit:** Add +1 to the saving throw DC against your Stunning Fist attacks. This bonus does not stack with feats that grant you bonuses to the DC for saving throws against your Stunning Fist attacks, such as Mantis Style (see Pathfinder Roleplaying Game Ultimate Combat).

## STUNNING IRRUPTION (COMBAT)

**Source:** The Crimson Horn

When you smash your way into a room, you gain more than just the element of surprise.

**Prerequisites:** Str 15, Power Attack, base attack bonus +5.

**Benefit:** Before starting combat, you can attempt to break through a door, window, or wall to enter a room. If you succeed, the violence of your arrival is so great that all characters within 20 feet of your entry point must succeed at a Fortitude saving throw (DC = 10 + your base attack bonus) or be stunned instead of acting in the surprise round (if there is one) plus 1 round thereafter. Characters who succeed at this save are instead shaken for 1d4 rounds.

## SUBTLE POISONER

**Source:** Laws of Natural Philosophy

You have mastered the art of stealthily and quickly preparing a poisoned weapon.

**Prerequisite:** Sleight of Hand 5 ranks.

**Benefit:** Whenever you draw a weapon, you can apply poison to the weapon as part of the same action. To do so, you must already have the poison in hand and must succeed at a DC 20 Sleight of Hand check. Success means the dose of poison is expended and you poison the weapon without drawing attention to your act. This check is in addition to any other Sleight of Hand checks you attempt to perform the action (such as to draw a hidden weapon). Failure means any creatures present can immediately attempt opposed Perception checks to notice your poisoning

attempt. If you fail the check by 5 or more, you also expose yourself to the poison unless you have an ability that would prevent accidental poisoning, such as an alchemist's poison use ability.

## SUFFOCATING STRANGULATION

**Source:** The Ancient Analects, Malleus Oubliette

Your constriction attack forces the air out of your victim's lungs and leaves him helpless and gasping for breath.

**Prerequisites:** Improved grab, constrict.

**Benefit:** By making a successful grapple check, you are able to coil your natural weapons around an opponent's throat (or other breathing apparatus), crushing the breath out of him. The opponent cannot hold his breath and must immediately begin making Constitution checks at the end of his turn each round, starting at DC 10 and increasing by 1 each round. Failure indicates he falls unconscious at 0 hit points. Once the opponent is unconscious, you may choose to either damage him (requiring a grapple check) or continue to suffocate him (no check required); if you maintain the chokehold, on your next turn he drops to –1 hit points and is dying. If you maintain the chokehold on the following turn, he suffocates and dies.

Creatures that do not need to breathe are unaffected by this ability.

## SUMMON EVIL MONSTER

**Source:** The Crimson Horn

You can summon the aid of creatures driven their very nature to destroy goodness.

**Prerequisite:** Evil alignment.

**Benefit:** When casting summon monster, you also have access to the list of evil monsters on this page. When summoning a creature from this list, your debased nature allows you to cast the spell as a standard action. The summoned creature appears as normal for the spell but can't act until next your next turn. It is not flat-footed, however, and it can make attacks of opportunity as normal. These effects don't apply for creatures from the standard list that aren't also on this list.

**Special:** If you possess the Sacred Summons<sup>1</sup> feat, you can apply it to a creature on this list whose alignment (as opposed to its subtype or subtypes) matches your aura.

<sup>1</sup>See Pathfinder Roleplaying Game Ultimate Magic



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## 1st Level

Fiendish dire rat (NE)  
Fiendish fire beetle (NE)  
Fiendish ghost scorpion<sup>B3</sup> (NE)  
Fiendish pony (NE)  
Fiendish stingray<sup>2</sup> (NE)  
Fiendish vulture<sup>3</sup> (NE)

## 2nd Level

Damned petitioner<sup>2</sup> (LE)  
Fiendish squid (NE)  
Fuath<sup>3</sup> (gremlin, CE)  
Hunted petitioner<sup>2</sup> (NE)  
Larvae petitioner<sup>2</sup> (CE)  
Lemure (devil, LE)  
Pugwampi<sup>3</sup> (gremlin, NE)

## 3rd Level

Augur<sup>3</sup> (kyton, LE)  
Cacodaemon<sup>2</sup> (daemon, NE)  
Doru<sup>3</sup> (div, NE)  
Dretch (demon, CE)  
Fiendish shark (NE)  
Howler<sup>2</sup> (CE)  
Tripurasura<sup>3</sup> (asura, LE)

## 4th Level

Aghash<sup>3</sup> (div, NE)  
Hell hound (LE)  
Kelpie<sup>2</sup> (NE)  
Schir<sup>3</sup> (demon, CE)  
Spring-Heeled Jack<sup>4</sup> (CE)  
Yeth Hound (NE)  
Zebub<sup>2</sup> (devil, LE)

## 5th Level

Babau (demon, CE)  
Barbazu (devil, LE)  
Evangelist (kyton, LE)  
Fiendish giant moray eel (NE)  
Lurker in light<sup>2</sup> (NE)  
Salamander (CE)  
Shadow mastiff<sup>3</sup> (NE)

## 6th Level

Efreeti (genie, LE)  
Erinyes (devil, LE)  
Fiendish giant octopus (NE)  
Pairaka<sup>3</sup> (div, NE)  
Shadow demon (CE)  
Soul eater<sup>2</sup> (NE)  
Succubus (demon, CE)

## 7th Level

Bebilith (CE)  
Bogeyman<sup>3</sup> (NE)  
Leukodaemon<sup>2</sup> (daemon, NE)

Nuckelavee<sup>3</sup> (NE)  
Osyluth (devil, LE)  
Sacristan<sup>4</sup> (kyton, LE)  
Vrock (demon, CE)

## 8th Level

Baregara<sup>3</sup> (CE)  
Dorvae<sup>4</sup> (NE)  
Hamatula (devil, LE)  
Hezrou (demon, CE)  
Meladaemon<sup>2</sup> (daemon, NE)  
Rusalka<sup>3</sup> (NE)  
Young adult green dragon (LE)

## 9th Level

Ankou<sup>4</sup> (LE)  
Nalfeshnee (demon, CE)  
Derghodaemon<sup>2</sup> (daemon, NE)  
Gelugon (devil, LE)  
Glabrezu (demon, CE)  
Sepid<sup>3</sup> (div, NE)  
Thanadaemon<sup>2</sup> (daemon, NE)

<sup>2</sup>See *Pathfinder Roleplaying Game Bestiary 2*.

<sup>3</sup>See *Pathfinder Roleplaying Game Bestiary 3*.

<sup>4</sup>See *Pathfinder Roleplaying Game Bestiary 4*.

## SUMMON GOOD MONSTER

**Source:** The White Hart

You can summon the aid of creatures driven by their very nature to destroy evil.

**Prerequisite:** Good alignment.

**Benefit:** When casting summon monster, you also gain access to the list of good monsters below. Your righteous determination grants these summoned creatures the Diehard feat. You may still summon creatures from the standard list, but without the Diehard feat.

**Special:** Since summoned creatures disappear when their hit points reach 0 or fewer, the Diehard feat does not benefit these summoned creatures. Instead, grants creatures summoned with this feat Great Fortitude.

### 1st Level

Celestial dog (NG)  
Celestial dolphin (NG)  
Celestial eagle (NG)  
Celestial fire beetle (NG)  
Celestial pony (NG)  
Celestial viper (NG)

### 2nd Level

Celestial octopus (NG)  
Celestial wolf (NG)

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Faun<sup>3</sup> (CG)  
Grig<sup>2</sup> (without fiddle ability) (NG)  
Pseudodragon (NG)

## 3rd Level

Blink dog (LG)  
Celestial shark (NG)  
Foo dog<sup>3</sup> (NG)  
Lantern archon (LG)  
Lyrakien azata<sup>2</sup> (CG)  
Silvanshee agathion<sup>2</sup> (NG)

## 4th Level

Celestial dire wolf (NG)  
Celestial giant eagle (NG)  
Celestial pegasus (CG)  
Faerie dragon<sup>3</sup> (NG)  
Foo lion<sup>3</sup> (NG)  
Hound archon (LG)  
Pixie (NG)

## 5th Level

Bralani azata (GC)  
Celestial orca (NG)  
Djinni (CG)  
Unicorn (CG)  
Vulpinal agathion<sup>2</sup> (NG)

## 6th Level

Celestial giant octopus (NG)  
Kirin<sup>3</sup> (LG)  
Legion archon<sup>3</sup> (LG)  
Lillend azata (LG)  
Wood giant<sup>2</sup> (CG)

## 7th Level

Celestial dire shark (NG)  
Celestial roc (NG)  
Movanic deva<sup>2</sup> (NG)  
Shedu<sup>3</sup> (LG)  
Shield archon<sup>2</sup> (LG)  
Treant (NG)  
Young bronze dragon (LG)

## 8th Level

Cloud giant (NG)  
Dragon horse<sup>2</sup> (NG)  
Lammasu<sup>3</sup> (LG)  
Monadic deva<sup>2</sup> (NG)  
Young gold dragon (LG)

## 9th Level

Astral deva (NG)  
Couatl (LG)  
Ghaele azata (CG)  
Leonal agathion<sup>2</sup> (NG)

Storm giant (CG)  
Trumpet archon (LG)

<sup>2</sup>See *Pathfinder Roleplaying Game Bestiary 2*.

<sup>3</sup>See *Pathfinder Roleplaying Game Bestiary 3*.

## SUMMON NEUTRAL MONSTER

**Source:** The Green Hawk

You can summon creatures that embody the forces of balance.

**Prerequisite:** Chaotic neutral, lawful neutral, or neutral alignment.

**Benefit:** When casting a summon monster spell, you gain access to the list of neutral creatures on this page. You may also summon creatures from the standard summon monster list and apply the





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counterpoised creature simple template (see the sidebar) to applicable creatures instead of the celestial or fiendish template. Creatures you summon from the list on this page and creatures you summon with the counterpoised template gain a +2 resistance bonus on Will saves.

## 1st Level

Sprite<sup>3</sup> (CN)  
Stirge (N)

## 2nd Level

Atomie<sup>3</sup> (CN)  
Brownie<sup>2</sup> (N)

## 3rd Level

Arbiter<sup>2</sup> (inevitable) (LN)  
Nosoi<sup>4</sup> (psychopomp) (N)  
Paracletus<sup>2</sup> (aeon) (N)  
Thoquua<sup>2</sup> (N)  
Voidworm<sup>2</sup> (protean) (CN)

## 4th Level

D'ziriak<sup>2</sup> (N)  
Magmin<sup>3</sup> (CN)  
Mephit (any) (N)  
Satyr (CN)  
Shae<sup>3</sup> (N)

## 5th Level

Catrina<sup>4</sup> (psychopomp) (N)  
Mercane<sup>2</sup> (LN)  
Rast<sup>2</sup> (N)  
Tojanida<sup>3</sup> (N)

## 6th Level

Chaos Beast<sup>2</sup> (CN)  
Invisible stalker (N)  
Naunet<sup>2</sup> (protean) (CN)  
Theletos<sup>2</sup> (aeon) (N)  
Vanth<sup>4</sup> (psychopomp) (N)

## 7th Level

Axiomite<sup>2</sup> (LN)  
Jyoti<sup>2</sup> (N)  
Zelekhut<sup>2</sup> (inevitable) (LN)

## 8th Level

Immentesh<sup>2</sup> (protean) (CN)

## 9th Level

Akhana<sup>2</sup> (aeon) (N)  
Morrigna<sup>4</sup> (psychopomp)  
Valkyrie<sup>3</sup> (CN)

<sup>2</sup>See *Pathfinder Roleplaying Game Bestiary 2*.

<sup>3</sup>See *Pathfinder Roleplaying Game Bestiary 3*.

<sup>4</sup>See *Pathfinder Roleplaying Game Bestiary 4*.

## COUNTERPOISED CREATURE (CR +0 OR +1)

Counterpoised creatures dwell in the Outer Planes where balance between elements or ideologies is paramount, but they can be summoned using spells such as *summon monster* and *planar ally*. A counterpoised creature's CR increases by 1 only if the base creature has 5 or more Hit Dice. A counterpoised creature's quick and rebuild rules are the same.

**Rebuild Rules:** Senses gains darkvision 60 ft.; Defensive Abilities gains DR and energy resistance as noted on the table; SR gains SR equal to new CR +5; Special Attacks smite bias 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against a foe that is chaotic evil, chaotic good, lawful evil, or lawful good; smite persists until the target is dead or the counterpoised creature rests).

## COUNTERPOISED CREATURE DEFENSES

| Hit Dice | Resist Cold, Electricity, and Fire | DR            |
|----------|------------------------------------|---------------|
| 1–4      | 5                                  | —             |
| 5–10     | 10                                 | 5/adamantine  |
| 11+      | 15                                 | 10/adamantine |

## SUN STRIKER (CRITICAL, COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition)

Called by your deity to strike down the undead, your scimitar becomes an agent of her burning will.

**Prerequisites:** Critical Focus, Weapon Focus (scimitar), character level 7th, worshiper of a **Neutral Good deity that grants the Fire, Glory, Good, Healing, and Sun domains**.

**Benefit:** Whenever you confirm a critical hit against an undead creature, your attack bypasses all DR, deals full damage to incorporeal creatures, and acts as though it has the flaming burst weapon special ability.

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## SUNLIT STRIKE

**Source:** Severin's Guide to Blessed Folk

Your melee blows deal extra damage to creatures sensitive to light, making you adept at hunting foul monsters of the night.

**Prerequisites:** Arcane Strike, able to prepare or cast daylight.

**Benefit:** Whenever you successfully hit an enemy that is vulnerable to light (such as by the light blindness, light sensitivity, or sunlight powerlessness universal monster rules) with a melee weapon you've imbued with your Arcane Strike feat, you deal an additional 1d6 points of damage to the target of your attack. The struck creature must also succeed at a Fortitude saving throw (DC 10 + your character level + your Strength modifier) or become staggered for 1 round.

## SUPERINTENDENT

**Source:** The Art of Leadership

You have a nearly endless arsenal of tricks and methods to keep your buildings in top shape.

**Prerequisite:** Own at least one room.

**Benefit:** When a room you own gains the broken condition, you may repair it for half the normal cost in gold pieces and other capital, rounded up (see **Pathfinder Roleplaying Game Ultimate Campaign**). Additionally, buildings and organizations you've created are not affected by capital attrition (see **Pathfinder Roleplaying Game Ultimate Campaign**) until 1 month of your absence. From that point, capital attrition affects your buildings and organizations as normal.

## SUPERNAL FEAST

**Source:** Severin's Guide to Blessed Folk

You sup on the blood of your ancestors to fuel your fury.

**Prerequisites:** Con 15, aasimar.

**Benefit:** Whenever you are adjacent to a good outsider that takes bleed or blood drain damage, you gain 1 temporary hit point as you bathe in the celestial being's gore. Furthermore, as a full-round action, you can feast on the fallen body of a good outsider that has been dead no longer than 24 hours. When you do, you regain 1 temporary hit point per Hit Die the outsider possessed at a rate of 1 hit point per minute. Temporary hit points gained from this feat last 1d4 hours.

## SUPPRESS REGENERATION (COMBAT, TEAMWORK)

**Source:** Six Kings Saga

You and your allies can exacerbate a regenerating creature's weaknesses. By making a precisely timed attack to open a serious wound just a bit further, your allies can extend the length of time the creature's regeneration is suppressed.

**Benefit:** When you make a successful attack that causes a creature's regeneration ability to cease functioning for at least 1 round (such as by hitting a troll with alchemist's fire), any ally who also has this feat and is currently threatening the creature can make an attack of opportunity against it. This attack of opportunity deals no damage, but instead extends the time that the creature's regeneration is suppressed by 1 additional round. If multiple allies with this feat hit the creature with this attack of opportunity, the additional rounds of suppression stack.

## SURE-FOOTED

**Source:** Lexicon Animalium

Your footing is secure in unstable terrain.

**Prerequisite:** Quadruped animal or magical beast.

**Benefit:** You gain a +2 bonus on Acrobatics checks to keep your balance and Reflex saves to avoid falling. You can move at a normal speed on steep slopes and stairs and do not risk falling when running or charging downhill.

**Normal:** Moving uphill costs 2 squares of movement to enter each square of steep slope. Running or charging downhill requires a successful DC 10 Acrobatics check (or DC 10 Ride check for mounted characters) or you risk falling (see **Pathfinder Roleplaying Game Core Rulebook**).

## SURE-HANDED ALCHEMY

**Source:** Laws of Natural Philosophy

Your steady hand increases your chances of success with spontaneous alchemy and reduces your number of mishaps.

**Prerequisite:** Craft (alchemy) 3 ranks.

**Benefit:** When attempting Craft (alchemy) checks to create items using spontaneous alchemy, you gain a cumulative +1 circumstance bonus for each distinct reagent called for by the recipe. A failed Craft (alchemy) check results in a mishap only on a natural 1. Finally, you take no penalties on Craft (alchemy) checks when using improvised equipment to create items using spontaneous alchemy.



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## SURPRISING COMBATANT (COMBAT)

**Source:** Severin's Guide to Folk of Two Shadows

You can briefly trick your foes into discounting you as a combatant.

**Prerequisites:** Improved Initiative, Bluff 3 ranks.

**Benefit:** At the beginning of combat, after initiative is rolled but before the first round of combat begins, you can attempt a Bluff check as a free action. Each opponent who is aware of you must succeed at a Sense Motive check (DC equal to the result of your Bluff check). Failure means that an opponent is treated as if it were not aware of you when determining whether it is aware combat has begun. If none of your opponents are aware of you, you may act during the surprise round. If an opponent is effectively unaware of any foes, it cannot act during the surprise round.

## SURVIVOR

**Source:** Wayfarers' League Journals

Only the strong thrive in your homeland, and you are no weakling, even among your kin.

**Prerequisites:** Con 13, Diehard, Endurance.

**Benefit:** You gain a +5 bonus on all Constitution checks made to stabilize while dying. Once per day, if you are struck by a critical hit or sneak attack, you can spend an immediate action to negate the critical or the sneak attack damage, making the attack a normal hit.

## SWARM DODGER

**Source:** The Ancient Analects, Ankhara Book of Pharaohs

You have learned tricks to avoid being engulfed by the swarms of crawling horrors that frequently inhabit **Ankhara**'s lost tombs and desolate wastes.

**Prerequisites:** Dex 15, evasion.

**Benefit:** When a swarm attacks you by ending its turn in your space, you may attempt a Reflex save to avoid damage (DC equal to the swarm's distraction save DC + 10). If the save succeeds, you also avoid any poison, blood drain, or similar effects that normally result from damage by the swarm. If you have improved evasion, it also applies to swarm damage.

**Note:** You must still make a Fortitude save to avoid distraction if you begin your turn in a space occupied by a swarm.

## SWARM SCATTER (TEAMWORK)

**Source:** Severin's Guide to Folk of Two Shadows

You have studied the habits of swarming rats for defensive tactics.

**Benefit:** For each ally who has this feat and is adjacent to you, you gain a +1 circumstance bonus to AC. As long as you have this bonus, you are immune to the swarm attack and distraction ability of rat swarms.

## SWARM STRIKE (TEAMWORK)

**Source:** Severin's Guide to Folk of Two Shadows

You and your allies have trained to overwhelm foes like a swarm of rodents.

**Benefit:** Whenever a foe provokes an attack of opportunity from you, you gain a +1 bonus on your attack roll, plus an additional +1 bonus for each ally who also has this feat and currently threatens that foe.

## SWEEPING DODGE (COMBAT)

**Source:** Potamogog

A quick sweep of your cloak deflects an incoming attack.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** When you make a dueling dodge while wearing a cloak, you gain evasion (as the rogue ability). If a critical hit or sneak attack is scored on you, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This feat only applies until the attack that triggered the immediate action is resolved. This feat does not stack with the fortification armor special ability or similar effects.

## SWIFT KITSUNE SHAPECHANGER

**Source:** Ten-Thousand Cherry Blossoms

You can change shape more quickly than most kitsune.

**Prerequisites:** Dex 13, base attack bonus +6, kitsune.

**Benefit:** You can assume human or kitsune form as a swift action. If you have the Fox Shape feat, you can assume fox form as a swift action as well.

**Normal:** A kitsune's change shape ability is a standard action.

## SWING ABOUT (TEAMWORK)

**Source:** Six Kings Saga

You can grab an ally and move her to a position near you.

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**Prerequisite:** Escape Route<sup>1</sup>.

**Benefit:** If you have a free hand, as a move action you can grab a willing adjacent ally who also has this feat and place her in any other space adjacent to you. This movement does not provoke attacks of opportunity. You can do this only with allies who are able to move freely (not grappled, held, prone, slowed, or otherwise suffering restricted movement) and who are of your size or smaller.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*.

## TACTICAL REPOSITION (COMBAT)

**Source:** Cthonic Verses

You excel at moving foes right where you want them.

**Prerequisites:** Int 13, Combat Expertise, Improved Reposition.

**Benefit:** When making a reposition combat maneuver, you can move an enemy into a trap or other hazardous area, such as a pit, wall scythe, or blade barrier. When you do so, the moved enemy is treated as though it had activated the trap or triggered the hazard, and it takes a –2 penalty to AC and on saving throws to mitigate the trap or hazard's effects.

**Normal:** You cannot reposition a foe into an intrinsically dangerous space such as a pit or blade barrier.

## TALLAR CONSCRIPT

**Source:** The Ancient Analects, The Rise and Fall of Tallar

Your constant training in service to your lord has improved your martial prowess with some weapons.

**Prerequisite:** Tallar serf in service to a lord.

**Benefit:** When wielding a farm implement (such as a hand axe, pick, pitchfork, or scythe) as a weapon, you get a +1 bonus on damage rolls. When fighting alongside other conscripts you get a +1 bonus on initiative checks.

## TALLAR DUELIST (COMBAT)

**Source:** Wayfarers' League Journals

You trained at one of Tallar's elite fighting schools and are **skilled the art of fighting** with the falcata (see *Pathfinder Roleplaying Game: Advanced Player's Guide*) and buckler.

**Prerequisites:** Dex 13, Exotic Weapon Proficiency (falcata), Shield Proficiency (buckler), Weapon Focus (falcata).

**Benefit:** When fighting with the falcata and buckler, your shield bonus to AC increases by +1 and you gain a +2 bonus on Acrobatics checks.

## TALLAR KNIGHT

**Source:** The Ancient Analects, The Rise and Fall of Tallar

A Tallar noble has knighted you, giving you the rights and privileges of a knight of the realm.

**Prerequisites:** Base attack bonus +6, heavy armor proficiency, proficient in a martial weapon.

**Benefit:** You gain a cohort as if you had selected the Leadership feat; this cohort is a human or halfling commoner, expert, or warrior with the **Tallar Squire** feat. When within 10 feet of your squire, you get a +2 bonus on initiative checks and a +1 dodge bonus to AC.

## TALLAR SQUIRE

**Source:** The Ancient Analects, The Rise and Fall of Tallar

You spent time as a squire to a Tallar knight and understand how to fight alongside him.

**Prerequisites:** Base attack bonus +1, proficient in a martial weapon.

**Benefit:** When within 50 feet of a mounted ally with the Mounted Combat feat, you get a +2 bonus on initiative. If this ally is injured, you gain a +1 dodge bonus on AC as long as you are within 10 feet of him.

## TALLAR'S LIFTING SPIRIT (ACHIEVEMENT)

**Source:** The Ancient Analects, Andante's Pinnacle

You felt the powerful wings of **Tallar's Spirit** surround you when you risked death from a fall, and somehow a tiny spark of his essence remains connected to your soul.

**Prerequisite:** Take at least 10d6 falling damage on three different occasions and survive.

**Benefit:** When you cast a healing spell on an unharmed creature, it briefly manifests as a pair of wings made of golden light. The spell's duration becomes "1 hour or until discharged." For the next hour, the spell remains on the target, triggering automatically as a swift action if the creature takes



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damage or experiences an effect that the spell could cure, mitigate, or remove (which causes the wings of light to appear briefly).

For example, if you cast *lesser restoration* on an ally who had no ability damage, the spell would trigger immediately if the target became fatigued, exhausted, or took ability damage, but not if the target suffered ability drain, energy drain, or hit point damage (none of which are affected by *lesser restoration*).

## TANDEM EVASION (COMBAT, TEAMWORK)

**Source:** Complete History of the Dragon

You and your allies help each other evade deadly attacks.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** When adjacent to an ally who also has this feat, you gain evasion against a dragon's breath weapon and tail sweep special attacks. If you already have evasion, you gain improved evasion instead.

## TANTRUM

**Source:** The Workbook of Darius Ratcatcher

Your crying, sputtering, and even frothing at the mouth makes you so laughably incoherent that opponents are apt to dismiss you as a threat.

**Prerequisites:** Bluff 1 rank, rage class feature, gnome.

**Benefit:** You may use the Bluff skill to feint while raging. The effect of the feint lasts only until the first time you hit the target.

## TAPESTRY TRAVELER

**Source:** Book of Best Practices (Wayfarers' League)

Your many visits to the **Temporal Tapestry** demiplane have made you an expert in long-distance travel.

**Prerequisites:** Character level 5th.

**Benefit:** You cast spells of the teleportation subschool as though your caster level were 2 higher, and you treat yourself as one step more familiar when teleporting to an established **Wayfarers' League Chapterhouse** with the teleport spell. If you can teleport as a supernatural ability, you treat your class level as if it were 2 higher when calculating the total distance that you can travel with this ability.

## TELEPATHIC LINK

**Source:** Precepts Arcana: Bonds

You can telepathically communicate with your familiar.

**Prerequisite:** Must have a familiar with the speak with master ability.

**Benefit:** You and your familiar can communicate with each other telepathically at a range of up to 1 mile.

## TELEPORT SENSE

**Source:** The Ancient Analects, The First Wayfarer Folio

Like many **Teirsians**, you have faced so many demons teleporting that you have developed a sort of sixth sense for it.

**Prerequisites:** Wis 13, **Teirsis affinity**.

**Benefit:** Whenever a creature uses a spell or effect from the conjuration (teleportation) school to appear within 60 feet of you, you may make a Sense Motive check to detect the teleportation. The DC equals 10 + caster level of the effect. If you succeed on this check, you are automatically not surprised and can act in the surprise round if combat begins immediately. If combat against the creature that teleported near you begins within 1 minute of the teleportation you gain a +4 bonus on the initiative check in that battle. If the creature teleporting in is a demon, you gain a +5 bonus on the Sense Motive check to detect it.

## TENEBOUS SPELL (METAMAGIC)

**Source:** Wayfarers' Spell Guide

You blend shadow into your spells, increasing their efficacy at the price of susceptibility to light.

**Benefit:** When you cast a tenebrous spell in darkness or dim light, the spell's effective caster level and any associated save DCs are increased by 1. Any attempts at dispelling a tenebrous spell in darkness or dim light take a -2 penalty on the dispel check.

Casting a tenebrous spell in bright light is difficult, and requires a concentration check (DC 15 + twice the tenebrous spell's effective spell level). Attempts to dispel a tenebrous spell in bright light gain a +4 bonus on the dispel check.

You cannot use this feat on spells with the light descriptor. A tenebrous spell uses up a spell slot one level higher than the spell's actual level, except in the case of spells with the darkness or shadow



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descriptor or of the illusion (shadow) subschool; this feat does not change the effective level of those spells (but still counts as using a metamagic feat for all other purposes).

## TERRIFYING MASK

**Source:** Severin's Guide to Scions of Hell

Your fiendish visage has made you a truly terrifying spectacle to behold, and you can force others to betray their feelings with a single look.

**Prerequisites:** Cha 13, Monstrous Mask, tiefling.

**Benefit:** Anytime you can make a Sense Motive check to get a hunch or detect whether someone is trustworthy or not, you can choose to instead make an Intimidate check at a -2 penalty. This ability only works on creatures of the humanoid type.

## TERRIFYING STRIKE

**Source:** Tombs of Ankhara

Your touch spreads fear.

**Prerequisites:** Despair special ability, mummy.

**Benefit:** Any creature struck by your slam attack must succeed at a Will save at the same DC as your despair ability or be shaken for 1d4 rounds. If the creature is already shaken, frightened, or panicked, it is paralyzed for 1 round instead. This is a mind-affecting fear effect.

## THICKET CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

Your deity infuses your channeled energy with bounty.

**Prerequisites:** Channel energy 7d6, worshiper of a Lawful good deity that grants the Animal, Community, Good, Law, and Plant domains.

**Benefit:** When you channel positive energy, you can cause plants in the affected area to grow as though targeted by the overgrowth version of plant growth (caster level equal to your effective cleric level).

## THREATENING ILLUSION (METAMAGIC)

**Source:** Jinx and Tricks

You've mastered the art of making illusions that force foes to divide their attention in combat.

**Prerequisites:** Spell Focus (illusion), Gnome.

**Benefit:** You can use this metamagic feat only on illusion (figment) spells.

A threatening illusion spell causes one target to believe your illusion is a threat. Choose one 5-foot square within the area of your illusion; that square threatens the target as long as it is adjacent. Thus, if you or an ally is on the opposite side of the target, it is considered flanking.

Normally the area must contain an illusory creature of Small or Medium size. However, you can select one square of a larger illusory creature to threaten the target. For example, an illusory Large ogre takes up four 5-foot squares; you select one square to be the source of the threat, and its other three squares do not threaten anyone.

If the target has reason to believe there is an invisible creature in the vicinity, even an auditory illusion with no visual elements (such as ghost sound) is sufficient to convince the target that the selected square contains an actual threat. As long as you maintain the illusion, you can change the location of the threatening square as a swift action.

When you threaten a target with this spell, the foe may make a Will save to disbelieve (DC 10 + threatening spell's level + your spellcasting ability score modifier). If the target makes this save, the threatening effect of this feat no longer applies to it.

A threatening illusion takes up a spell slot one level higher than normal.

## THRILLING VENGEANCE (COMBAT, PERFORMANCE)

**Source:** Wayfarers' Dueling Guide

Your savage rage thrills the crowd as you turn it upon a foe that has harmed you.

**Prerequisites:** Base attack bonus +3, rage class feature.

**Benefit:** When you spend a swift action to attempt a performance combat check while you're raging, you gain a +2 bonus on the check if the trigger involved you dealing damage to a creature that had hit you within the last round.

## THROW BACK ARROWS (COMBAT)

**Source:** Akkaniad

When you catch arrows and other ranged ammunition, you can immediately hurl them at your enemies.

# FEATS DESCRIPTIONS

**Prerequisites:** Dex 17, Deflect Arrows, Improved Unarmed Strike, Snatch Arrows.

**Benefit:** When using the Snatch Arrows feat, you can throw a caught piece of ranged ammunition (such as an arrow, bolt, or sling bullet, but not a firearm bullet) as though it were a thrown weapon with a range increment of 20 feet (even though it isn't your turn). The thrown ammunition deals the normal amount of damage for its type plus your Strength modifier, and you don't take a penalty for throwing a weapon that isn't designed to be thrown. This attack provokes attacks of opportunity as normal. You must have at least one hand free (holding nothing) to use this feat.

## THUNDER AND FANG (COMBAT)

**Source:** The Devil's Codex, Wise Mother's Rhymes

You have mastered the ancient **Vahal** Thunder and Fang fighting style, allowing you to fight with increased effectiveness when wielding an earth breaker and klar.

**Prerequisites:** Str 15, Two-Weapon Fighting, Weapon Focus (earth breaker), Weapon Focus (klar)

**Benefit:** You can use an earth breaker as though it were a one-handed weapon. When using an earth breaker in one hand and a klar in your off hand, you retain the shield bonus your klar grants to your Armor Class even when you use it to attack. Treat your klar as a light weapon for the purposes of determining your two-weapon fighting penalty.

**Normal:** An earth breaker is a two-handed weapon, preventing the use of a klar in one hand without imposing penalties for using the earth breaker one-handed. A klar can be used either as a one-handed weapon or a shield; it does not grant a bonus to AC during rounds in which it is used as a weapon.

**Special:** This is a combat feat, and may be selected with class features that grant bonus combat feats.

## THUNDERSTONE GRENADIER (TEAMWORK)

**Source:** Erémogos

Training with alchemically inclined allies helps you avoid friendly fire.

**Prerequisite:** Precise Shot or Throw Anything.

**Benefit:** Whenever you hit a creature with a splash weapon, you may choose to exclude one creature within the weapon's splash area from taking splash damage. If a creature within the splash area also has this feat, it automatically ignores splash damage from your splash weapons on a successful hit.

In addition, if you miss with a splash weapon and the errant weapon lands in a square occupied or adjacent to an ally with this feat, your ally can attempt a DC 20 Reflex save. If the ally succeeds, he is able to catch the weapon. If your ally also has the Snatch Arrows feat, he can toss the splash weapon back to you as an immediate action.

## TO THE LAST (COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition)

Your devotion to battle inspires you to fight competently until death claims you.

**Prerequisites:** Diehard, Endurance, worshiper of a **Chaotic Neutral deity that grants the Chaos, Destruction, Glory, Strength, and War domains**.

**Benefit:** When you are disabled, you are not staggered, though performing standard actions still deals 1 point of damage to you. Taking a full-round action deals 2 points of damage to you.

## TOPPLE FOE (COMBAT, TEAMWORK)

**Source:** Shadow Fighting

You and your allies can work together to trip larger foes.

**Prerequisites:** Combat Expertise, Improved Trip.

**Benefit:** If you attempt to trip a foe that is larger than you, you gain a +1 bonus on your CMD check to trip the foe as long as an ally with Topple Foe is flanking the foe with you. If multiple allies with Topple Foe are flanking the foe with you, you gain an additional +2 bonus on your CMD check for each additional ally that's flanking the target. The bonuses granted by this feat stack with those granted by Improved Trip and Greater Trip.

Each time you attempt to trip the same foe in consecutive rounds, the bonus granted to your trip attempt increases by +1 per ally, to a maximum bonus of +4 per flanking ally on the 4th round of consecutive trip attempts.



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## TORCH BEARER (COMBAT)

**Source:** On Religion (Wayfarers' Annotated Edition)

You can make use of a torch as a deadly, macelike weapon.

**Benefit:** You treat a torch as a light weapon that deals bludgeoning damage equal to that of a light mace of its size plus 1 point of fire damage, and you do not incur penalties as you would for using it as an improvised weapon.

**Normal:** A torch used in combat is treated as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size plus 1 point of fire damage.

## TORCH HANDLING

**Source:** Cthonic Verses

In your grasp, a simple torch becomes a beacon.

**Benefit:** You gain three benefits upon taking this feat. First, you treat torches as simple weapons. Second, the radius of normal and increased illumination shed by any torch or mundane light source you carry increases by 10 feet. Finally, once per day you may reroll a single saving throw to resist any effect that would otherwise extinguish your light source, such as having water thrown at you, being targeted by a quench spell, and so on.

## TORCHBEARER

**Source:** Cthonic Verses

You acquire a professional torchbearer to accompany you

**Prerequisite:** Character level 5th.

**Benefit:** This feat is similar to the Leadership feat, with several exceptions. You can attract only a 1st-level cohort (referred to hereafter as a torchbearer) with this feat, and can't recruit followers. You determine your Leadership score according to the rules presented in the Leadership feat, but your torchbearer is always at least 3 levels lower than your level.

A torchbearer can take levels in the alchemist, bard, fighter, ranger, or rogue class. She can't multiclass, though she can take any archetype she qualifies for. The torchbearer must take the Torch Handling feat at 1st level (see [above](#)).

If a torchbearer gains enough XP to bring her to 2 levels lower than your level, she doesn't gain the new level until you gain your next level; until then

her new XP total is 1 less than the amount needed to attain the next level and she gains no additional XP until you advance.

If you release your torchbearer from service or otherwise lose your torchbearer, you may gain a new one by scouting for potential candidates in a city or large town where adventurers are at least somewhat common, which requires 24 hours of uninterrupted scouting.

Unlike other hirelings, a torchbearer requires no compensation for her services as long as her employer has this feat; the opportunity to train under a hardened adventurer is reward enough for most torchbearers.

**Graduation:** When you reach 8th level, this feat automatically upgrades to the Leadership feat (meaning that you effectively lose this feat and replace it with Leadership). You gain all the normal benefits of the Leadership feat but lose the benefits of this feat, and your torchbearer acts as a normal cohort; she may begin taking levels in other classes if she so chooses, and may increase in level to up to 2 levels lower than your level.

## TOTEM BEAST

**Source:** Kimerea

Your animal companion becomes spiritually connected to an animal totem that has a spiritual significance for you or your background, such as a Shoanti clan's animal totem.

**Prerequisites:** Wis 13, animal companion class feature.

**Benefit:** Select one animal aspect from the list presented in the hunter class's animal focus class feature. Your animal companion has natural coloration suggestive of this aspect—a bear might have a dark spot in the shape of a bat, or a hawk might have unusual tiger striping in its feathers. Your animal companion gains the benefits of the selected animal aspect, treating its Hit Dice as its effective hunter level for this ability. This bonus doesn't stack if the animal companion is already under the benefit of the same animal aspect because of the actual class feature.

For example, an animal companion with Totem Beast (snake) under the effect of the snake aspect from its hunter owner would get a +2 bonus on attack rolls when making attacks of opportunity, not a +4 bonus.



# FEATS DESCRIPTIONS

## TOTEM SPIRIT

**Source:** Sigils of the North, Wayfarers' League Journals

You are mystically tied to your tribe's sacred totem.

**Prerequisites:** Member of a **Vahal clan**.

**Benefit:** The benefit granted by this feat depends on which **Vahal clan** tribe you belong to:

**Bone Clan:** You gain a +2 bonus on weapon damage against undead and a +2 bonus on Heal checks.

**Eagle Clan:** You gain a +2 bonus on Initiative checks and a +2 bonus on Ride checks.

**Dawn Clan:** You gain a +1 bonus on Reflex saves and a +2 bonus on Acrobatics checks.

**Mountain Clan:** You gain a +1 bonus on Fortitude saves and a +2 bonus on Perception checks.

**Sky Clan:** Your base land speed increases by 5 feet. You also gain a +2 bonus on Acrobatics checks.

**Star Clan:** You gain a +1 bonus on Will saves and a +2 bonus on Perception checks.

**Sword Clan:** If you have the rage ability, you can rage for 3 additional rounds per day. You also gain a +2 bonus on Intimidate checks.

## TOUCHED BY SACRED FIRE (FACTION)

**Source:** Behind the Throne

Regular contact with an elemental guardian of the **Burning Pharoah** has left you able to shrug off many sources of unnatural heat, even if the effort required sometimes makes it difficult to defend yourself from attacks.

**Prerequisites:** Endurance, **Undying Defenders** rank, **Undying Defenders** 15 TPA.

**Benefit:** You gain fire resistance 5 and a +2 bonus on all saving throws to resist the effects of fire or heat. As a swift action, you can increase your fire resistance to 10 and your save bonus to +4 until your next turn; this causes you to lose your Dexterity bonus to Armor Class until your next turn (which leaves you vulnerable to sneak attacks).

## TOURMALINE DEFENDER

**Source:** Landstandar

For your kingdom and the General, you may strike down enemies who threaten your homeland.

**Prerequisite:** **Tourmaline affinity**.

**Benefit:** Once per day, you may attempt to smite an enemy of **Tourmaline** with one normal melee attack. You gain a +4 morale bonus on your attack roll and deal 1 extra point of damage per level. For the purpose of this feat, an enemy of **Tourmaline** is any person or creature that is not a citizen of **Tourmaline**. You can only use this ability within the borders of **Tourmaline**.

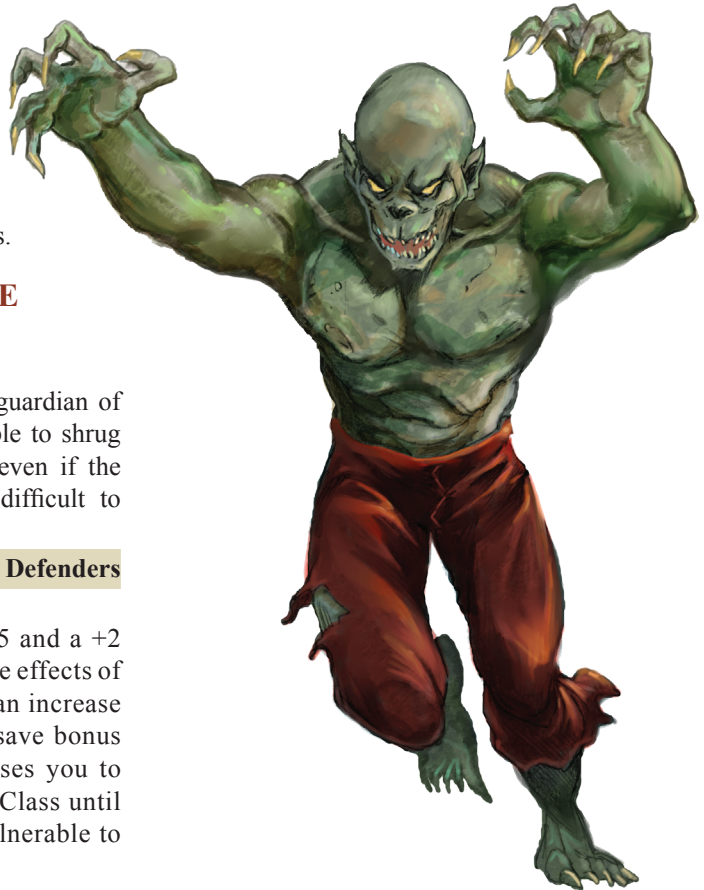
## TOXIC STENCH

**Source:** Malleus Abysarnum

Your stench is poisonous.

**Prerequisites:** Stench universal monster ability, immunity to poison, Improved Stench, Toughness

**Benefit:** The first round a creature is affected by your stench, it must also make a successful





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Fortitude save against the same DC to resist becoming poisoned. If you have 10 or fewer HD, this poison is identical to insanity mist; if you have 11 or more HD, the poison also adds confusion for 1 round to its effects.

## TOXICOLOGICAL TIMING

**Source:** Laws of Natural Philosophy

You know how to adjust the amount of time a poison takes to produce its effects.

**Prerequisite:** Craft (alchemy) 9 ranks.

**Benefit:** When you craft a poison with the Craft (alchemy) skill (whether using the normal Craft rules or the rules for spontaneous alchemy), you can increase or decrease the unit of time used to measure the frequency of a poison you craft by up to one step along the following scale: rounds, minutes, hours, days. For example, if you applied this feat to arsenic (which has a frequency of 1/minute for 4 minutes), you could increase the frequency to 1/round for 4 rounds or decrease the frequency to 1/hour for 4 hours.

## TRAILBLAZING CHANNEL

**Source:** On Religion (Wayfarers' Annotated Edition)

Your positive energy makes trailblazers of those you heal.

**Prerequisites:** Channel energy 3d6, worshiper of a **Chaotic Good deity that grants the Chaos, Good, Liberation, Luck, Travel and domains.**

**Benefit:** Once per day when you channel positive energy, you can cause healed creatures to be unimpeded by difficult terrain for a number of minutes equal to your Charisma modifier (minimum 1 minute).

## TRIBAL SCARS

**Source:** Boreagos

You endured the grueling coming-of-age rituals of your tribe or following, and proudly bear the scars that grant you the blessings of your tribe's ancestors or totem.

**Prerequisite:** Member of a **Mastodon Rider warband.**

**Benefit:** You gain 6 hit points. In addition, you gain another benefit, depending on which **Mastodon Rider warband** you belong to.

**Bladetusk:** You gain a +2 bonus on combat maneuver checks to make bull rush or overrun maneuvers and a +2 bonus on Ride checks.

**Glacier:** You gain a +1 bonus on Reflex saves and a +2 bonus on Climb checks.

**Long Night:** You gain a +2 bonus on Perception and Survival checks.

**Mammoth:** You gain a +1 bonus on Will saves and a +2 bonus on Handle Animal checks.

**Sabretooth:** Your base land speed increases by 5 feet, and you gain a +2 bonus on Acrobatics checks.

**White bear:** You gain a +1 bonus on Fortitude saves and a +2 bonus on Intimidate checks.

## TRIBE MENTALITY (TEAMWORK)

**Source:** The Book of Seventy Scales

You and your tribemates grant each other mental strength.

**Benefit:** When you're simultaneously subject to the same enchantment (compulsion) or [emotion] effect as another ally with this feat, you both roll saves but can use either result.

## TRICK SHOOTER (COMBAT)

**Source:** Akkaniad

Your uncanny aim allows you to disable your opponents without harming them.

**Prerequisites:** Dex 13, Deadly Aim, base attack bonus +1.

**Benefit:** You gain a +2 bonus on ranged combat maneuvers. When you attempt to perform a ranged combat maneuver, you can refrain from damaging the target at no penalty.

## TROTH OF THE ETERNAL NOMARCH

**Source:** Tombs of Ankhara

You've pledged your body to the **Eternal Nomarch**, and are willing to sacrifice yourself to keep his secrets even in death.

**Prerequisite:** Must be a member of the **Sect of the Eternal Nomarch.**

**Benefit:** Upon taking this feat, you undergo a ritual wherein the cartouche of **Eternal Nomarch** is carved into your flesh (typically on the chest or back), and then embellished with painful crimson and other tattoos. The ritual takes 1 hour to complete, and you take 3 points of damage from the wound (see Special, below). Upon completion of the ritual, you gain the feat's benefits.

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As an immediate action, or when you die, you can cause white-hot fire to burst from the tattooed cartouche on your flesh, immolating your body in a bright flash and instantly reducing it to ash. If you are still alive, you are immediately slain. Spells such as *raise dead* or *speak with dead* cannot be used on your remains, but your equipment is unaffected.

As the fire consumes you, fiery snakes whip out of your body in a 5-foot-radius burst, dealing 1d6 points of fire damage + 1 point per character level. Creatures in the area can attempt a Reflex save to negate the damage (DC 10 + 1/2 your character level + your Constitution modifier). In addition, creatures within a 10-foot burst must succeed at a Fortitude save (DC 10 + 1/2 your character level + your Constitution modifier) or be blinded for 1 round. Blind or sightless creatures are unaffected by this blinding effect.

**Special:** You permanently lose 3 hit points when you take this feat. This damage can be healed only with a miracle or wish spell, but doing so causes you to lose all benefits of this feat.

## TRUTH-SEEKER (STORY)

**Source:** The Art of Leadership

A tantalizing secret from the past calls to you, and you intend to discover it.

**Prerequisites:** You must have visited a ruin or forgotten place that has been abandoned for at least five times as long as you've been alive.

**Benefit:** You gain a +2 bonus on all Knowledge (history) checks. If you have 10 or more ranks in Knowledge (history), this bonus increases to +4.

**Goal:** You must discover, explore, and publicly reveal an important secret that has been unknown to the world for at least 100 years.

**Completion Benefit:** Whenever you pass within 10 feet of a secret door, you receive an immediate Perception check to notice the passage. This check should be made in secret by the GM. In addition, whenever you attempt a Will save to disbelieve an illusion, you may roll twice and take the better result.

## TWISTED FLESH

**Source:** The Ancient Analects, The First Wayfarer Folio

The tainted plague does not always end in death, but sometimes merely fundamentally alters a person's physical form. You are one such "lucky" individual.

**Prerequisites:** Con 15, **Tainted Lands** affinity.

**Benefit:** You gain a +1 natural armor bonus to your Armor Class and cold, electricity, and fire resistance 2. In addition, thanks to your corrupted and scarred flesh, you gain a +1 bonus on Intimidate checks.

**Special:** You take a –1 penalty on all other Charisma-based skill checks, Charisma checks, and Fort saves.

You may only gain this feat at 1st level.

## UMBRAL SPELL (METAMAGIC)

**Source:** Wayfarers' Spell Guide

Targets of your darkness spells radiate darkness.

**Prerequisite:** Tenebrous Spell.

**Benefit:** An umbral spell gains the darkness descriptor. As long as the spell is in effect, the creature or object affected radiates darkness in a 10-foot radius, reducing illumination similar to the effects of the darkness spell. Nonmagical sources of light, such as torches or lanterns, do not increase the light level in this area. Magical light sources only increase the light level in an area affected by an umbral spell if they are of a higher level than the umbral spell's unmodified spell level. This effect does not stack with itself or with any other effect that creates darkness. An umbral spell uses up a spell slot two levels higher than the spell's actual level.

You cannot use this feat on a spell with an instantaneous duration or a spell that does not target a creature or object.

## UNBLINKING FLAME FEINT (COMBAT, STYLE)

**Source:** Wayfarers' Dueling Guide

You move as swiftly and unpredictably as a flickering flame, throwing your opponents off guard.

**Prerequisites:** Int 13, Wis 13, Combat Expertise, Perfect Style, base attack bonus +9 or monk level 9th.

**Benefit:** When using Perfect Style, you can use your Wisdom modifier in place of your Charisma modifier when attempting Bluff checks to feint. You can spend 1 ki point as a swift action to gain the benefits of Improved Feint for 1 round.

## UNBLINKING FLAME FIST (COMBAT, STYLE)

**Source:** Wayfarers' Dueling Guide

You can exploit the weaknesses in your opponents' defenses, like a flame seeking fuel to consume.



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**Prerequisites:** Int 13, Wis 13, Combat Expertise, Perfect Style, Stunning Fist, Unblinking Flame Feint, base attack bonus +13 or monk level 13th.

**Benefit:** When using Perfect Style, the save DC of your stunning fist attack increases by 2 against flat-footed targets. When you spend 1 ki point to gain the benefits of Improved Feint for 1 round, you may attempt a feint as part of your movement when charging.

## UNCANNY ACTIVATION

**Source:** Book of Best Practices (Wayfarers' League)

You can coax greater power out of magical devices.

**Prerequisite:** Use Magic Device 12 ranks.

**Benefit:** If you exceed the Use Magic Device DC to activate a spell completion or spell trigger item by 5 or more, you can increase the item's caster level by 1 for determining the spell's effect. Alternatively, if you exceed the Use Magic Device DC by 10 or more when activating a magic item with charges, you can expend an additional charge to increase the caster level by 2 levels. Regardless, you can't increase an item's caster level to one that is higher than your own caster level.

## UNDERHANDED TEAMWORK (COMBAT, TEAMWORK)

**Source:** Book of Best Practices (Wayfarers' League)

You and your allies know how to use coordinated maneuvers to set up an enemy with an unfair disadvantage.

**Prerequisites:** Combat Expertise, Improved Dirty Trick.

**Benefit:** Whenever an ally who also has this feat performs a dirty trick combat maneuver against a foe you both threaten, you can use an immediate action to increase the inflicted condition's duration by 1 round.

## UNDERMINE (TEAMWORK)

**Source:** Erémogos

You and your allies take advantage of shifting terrain to unbalance enemies.

**Benefit:** When you use a combat maneuver to move a creature into or through a square adjacent to an ally with this feat, your opponent treats all squares adjacent to that ally as difficult terrain during his next turn. In addition, the DC of any of

your opponent's Acrobatics checks in the affected squares increases by 2 for each of your allies with this feat who are adjacent to him.

## UNDERMINING EXPLOIT

**Source:** On Religion: Volume Three (Light and Lore), On Religion (Wayfarers' Annotated Edition)

Your familiarity with earth and stone gives you a distinct advantage on rocky battlefields.

**Prerequisite:** Knowledge (dungeoneering) 4 ranks.

**Benefit:** You gain a +4 insight bonus on combat maneuver checks against opponents occupying a square of rocky difficult terrain such as rubble, broken ground, or steep stairs.

## UNFAIR GRIP (COMBAT)

**Source:** Kimerea

You learned to fight in places that have no rules of engagement, such as the back alleys of **Agartha** or the fighting pits of the **Floodlands**, and you can grab foes in ways that are difficult to escape.

**Prerequisites:** Str 13, Dex 13, Improved Grapple, Improved Unarmed Strike, Power Attack, base attack bonus +1.

**Benefit:** When you perform a grapple combat maneuver, you gain a +1 bonus on checks to maintain your grapple, and your grappled foes take a -1 penalty on checks to escape your grapple.

## UNFOLDING WIND RUSH (COMBAT, STYLE)

**Source:** Wayfarers' Dueling Guide

Thrown weapons fly from your hands as if blown by a gale, and you leave behind a wake of wind as you move.

**Prerequisites:** Dex 13, Wis 13, Mobility, Perfect Style, Quick Draw, Unfolding Wind Strike, base attack bonus +13 or monk level 13th.

**Benefit:** When using Perfect Style and wielding thrown weapons, you can combine a full attack action with a single move action. You must forgo the attack at your highest bonus but may take the remaining attacks as normal at any point during your movement. You can spend 1 ki point as a swift action to create a path of wind along your path of movement that functions as wind wall for 1 round; this effect does not affect your ranged attacks.



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## UNFOLDING WIND STRIKE (COMBAT, STYLE)

**Source:** Wayfarers' Dueling Guide

The wind through which your thrown weapons fly directs them to their target or back to your hand.

**Prerequisites:** Dex 13, Wis 13, Perfect Style, Quick Draw, base attack bonus +9 or monk level 9th.

**Benefit:** When using Perfect Style, you double the range increment of any thrown weapon you wield. You can spend 1 ki point as a swift action to imbue a number of thrown weapons equal to your Wisdom bonus with the returning or seeking weapon special ability for 1 round.

## UNTWISTING IRON SKIN (COMBAT, STYLE)

**Source:** Wayfarers' Dueling Guide

Your training has tempered your flesh to resist blows as though it were forged iron.

**Prerequisites:** Str 15, Wis 13, Perfect Style, Toughness, Untwisting Iron Strength, base attack bonus +13 or monk level 13th.

**Benefit:** When using Perfect Style, you gain an amount of DR/adamantine equal to 1/3 your character level (maximum 6). Additionally, whenever you break an item with at least hardness 10, you gain DR 1/— for a number of rounds equal to half the item's hit points (maximum 10 rounds); the value of this damage reduction increases by 1 for every 5 points of hardness above 10 the broken item possessed. You can spend 1 ki point as a swift action to double either of the damage reduction values granted by this feat for 1 round.

## UNTWISTING IRON STRENGTH (COMBAT, STYLE)

**Source:** Wayfarers' Dueling Guide

You are a master at breaking through even the toughest of objects, as though your fists were adamantite hammers.

**Prerequisites:** Str 15, Wis 13, Perfect Style, base attack bonus +9 or monk level 9th.

**Benefit:** When using Perfect Style, you can ignore an amount of hardness equal to your

character level. Additionally, you gain a +4 bonus on Strength checks to break objects. If you spend 1 ki point as a swift action, you also gain the benefits of Improved Sunder for 1 round.

## UNUSUAL HERITAGE (DHAMPIR)

**Source:** The Forty Laws

Your heritage is strange or difficult to trace, and people fear your otherworldly powers.

**Prerequisite:** Dhampir.

**Benefit:** Your undead progenitor left you with more than a hint of vampiric nature. You gain a natural bite attack that deals 1d4 points of damage. Once per day upon making a successful bite attack, you can choose to deal an additional 1d4 points of bleed damage to the creature struck.

**Special:** You can only select this feat at 1st level.





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## UNUSUALHERITAGE(FETCHLING)

**Source:** The Forty Laws

Your heritage is strange or difficult to trace, and people fear your otherworldly powers.

**Prerequisite:** Fetchling.

**Benefit:** You have the mysterious ability to see into the Shadow Plane, but only in your dreams. Once per day while sleeping, you can create a magical sensor, as arcane eye except this sensor can view only your current location as it exists on the Shadow Plane. This effect lasts for 1 minute per character level, and can be used during any point while you sleep.

## UNUSUAL HERITAGE (GILLMAN)

**Source:** The Forty Laws

Your heritage is strange or difficult to trace, and people fear your otherworldly powers.

**Prerequisite:** Gillman.

**Benefit:** As a so-called “lost bloodline,” you have abilities supposedly tied to mysterious ancestors who still watch over you and your ilk. Your divination spells and spell-like abilities manifest at 1 caster level higher. In addition, once per day while fully immersed in water, you can cast augury as a spell-like ability.

## URBAN FORAGER

**Source:** The Ancient Analects, The Rise and Fall of Tallar

You are skilled at keeping yourself and others safe in the alleys, sewers, and underbellies of cities.

**Prerequisites:** Knowledge (local) 4 ranks, Survival 4 ranks.

**Benefit:** You may use the Survival skill to forage and track in urban locations using the table below.

| DC | TASK   |
|----|--|
| 10 | Get along in an urban setting, and easily find enough food and supplies to survive for 24 hours. You can provide food and water for one other person for every 2 points by which your check result exceeds 10. |
| 15 | Gain a +2 bonus on all Constitution checks made to resist starvation or thirst. You may grant the same bonus to one other character for every 1 point by which your Survival check exceeds 15.                 |
| 15 | Gain a +2 bonus on all Survival checks made to track on firm or hard ground.   |

## VALIANT STEED

**Source:** Lexicon Animalium

Your courage is unnaturally strong.

**Prerequisite:** Animal or magical beast.

**Benefit:** You gain a +4 morale bonus on saves against fear and emotion effects. If you can serve as a mount, your rider gains a +4 morale bonus on Handle Animal, Ride, and wild empathy checks to force you within range of a creature with the unnatural aura universal monster rule. In addition, the DC to push you with the Handle Animal skill does not increase if you are wounded or have taken any nonlethal damage or ability score damage.

**Normal:** The DC to push an animal increases by 2 if the animal is wounded or has taken any nonlethal damage or ability score damage.

## VAMPIRIC ANIMAL COMPANION

**Source:** Shadow Fighting

As a vampire, you may use your create spawn ability to transform a dire bat, dire rat, or wolf into a more powerful vampiric companion.

**Prerequisites:** Vampire, Charisma 18, animal companion class ability, sufficiently high level (see below).

**Benefit:** A vampire with this feat can elect to use its create spawn ability on an animal summoned using the child of the night ability (such as a dire bat, dire rat, or wolf ) to create a vampiric animal companion. This decision must be made as a free action as the vampire slays the animal with its blood drain or energy drain ability. The animal rises from death in 1d4 days as a vampiric animal bonded with the vampire who spawned it. Thereafter, the vampiric animal advances in abilities like a normal animal companion as the vampire gains further class levels in the class that granted the animal companion.

In order to gain a dire rat as a vampiric companion, a vampire’s effective druid level must be 4th. To gain a wolf as an vampiric companion, the vampire’s effective druid level must be 6th. To gain a dire bat vampiric companion, the vampire’s effective druid level must be 9th. At your option, additional animals could be added to this list—use these examples as guides to set minimum levels. Vampiric animal companions count toward the total number of Hit Dice a vampire may enslave, as well as toward the limit of animal companions the

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character may have at any one time. Any vampiric animal companion the vampire creates that would exceed such limits becomes a free-willed undead. A vampire may also free a vampiric companion in order to enslave a new one, but once freed, the vampiric animal cannot be enslaved again.

A vampiric animal's statistics are identical to those of the original animal, save for the following changes.

- Its type changes to undead with the augmented animal subtype.
- It gains a +4 natural armor bonus.
- It gains the blood drain vampire special attack.
- It gains an energy drain attack (1 level, DC equal to 10 + 1/2 the animal companion's racial HD + the animal companion's Charisma modifier).
- It gains the dominate vampire special attack with respect to animals of its type.
- It gains channel resistance +2, DR 5/silver, resist cold and electricity 10, fast healing 2, and the vampire qualities of gaseous form and shadowless.
- It gains all of the standard vampire weaknesses.
- It gains Str +2, Dex +2, and Cha +4.
- It does not gain the vampire's children of the night or create spawn abilities.

## VAMPIRIC COMPANION

**Source:** Aufspießenlanze Severin

Just as your undead existence mocks nature, so too are you granted a twisted companion that reflects the vile nature of vampirism.

**Prerequisites:** Dhampir or vampire, non-good alignment, 10 levels in a class that grants a familiar or animal companion.

**Benefit:** Your animal companion or familiar's type changes to "undead." The creature gains your vampire or dhampir weaknesses and fast healing 5. If you are a vampire, the creature also gains the following abilities, depending on what type of vampire you are.

*Jiang-shi:* If the creature is adjacent to you or you are sharing a square, it gains the benefit of your prayer scroll ability. The creature crumbles into dust if destroyed (just like a jiang-shi), but is not permanently destroyed unless measures are taken that would destroy a jiang-shi.

*Moroi:* If the creature is adjacent to or in your square when you assume gaseous form, it transforms with you and follows you; its transformation ends when yours does. If reduced to 0 hit points, it is forced into gaseous form and must return to your coffin to reform (or the foot of your coffin if it cannot fit within it).

*Nosferatu:* If the creature is adjacent to or in your square when you assume swarm form, it transforms with you and follows you; its transformation ends when yours does. The creature can climb as if using spider climb, even if its anatomy is not suitable for climbing (such as a horse).

*Vetala:* The creature may use malevolence and possession as if it were a vetala, but by touch and only affecting creatures or corpses that are the same type of creature as the animal companion or familiar (such as bear, horse, or snake). If reduced to 0 hit points in combat, the creature is helpless and its fast healing ceases to function for 1 hour (additional damage or desecration has no effect); after 1 hour it regains 1 hit point and is no longer helpless, and its fast healing resumes. It can be permanently destroyed as if it were a vetala.

**Special:** If your animal companion or familiar is destroyed, dismissed, or lost, you may apply the effects of this feat to the replacement creature. If you are destroyed, the creature retains its undead type but loses all other special abilities from this feat. If you have more than one animal companion or familiar, choose one of them when you select this feat and apply its effects to that creature.

You may select this feat more than once. Each time you select the feat, it applies to a different animal companion or familiar.

## VANDAL

**Source:** Fall of the Goblin Queen

Even other goblins admire your talent for mindless destruction.

**Prerequisites:** Goblin, sneak attack class feature.

**Benefit:** You treat unattended objects as if they were vulnerable to your sneak attack, but you only deal half as much damage as you would against an actual creature. For instance, if you rolled 12 extra damage from the sneak attack you would deal an extra 6 damage to the object. This only applies when attacking unattended objects.



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## VARIANT PRAYER SCROLL

**Source:** Aufspießenlanze Severin

You have learned the secret to changing the powers granted by your prayer scroll.

**Prerequisite:** Jiang-shi.

**Benefit:** You gain the ability to create a different type of prayer scroll. You may create a prayer scroll with this ability by using any strip of parchment and a writing instrument, but doing so requires 10 minutes of uninterrupted work. Swapping your current prayer scroll for a different prepared one is a standard action. When wearing a different prayer scroll, you gain its special abilities, but lose your normal prayer scroll's immunity to spell completion and spell trigger magic items. Your prayer scrolls can be used only by you, and have no effect when used by other jiang-shis. When you choose this feat, select one of the following prayer scroll types.

**Embalmed Form:** This prayer scroll alters your physical form to how you looked 1 day before your death. Treat this as an *alter self* spell that affects you regardless of your original or current type; your caster level is equal to your Hit Dice. Your speed increases by 10 feet, but you lose your immunity to trip attacks and your ability to move through difficult terrain unhindered. These effects persist indefinitely as long as you wear the prayer scroll, but end immediately if you use a different prayer scroll or 24 hours after you remove this prayer scroll.

**Enduring Dust:** If you crumble into dust from hit point damage, you reform after 1 round instead of 1 minute. Scattering your dust does not prevent you from reforming as long none of your dust is more than 30 feet from any other part of your dust. Storing a portion of your dust in an air-tight container prevents you from reforming. If you are unable to reform after 1 minute, you are destroyed.

**Positive Energy Immunity:** You become immune to positive channeled energy used to harm undead. This does not protect you against positive energy from other sources such as cure spells or lay on hands.

**Spell Immunity:** The prayer scroll grants you immunity to a spell, as if you were using *spell immunity*. You decide which spell when

you create the prayer scroll, and can choose a different spell each time you create a new spell immunity prayer scroll. If you have 15 or more Hit Dice, this functions as *greater spell immunity*. Creating this type of prayer scroll costs 100 gp × the spell level of the spell keyed to the scroll.

**Special:** You may select this feat multiple times. Each time you do so, choose another ability granted by the feat.

## VARIABLE TATTOO

**Source:** Sigils of the North, Wayfarers' League Journals

You bear intricate tattoos that inspire and empower your natural magic ability. These tattoos mark you as a worker of the ancient traditions of **Variable Tattoo Magic**. A **Variable** Tattoo typically consists of a long string of complex characters from the **Runic** alphabet.

**Prerequisite:** Spell Focus.

**Benefit:** Select a school of magic (other than divination) in which you have Spell Focus—you cast spells from this school at +1 caster level. Additionally, you gain a single spell-like ability usable up to three times per day. The spell-like **abilities gained** are as follows:

**Abjuration:** *resistance*

**Conjuration:** *acid splash*

**Enchantment:** *daze*

**Evocation:** *dancing lights*

**Illusion:** *ghost sound*

**Necromancy:** *touch of fatigue*

**Transmutation:** *mage hand*

## VEILED VILENESS

**Source:** The Ancient Analects, The First Wayfarer Folio

Your human blood shows itself dominant.

**Prerequisite:** Half-orc.

**Benefit:** You appear outwardly human, with no obvious signs of your orcish heritage (no Disguise check required). Your subtly menacing presence and strength grant a +1 bonus on Diplomacy and Intimidate checks and Will saves.

## VENGEFUL BANISHER (STORY)

**Source:** **HexenJaeger**

You've witnessed demons and their madness firsthand, likely in one of the lands detailed in this

# FEATS DESCRIPTIONS

section, or perhaps some other demon-marked region such as the **Tainted Lands** or the Abyss. Since then, you've sworn to send these wretched fiends back to whence they came, and you've become an expert at rooting out their kind and their servants.

**Prerequisite:** You witnessed at least one family member or a close friend being killed by demons or demonic cultists, or you have the Hated Foe or An Eye for an Eye background (see Pathfinder Roleplaying Game Ultimate Campaign).

**Benefit:** You gain a +2 bonus on saving throws against spells or effects originating from demon worshipers and from creatures of the demon type.

**Goal:** Convince the leader of a demon cult to renounce her **demonic** lord and seek atonement for her actions. Alternatively, if you kill the cult leader, you must also decisively defeat at least half of the cultists and have the cult's base of operations consecrated by a well-known local priest.

**Completion Benefit:** When a demon damages you with an attack, spell, spell-like ability, or special ability and reduces you to fewer than 0 hit points, you may allow righteous energy to pour through you and into the demon, instantly sending it to another plane of existence (as dismissal) if it fails a Will save ( $DC = 10 + 1/2$  your Hit Dice + your Charisma modifier). This dismissal takes place after you are damaged but before you fall unconscious, so you can use this ability even if the demon kills you. You can use this ability once

per day. Once you have used this ability, you must be healed to your maximum number of hit points before you can use the ability again.

## VERBOSE PERFORMER (FACTION)

**Source:** Behind the Throne

The range of your bardic performances increases.

**Prerequisites:** Bardic performance class feature, Extra Performance, Master Performer, bard level 8th, **Imperial Conservatory of Tallar** 15 TPA.

**Benefit:** Double the range of any bardic performance ability that possesses a range in the ability description.

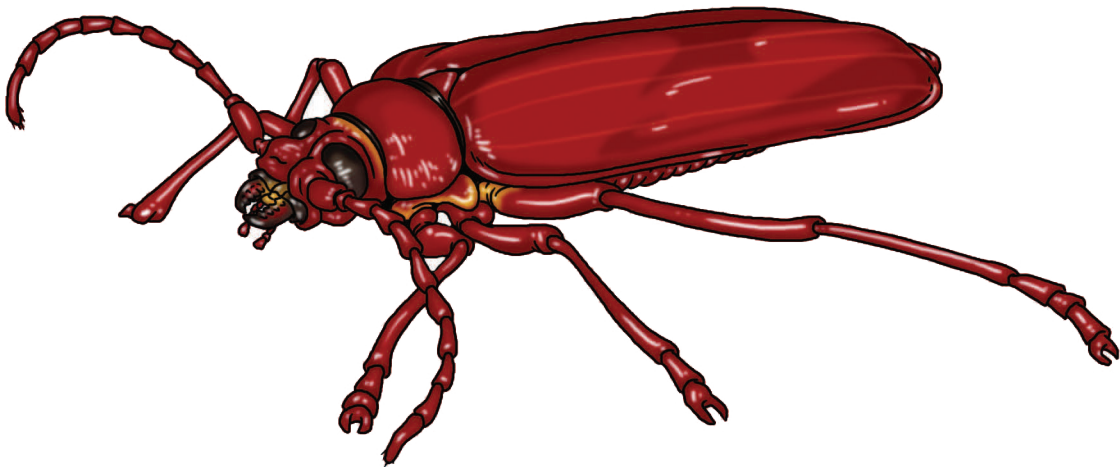
## VERMIN COMPANION

**Source:** The Ancient Analects, The First Wayfarer Folio

Your understanding of creepy-crawlies has grown to the point where you can bond with one as a companion.

**Prerequisites:** Vermin Heart, animal companion class feature, wild empathy class feature.

**Benefit:** Add the following monsters to your list of potential animal companions at the indicated druid levels. 1st—giant ant (worker), giant fire beetle, medium monstrous centipede, medium monstrous scorpion, medium monstrous spider; 4th—giant ant (soldier), giant bee, giant bombardier beetle, Large monstrous centipede, Large monstrous scorpion, Large monstrous spider; 7th—giant praying mantis, giant stag beetle,





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giant wasp, huge monstrous centipede; 10th—gargantuan monstrous centipede, huge monstrous spider; 13th—huge monstrous scorpion; 16th—gargantuan monstrous spider.

**Special:** This feat is included for sake of completeness, but rules for vermin companions have changed since the version of the rules this feat was created for. See *Pathfinder Roleplaying Game Ultimate Magic* for rules on vermin companions.

## VERSATILE JINX

**Source:** Jinx and Tricks

Your jinx's power comes from a different source than most halflings.

**Prerequisites:** Iron Will, Halfling Jinx1 trait.

**Benefit:** Choose either Intelligence or Wisdom. The DC of your jinx is based on this ability score instead of on Charisma.

<sup>1</sup> See *Racial Traits in Appendix I: Additional Rules*

## VERSATILE SPONTANEITY

**Source:** Book of Best Practices (Wayfarers' League)

You made a good name for yourself in the **Wayfarers' League** in part because you knew how to prepare for the challenges before you, even if your natural magical abilities lend themselves less to preparation and more to spontaneity.

**Prerequisites:** Int 13 or Wis 13 (see Special), ability to spontaneously cast 2nd-level spells.

**Benefit:** When you regain spell slots at the start of the day, you may opt to prepare one spell you don't know in place of a daily spell slot 1 level higher than the prepared spell's level. To do so, you must have access to the selected spell on a scroll or in a spellbook, and the spell must be on your spell list (even if it is not one of your spells known). This process takes 10 minutes per spell level of the selected spell. You can cast the selected spell a single time, expending the spell slot as though it were a known spell being cast by you. Preparing a spell in this manner expends a scroll but not a spellbook. A spell prepared in this way is considered its actual level rather than the level of the spell slot expended. You can apply metamagic feats to the spell as normal, as long as the spell's

actual level plus the increases from metamagic feats is 1 level lower than the highest-level spell you can cast. For example, a 12th-level sorcerer with this feat, a scroll of fireball, and the Empower Spell metamagic feat could prepare an empowered fireball spell in her 6th-level spell slot.

**Special:** If you spontaneously cast arcane spells, you must have an Intelligence score of at least 13 to take this feat. If you spontaneously cast divine spells, you must have a Wisdom score of at least 13 to take this feat. If you have both arcane and divine spellcasting classes, you can use this feat to prepare a spell using a given class's spell slot as long as you meet the associated ability score prerequisite.

## VILE LEADERSHIP

**Source:** The Crimson Horn

You rule over your own cabal of minions with a villainous cohort as your lieutenant.

**Prerequisites:** Character level 7th, good standing with an evil organization (see *Pathfinder Roleplaying Game Ultimate Campaign*).

**Benefit:** You can attract a loyal cohort and a number of cowed followers to assist you in your journeys. This feat is similar to Leadership, except Vile Leadership rewards—rather than hinders—leaders who have cruel reputations or who cause the deaths of their followers. Once you take this feat, you cannot take the Leadership feat without retraining your feat selection (see *Pathfinder Roleplaying Game Ultimate Campaign* for the rules on retraining feats).

In order to benefit from this feat, you must belong to **an evil organizations appropriate to the campaign and approved by the GM** and also be in good standing with that organization. This is most easily accomplished by performing a weekly or monthly tribute for the organization (see below).

Numerous factors can affect your Vile Leadership score (which acts as a Leadership score for the purpose of feats and abilities that rely on a Leadership score, other than Leadership itself); work with your GM and use the tables below to adjust your Vile Leadership score. The NPCs you attract must be affiliated with the evil organization to which you belong.

A leader's reputation affects her Vile Leadership score.

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| VILE LEADERSHIP MODIFIERS  |          |
|--|----------|
| Leader's Reputation  | Modifier |
| Ruthless   | +2       |
| Rewards loyalty/success  | +1       |
| Possesses a special power  | +1       |
| Indecisive   | -1       |
| Tolerant of failure  | -1       |
| Merciful   | -2       |
| Other modifiers may apply when you try to attract a cohort with this feat, as listed below.  |          |
| Leader's Attributes  | Modifier |
| Gained power by eliminating a superior   | +1       |
| Fails to punish or kill minions who make costly mistakes   | -2*      |
| Recruits a cohort of a different alignment   | -1       |
| * Cumulative per incident of compassion shown. This penalty is incurred even if you show mercy to avoid killing or punishing more than 20% of your minions during a given character level.   |          |
| Followers have different priorities from cohorts. When you try to attract a follower with this feat, use the following modifiers.  |          |
| Leader's Attributes  | Modifier |
| Has a stronghold, base of operations, guildhouse, etc.   | +2       |
| Has punished or killed minions to set an example or assert dominance   | +1*      |
| Has a tendency toward long periods of inactivity   | -1       |
| Restricts minions from looting, pillaging, or pursuing other spoils of war   | -1       |
| * Cumulative to a maximum bonus of +1 per character level, with minimum of one minion per incident. If you punish or kill more than 20% of your minions during a given character level, this bonus becomes a penalty instead. At the beginning of a new level, any bonus or penalty from punishing or killing minions resets to 0. |          |

## Sample Tributes

The following are examples of tributes needed to maintain good standing with an evil organization. Such tributes are required weekly, unless they say otherwise. The GM may use these to help determine appropriate tribute for a specific organization. Performing a monthly tribute removes the need to weekly tributes for one month.

### Vile Tributes

Cheat a business partner from outside the organization to turn a profit in gp

Dealing self-inflicted injuries equal to 2 hp/character level and allowing them to heal slowly (not magically) over the course of the week.

Forceful and illegal acquisition of a rare object or lore worth 2,000 gp (monthly)

Perform an act of commercial raiding, such as waylaying a caravan or looting a ship at sea.

## VIOLENT DISPLAY (COMBAT)

**Source:** Severin's Guide to Folk of Two Shadows

You never miss an opportunity to cow foes.

**Prerequisites:** Dazzling Display, Weapon Focus, base attack bonus +6.

**Benefit:** When you land a successful sneak attack or confirm a critical hit against a creature with a weapon with which you have Weapon Focus, you can use Dazzling Display as an immediate action.

## VIRTUOUS CREED

**Source:** The White Hart

You accept a creed to guide your destiny toward good.

**Prerequisite:** You must be good.

**Benefit:** Select one of the following virtues. You must adhere to that virtue's creed in order to benefit from its bonus. If you break any part of the creed, you are unable to gain the benefits from that virtue for 24 hours. Significant violations require atonement for you to be able to benefit from this feat again.

**Special:** You can gain this feat multiple times. Each time you take this feat, you must choose a new virtue.



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## *Humility*

**Creed:** You must always show respect to others. You must put your own desires aside in favor of the needs of the masses. You must be conservative in dress and in actions, and wary not to display pride or gloat about your wealth or achievements.

**Benefit:** You add your Wisdom modifier on Diplomacy checks in addition to your Charisma modifier.

## *Courage*

**Creed:** You can never willingly flee combat when others' lives are at risk. You must never show cowardice in sight of your enemies.

**Benefit:** When shaken, you gain a +3 bonus on Will saves against any effects that would worsen your condition to frightened or panicked.

## *Freedom*

**Creed:** You must always seek to ensure that beings have the right to live their lives as their own. You must put an end to slavery when you see it, and break whatever chains hold others down, be they metaphysical or real.

**Benefit:** Once per day, you can reroll a Will save against a charm or compulsion effect and gain a +2 bonus on that reroll. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

## *Purity*

**Creed:** You must refrain from contact with unclean things and keep your thoughts unpolluted. You must not touch evil-aligned weapons or creatures. You must practice clean eating, ingesting only properly prepared foods that strengthen the body and mind.

**Benefit:** You gain a +2 bonus on all Fortitude saving throws against disease or poison. In addition, the onset time for any disease or poison is doubled.

## *Protection*

**Creed:** You must always stand up for those weaker than yourself. You must defend your community against those that prey upon it.

**Benefit:** When you use the aid another action to improve an ally's AC against attacks, the bonus increases to +4 instead of +2.

## *Mercy*

**Creed:** You must always accept an enemy's surrender. When your enemies are defeated in battle, you must attempt to stabilize them to the best of your ability. You must never bring undue suffering to those who are innocent.

**Benefit:** When using a weapon that deals lethal damage to instead deal nonlethal damage, you take no penalty on your attack roll.

## **VOLLEY FIRE (COMBAT, TEAMWORK)**

**Source:** Akkaniad

You have trained to work in ranks of archers to rain arrows down upon your foes.

**Prerequisite:** Point-Blank Shot.

**Benefit:** You gain a +1 bonus on ranged attack rolls for each ally with this feat who made a ranged attack since the end of your last turn against a target within 15 feet of your target, to a maximum of +4. These allies don't provide cover against your attacks.

## **VULPINE POUNCE (COMBAT)**

**Source:** Ten-Thousand Cherry Blossoms

You can change shape mid-charge and pounce on an opponent in the same round.

**Prerequisites:** Swift Kitsune Shapechanger, base attack bonus +10, kitsune.

**Benefit:** When you change shape into your kitsune form and use the charge action in the same round, you can make a full attack against your opponent.

## **WALL OF FLESH (TEAMWORK)**

**Source:** The Book of Seventy Scales

You swarm with your allies, becoming a wall of creatures.

**Prerequisite:** Small size or smaller.

**Benefit:** When adjacent to an ally with this feat, you're considered one size category larger for determining CMD and the way combat maneuvers and abilities affect you.

## **WAND DANCER**

**Source:** Wayfarers' League Journals

You are trained in a **tradition of courtesans and court mages** that melds dance with the use of magic wands.

**Prerequisites:** Dex 13, Dodge, Mobility, Perform (dance) 5 ranks.

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**Benefit:** When using a spell trigger item, you can move both before and after triggering the item, as long as the total distance moved is not greater than your speed. Choose one creature potentially affected by your spell trigger item. Your movement does not provoke attacks of opportunity from that creature only. You must move at least 5 feet before and after using your spell trigger item to utilize this feat.

## WARLEADER'S RAGE

**Source:** The Orcarum

Your rages are so inspiring to your allies that they don't have to remain adjacent to you to stay raging.

**Prerequisites:** Cha 13, half-orc or orc, non-lawful.

**Benefit:** Feats and abilities that allow an ally to rage or enhance a rage if adjacent to you (such as Amplified Rage and Sympathetic Rage) persist as long as your ally is within 30 feet of you and can see you. The conditions to activate the rage effect remain unchanged. For example, an ally with Sympathetic Rage must be adjacent to you to enter his own rage, but once his rage begins, he can continue raging as long as he can see you and you are within 30 feet.

## WARNING SHOT (COMBAT)

**Source:** Akkaniad

An intentional near-miss demonstrates your frightening skill at range.

**Prerequisites:** Point-Blank Shot, Precise Shot, Weapon Focus, proficiency with the selected weapon.

**Benefit:** As a standard action, you can make a ranged touch attack using a ranged weapon with which you have Weapon Focus. If successful, instead of dealing damage or applying any other effects of the attack, you may attempt an Intimidate check to demoralize the target as a free action. The target doesn't need to be within 30 feet, nor does it need to be able to see or hear you.

## WARPED MIND

**Source:** The Ancient Analects, The First Wayfarer Folio

Rather than being overwhelmed by mind-blasting distortions of reality, you gained a perverse clarity of insight and strength of will bordering on insane certainty.

**Prerequisites:** Wis 15, **Tainted Lands** affinity.

**Benefit:** Anyone attempting to read your thoughts, communicate with you via telepathy, or otherwise contact your mind is dazed for 1d4 rounds (Will save DC 15 + your Cha modifier negates). In addition, you gain a +2 bonus on initiative checks and a +1 bonus on Will saves.

**Special:** You take a -1 penalty on all Intelligence-based skill checks. You may only gain this feat at 1st level.

## WATERWAY CASTER

**Source:** Potamogos

You have learned to cast spells while sailing on or swimming in even the most turbulent waters.

**Benefit:** You automatically succeed at any concentration checks required to cast a spell while being subjected to vigorous or violent motion while either swimming or on a ship. You gain a +4 bonus on concentration checks to cast spells underwater.

## WAVE MASTER

**Source:** On Religion (Wayfarers' Annotated Edition)

**A god of the seas** has seen fit to bless you as an uncommonly skilled swimmer.

**Prerequisite:** Worshiper of a **Neutral deity that grants the Air, Animal, Plant, Water, and Weather domains**.

**Benefit:** When you succeed at a Swim check, you can move your full speed as a full-round action or half your speed as a move action. This does not grant you the benefit of having a swim speed.

**Normal:** A successful Swim check allows you to move up to half your speed as a full-round action or up to a quarter your speed as a move action.

## WEAPON VERSATILITY (COMBAT)

**Source:** The Mortithurgia

You can use your favored weapons in unconventional ways.

**Prerequisites:** Weapon Focus, base attack bonus +1.

**Benefit:** When wielding a weapon with which you have Weapon Focus, you can shift your grip as a swift action so that your weapon deals bludgeoning, piercing, or slashing damage instead of the damage type normally dealt by that weapon. You may switch back to the weapon's normal



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damage type or another damage type as a swift action. If your base attack bonus is +5 or higher, using this feat is a free action instead.

## WEATHER EYE

**Source:** On Religion: Volume Two (Ecclesiastic Canon)

Your constant attention to the natural order and your place in it has given you a keen sense for the ebb and flow of the seasons.

**Prerequisites:** Survival 3 ranks, must worship nature.

**Benefit:** You gain a +4 bonus on Survival checks made to predict the weather. You gain a +1 bonus on saving throws to avoid the effects of extreme weather.

## WEATHERED WARRIOR (COMBAT)

**Source:** Akkaniad

You have a steady hand in any weather.

**Prerequisite:** Endurance.

**Benefit:** In areas of strong or severe wind (see **Pathfinder Roleplaying Game Core Rulebook**) or when affected by wind effects or spells that penalize ranged attacks, you take only half the ranged attack penalty. You can make ranged attacks in windstorm-level winds at a –4 penalty.

**Normal:** Strong and severe winds impose –2 and –4 penalties on ranged attack rolls,

respectively. Making ranged attacks in windstorms is impossible.

## WELCOME PAIN

**Source:** On Religion: Volume Five (War and Ruin)

Your appreciation of pain grants you great stamina.

**Prerequisites:** Iron Will, worshiper of **Lawful Evil deity that grants the Darkness, Death, Destruction, Evil, and Law domains**.

**Benefit:** Whenever you would be reduced to 0 or fewer hit points because of an ongoing or repeating damage effect (such as bleed), you may make a last-ditch effort to shed the condition. If you succeed at a DC 25 Will save, you ignore the damage that would reduce you to 0 or fewer hit points that turn. The DC of each subsequent save made in this manner increases by 1. In addition, spells or abilities that have the pain descriptor deal only half damage to you (if any).

## WHEELING CHARGE (COMBAT)

**Source:** Metropole

Your mount moves with ease across battlefields.

**Prerequisites:** Mounted Combat, Ride-By Attack, Ride 5 ranks, **Keeplands** affinity.

**Benefit:** When you are mounted and use the charge action, your mount can make one turn of up to 90 degrees as part of the move, as long as each part of the move is at least 10 feet. You may make





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an attack during any part of this move. Your total movement for the round can't exceed double your mounted speed. Allied creatures do not impede your charge, though you cannot attack from or end your move in an ally's space.

**Normal:** You cannot turn when making a charge.

## WHIP-SHOT DEED (GRIT)

**Source:** Larken's Lexicon

You can fire your weapon and strike with it at the same time.

**Prerequisites:** Grit class feature or Amateur Gunslinger<sup>1</sup> feat, pistol-whip deed.

**Benefit:** Whenever you use your pistol-whip deed, you can fire a single bullet from your firearm at the same time that you strike a foe with the butt of your firearm. You must spend a total of 2 grit points to use the pistol-whip deed in this way, and must still succeed at a ranged touch attack against the target of your pistol-whip deed to hit. You cannot use the scatter weapon quality of a firearm when you use this feat.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*

## WHIP-SLINGER (COMBAT)

**Source:** Jinx and Tricks

You can use your sling as a sap to make attacks of opportunity.

**Prerequisite:** Proficient with sling.

**Benefit:** When wielding a sling, double sling, or halfling sling staff, you threaten areas around you as normal and can make attacks of opportunity with the sling into these threatened areas. The sling deals 1d4 nonlethal bludgeoning damage (1d6 for a Medium wielder), threatens a critical hit on a 20, and deals ×2 damage on a critical hit. If the sling isn't loaded with ammunition when you make an attack of opportunity, you take a –4 penalty on the attack roll.

**Normal:** Slings and double slings are ranged weapons, do not threaten areas, and cannot make attacks of opportunity. A halfling sling staff can be used as a simple melee weapon that deals bludgeoning damage equal to that of a club its size; as a melee weapon, it threatens areas normally and its wielder can make attacks of opportunity with it.

## WHISPERED KNOWLEDGE (FACTION)

**Source:** Behind the Throne

You possess secret knowledge that enhances and helps perfect your undead form.

**Prerequisites:** Corporeal undead, **Silent Society**<sup>15</sup> TPA.

**Benefit:** Choose one of the following secrets:

*Secret of Blood:* After successfully dealing damage to a living creature with a melee attack, you can consume that creature's blood from your weapon as a swift action, gaining 1d8 temporary hit points, a +2 enhancement bonus to Strength, and a +1 bonus to your caster level. This lasts 10 minutes per Hit Die of your target, and otherwise acts as a death knell spell.

*Secret of Bone:* Your bones harden and calcify. You gain DR 5/bludgeoning.

*Secret of Brains:* As secret of blood, but you gain a +2 enhancement bonus to your Intelligence instead of Strength. This ability has no effect on mindless targets.

*Secret of the Grave:* You can designate an unholy container for your remains, such as a coffin, canopic jar, or burial urn. When in this container and not taking any actions, you gain fast healing 5.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, you learn a new secret.

## WICKED VALOR

**Source:** Severin's Guide to Scions of Hell

The fiendish blood that courses through your body causes your wounds to heal faster than usual.

**Prerequisites:** Con 15, Diehard, Endurance, tiefling.

**Benefit:** When you regain hit points by resting, you heal double the normal amount of damage. This feat does not stack with items or effects that also affect the amount of damage you recover from while resting. This feat only functions with a full night's rest; complete bed rest is not affected by this feat.

## WILD FLANKING (BETRAYAL, TEAMWORK)

**Source:** The Crimson Horn



# FEAT REFERENCE DOCUMENT

When flanking, you use your position to rain grievous blows upon a trapped foe, though you have little regard to the well-being of your flanking partner as you wildly hack away.

**Prerequisites:** Power Attack, base attack bonus +4.

**Benefit:** When you are flanking an opponent with an ally who also possesses this feat, you can throw yourself into your attacks in such a way that your opponent takes extra damage, at the risk of these attacks striking your ally as well. When you choose to use this feat, check the results of your attack roll against both your opponent's AC and your ally's AC. If you hit your opponent, you deal bonus damage as though you were using Power Attack. If you hit your ally, the ally takes no damage from your attack except this bonus damage. It is possible to hit both your enemy and your abettor with one attack. Extra damage from this feat stacks with Power Attack.

## WILL OF GIANTS

**Source:** Nephilim

You are no mere humanoid, to be toyed with by petty enchantments.

**Prerequisites:** Wis 14, Iron Will, giant subtype.

**Benefit:** You gain immunity to enchantment effects that target only humanoids, such as charm person and hold person.

## WINGCLIPPER (COMBAT)

**Source:** Complete History of the Dragon

Your attacks can prevent winged opponents from flying.

**Prerequisite:** Base attack bonus +9.

**Benefit:** Whenever you confirm a critical hit against an opponent that uses wings to fly, you can forgo the extra critical damage to instead prevent it from flying for a number of rounds equal to twice the critical multiplier of your attack. Opponents that are flying at the time of the critical effect must succeed at a DC 20 Fly check to avoid taking falling damage.

## WINGS OF THE ANDROSPHINX (COMBAT)

**Source:** Erémogos

You can reshape the kinetic energy of foes' charges.

**Prerequisites:** Int 13, Combat Expertise, Improved Reposition, base attack bonus +1 or monk level 1st.

**Benefit:** You gain a +2 bonus to AC against charge attacks. If a creature charges you and fails its attack roll, as an immediate action you can attempt a reposition combat maneuver to reposition that foe. If you use a readied action to attack a creature charging you, you can roll to attack and then attempt to reposition that creature as a free action before it resolves its charge attack.

**Note:** A monk can take this feat as a bonus feat at 1st level. To benefit from this feat, monks must have both hands free and be capable of delivering an unarmed strike.

## WITCHBREAKER (COMBAT)

**Source:** Boreagos

Your training and skill in combating witches and hags have made you resistant to their magic, and you can disrupt their magical hatred.

**Prerequisite:** Iron Will.

**Benefit:** You gain a +2 bonus on saving throws against the hexes, spells, spell-like abilities, and supernatural abilities of witches and hags. In addition, whenever you score a critical hit against such a creature, any allies under the effects of a mind-affecting effect from that creature may attempt a new save against the effect as an immediate action.

## WITTY FEINT

**Source:** The Workbook of Darius Ratcatcher

Your blending of conversation and martial prowess makes it difficult for opponents to slip past your guard.

**Prerequisites:** Bluff 1 rank, weapon training class feature, gnome.

**Benefit:** When you successfully feint against an opponent in combat, instead of denying the opponent his Dexterity bonus, you may gain a dodge bonus to your AC against his attacks. This bonus is equal to your weapon training bonus for your current weapon. The bonus lasts until combat ends, you switch opponents, or you switch to a different weapon, whichever comes first.

# FEATS DESCRIPTIONS

## WOLF SAVAGE (COMBAT, STYLE)

**Source:** Severin's Guide to Folk of Two Shadows

You can savage vulnerable foes so badly they become supernaturally disfigured.

**Prerequisites:** Wis 17, Improved Unarmed Strike, Wolf Style, Wolf Trip, Knowledge (nature) 9 ranks.

**Benefit:** Whenever you deal a prone opponent at least 10 points of damage with a natural weapon or unarmed strike, you can savage your foe as a swift action. Your victim becomes disfigured unless it succeeds at a Fortitude save ( $DC = 10 + 1/2$  your character level + your Wisdom modifier). The effects of this disfigurement are identical to those of a bestow curse spell (caster level equal to your character level).

## WOLF STYLE (COMBAT, STYLE)

**Source:** Severin's Guide to Folk of Two Shadows

You can channel the curse in your blood to hamper foes that turn their backs on you.

**Prerequisites:** Wis 13, Improved Unarmed Strike, Knowledge (nature) 3 ranks.

**Benefit:** While using this style, whenever you deal at least 10 points of damage to a foe with an attack of opportunity, that foe's base speed decreases by 5 feet for 1 round. The foe's base speed decreases by an additional 5 feet for every 5 points of damage your attack deals beyond 10. If this penalty meets or exceeds the remaining number of feet your foe can move during its turn, you may attempt a combat maneuver check to trip your foe as an free action.

## WOLF TRIP (COMBAT, STYLE)

**Source:** Severin's Guide to Folk of Two Shadows

You have studied wolves' skill at bringing down prey.

**Prerequisites:** Wis 15, Improved Unarmed Strike, Wolf Style, Knowledge (nature) 6 ranks.

**Benefit:** You gain a +2 bonus on all combat maneuver checks to trip as part of an attack of opportunity. While using Wolf Style, whenever you successfully trip a creature, as a free action you may choose an available square adjacent to you for the tripped creature to land prone in.

## WORLDLY WALKER

**Source:** The White Hart

Your purity always remains a blessing, even when you're surrounded by creatures that despise it.

**Prerequisites:** 5 or more Hit Dice, good alignment.

**Benefit:** You can alter the essence of your being to lessen the effects of spells designed to harm good creatures. When affected by spells and effects that behave differently according to alignment (such as unholy word or protection from good), you can choose whether you are considered good or neutral. This ability does not actually change your alignment or fool divinations, nor does it permit you to overcome alignment requirements for the use of magic items, class abilities, and so on.

## WORST CASE JINX

**Source:** Jinx and Tricks

Your jinxes hinder beneficial spells.

**Prerequisites:** Knowledge (arcana) 5 ranks, Halfling Jinx1 trait.

**Benefit:** Beneficial variable effects on a jinxed target (such as aid, cure spells, false life, the variable ability damage cured by lesser restoration, and so on) always result in the minimum possible amount for the effect. For example, a 5th-level cleric casting cure serious wounds on the target only heals 8 hit points (the minimum for  $3d8+5$ ).

<sup>1</sup> See Racial Traits in **Appendix I: Additional Rules**

## YAI-MIMIC SPELL (METAMAGIC)

**Source:** Six Kings Saga

You have studied the magical nature of giant oni and can use your spells to imitate their esoteric features.

**Prerequisites:** Int 15, Still Spell.

**Benefit:** You can modify a ray spell to issue from the center of your forehead, where the third eye would be on a yai. This spell doesn't require somatic components. When the spell is cast, you gain regeneration 1 for a number of rounds equal to the original level of the spell. This regeneration can't regrow lost body parts or reattach severed limbs. Fire or acid damage suppresses this regeneration for 1 round, which counts against the total duration of the regeneration effect. A yai-mimic spell uses up a spell slot 3 levels higher than the spell's actual level.



# FEAT REFERENCE DOCUMENT

## APPENDIX I: ADDITIONAL RULES

Many of the feats presented in this volume use rules not available in the hardback rulesbooks, ranging from new alternate racial traits to obediences for various divine beings and even new forms of magic items. Presenting a feat that gives new abilities to a familiar with a specific archetype isn't particularly helpful unless you also have the rules for those familiar archetypes. So, to ensure GMs and players can get the full use out of this massive compilation of feats, all those additional rules are presented below. This is not designed to be a general rules supplement – anything we included in this section is referred to in at least one feat above. Readers interested in broader rules expansions should check out the various campaign and companion books published by the *Pathfinder Roleplaying Game Core Rulebook's* original publisher.

## ALTERNATE RACIAL TRAITS

These alternate racial traits are accessed by various feats above. Readers interested in even more variant racial traits may wish to check out the *Pathfinder Roleplaying Game Advanced Race Guide*.

### HALFLINGS

Only one Halfling alternate racial trait is required to use the Halfling-specific feats, but it comes up in a lot of them. It is tied to the Arcane Jinxer, Area Jinx, Bolster Jinx, Distant Jinx, Fascination Jinx, Jinx Alchemy, Jinxed Spell, Malicious Eye, Sluggish Jinx, Versatile Jinx, and Worst-Case Jinx feats.

**Halfling Jinx:** Halflings with this racial trait gain the ability to curse another creature with bad luck at will as a standard action. This curse has a range of 30 feet, and you must be able to see the target and have line of effect to it. The target gets a Will saving throw to resist this jinx (DC = 10 + 1/2 your level + your Charisma modifier). If your target makes this saving throw, it is immune to your jinx ability for 24 hours. A jinxed creature takes a –1 penalty on all saving throws. This

jinx lasts for 24 hours or until you attempt to use your jinx again. A jinx is a supernatural ability, is not mind-affecting, does not allow spell resistance, and can affect any kind of creature not immune to luck effects. This replaces halfling luck.

### TIEFLINGS



As the descendants of mortals and evil outsiders, tieflings can actually be from one of hundreds of possible racial combinations, and while one set of racial abilities is the most common, it's far from universal.

### VARIANT TIEFLING HERITAGES

Most tieflings possess a fixed variety of ability scores to reflect their fiendish heritages, regardless of the actual source of their foul traits. GMs might grant their tiefling NPCs or players variant ability modifiers based on their foul ancestries. At the GM's choice, such heritages might be determined deliberately or randomly, and may come with their own distinctive abilities or traits selected from the following charts. These fiendish heritages are referenced by the Tiefling Heritage feat.

# APPENDIX I: ADDITIONAL RULES

**TABLE A1: VARIANT TIEFLING HERITAGES**

| d10 | Heritage       | Ability Modifiers                                 | Description  |
|-----|----------------|---|--|
| 1   | Asura-Spawn    | +2 Dexterity,<br>+2 Wisdom,<br>–2 Intelligence    | The scions of the exotic and mysterious asuras are swift and wise, but often favor traditional ways over cunning.                    |
| 2   | Daemon-Spawn   | +2 Dexterity,<br>+2 Intelligence,<br>–2 Wisdom    | Daemon-blooded bringers of devastation are shrewd and swift, but their plans frequently exhibit exploitable flaws.                   |
| 3   | Demodand-Spawn | +2 Constitution,<br>+2 Wisdom,<br>–2 Intelligence | The burly spawn of the demodand race possess bizarre cunning, but favor brawn to planning.   |
| 4   | Demon-Spawn    | +2 Strength,<br>+2 Charisma,<br>–2 Intelligence   | Savage and monstrous, the terrifying spawn of demons know the chaotic fury of their Abyssal ancestors.                               |
| 5   | Devil-Spawn    | +2 Constitution,<br>+2 Wisdom,<br>–2 Charisma     | Stalwart and conniving, diabolical tieflings know the discipline and might of Hell’s legions.  |
| 6   | Div-Spawn      | +2 Dexterity,<br>+2 Charisma,<br>–2 Intelligence  | Scouring life like a desert wind, these tieflings possess the precision and exoticism of their div ancestors.                        |
| 7   | Kyton-Spawn    | +2 Constitution,<br>+2 Charisma,<br>–2 Wisdom     | The black-hearted spawn of shadow and pain know the sadistic vices of their suffering-obsessed forebearers.                          |
| 8   | Oni-Spawn      | +2 Strength,<br>+2 Wisdom,<br>–2 Charisma         | The spawn of oni know the ways of their ancestral fiends and master the arts of trickery and cruelty.                                |
| 9   | Qlippoth-Spawn | +2 Strength,<br>+2 Wisdom,<br>–2 Intelligence     | Rare in the extreme, the warped scions of the eldritch qlippoths retain the tenacity and insidiousness of their horrific forbearers. |
| 10  | Rakshasa-Spawn | +2 Dexterity,<br>+2 Charisma,<br>–2 Wisdom        | Deft and charming, these bestial tieflings inherit much of the subtlety and guile of their proud rakshasa progenitors.               |

## VARIANT TIEFLING ABILITIES

Some tieflings are blessed or cursed with unusual abilities. A GM may customize her tiefling NPCs or allow PCs to do so by rolling on the following chart. The abilities presented here replace a tiefling’s darkness spell-like ability, with a caster level equals to its class level. This table is referenced by the Tiefling Heritage feat.

## REGIONAL TRAITS

Traits are described in *Pathfinder Roleplaying Game Ultimate Campaign*, and these traits are tied to the Giant Vendetta feat.

**Chilled by Brutality (Regional):** You were part of a group that was mercilessly attacked by giants of the tundra, who may have gone so far as to



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**TABLE A2: VARIANT TIEFLING ABILITIES**

| d% | Ability  |
|----|--|
| 01 | You can animate a 1 HD skeleton, as per <i>animate dead</i> , once per day as a spell-like ability.  |
| 02 | You possess some type of extra sensory organ, granting you all-around vision.  |
| 03 | You enjoy being cut. The first time each day you take slashing damage, you gain a +1 bonus on attack and damage rolls for the following round. |
| 04 | You can use <i>mage hand</i> 3 times per day as a spell-like ability.  |
| 05 | Inherited memories grant you a +2 racial bonus on one Knowledge skill of your choice.  |
| 06 | You can levitate yourself plus 10 pounds at will, as per the spell <i>levitate</i> . This is a supernatural ability.                           |
| 07 | You can eat and gain nourishment from ash, cinders, dust, and sand.  |
| 08 | You gain a +1 bonus on all attack and damage rolls against good-aligned outsiders.   |
| 09 | You gain an additional +2 racial bonus on your Charisma.   |
| 10 | You possess a bite that is treated as a natural weapon and deals 1d4 damage.   |
| 11 | Once per day you can exhibit a burst of speed, moving as if your base land speed were 50 for one move action.                                  |
| 12 | You do not need to sleep. You are not immune to sleep effects.   |
| 13 | You gain a +2 bonus on saving throws against disease.  |
| 14 | Your base land speed increases by 5 feet.  |
| 15 | You possess a fiendishly cunning tongue, granting you a +2 racial bonus on all Diplomacy checks.   |
| 16 | You have oversized limbs, allowing you to use Large weapons without penalty.   |
| 17 | You possess claws that are treated as natural weapons and deal 1d4 damage.   |
| 18 | You gain DR 2/bludgeoning.   |
| 19 | You gain a Swim speed of 30 feet.  |
| 20 | You gain a +2 bonus on your CMB.   |
| 21 | You possess fiendish luck. Once per day you can reroll one die. You must take the result of this second roll.                                  |
| 22 | You can <i>detect evil</i> , as per the spell, three times per day.  |
| 23 | You never need to drink to survive.  |
| 24 | You can produce a barb from your body once per day. This barb is removable and is treated as a dagger.   |
| 25 | You gain acid resistance 5.  |
| 26 | Your body produces searing heat. Any creature that grapples you takes 1d4 points of fire damage per round.                                     |
| 27 | You can speak two additional languages spoken by extraplanar beings.   |
| 28 | Any evil creature you call via <i>summon monster</i> remains for 3 rounds longer than usual.   |
| 29 | You gain a +1 bonus on all Reflex saving throws.   |
| 30 | You can alter your shadow to make it appear as any creature or object of your size or smaller.   |
| 31 | You can burrow through dirt, sand, and loose ground at a rate of 5 feet per round.   |
| 32 | You can sense weakness, granting you a +1 bonus on all rolls to confirm critical hits.   |
| 33 | You gain DR 2/silver.  |

# APPENDIX I: ADDITIONAL RULES

|    |  |
|----|--|
| 34 | You do not lose consciousness until you reach –5 hit points.   |
| 35 | You possess long limbs and a powerful grip, features that grant you a +2 racial bonus on all Climb checks.   |
| 36 | You can communicate telepathically with any sentient creature with which you are in contact.   |
| 37 | You can use <i>death knell</i> once per day as a spell-like ability.   |
| 38 | At will, you can spend a full-round action concentrating to receive the benefits of tremorsense 60 feet for 1 round.                                     |
| 39 | Once per day you can benefit from a burst of speed, moving at double your normal speed for 1 round.  |
| 40 | As a full-round action, you can bleed and collect 5 sp worth of precious blood per day.  |
| 41 | You possess spell resistance equal to 10 + half your Hit Dice.   |
| 42 | The spell <i>animate dead</i> can return you to life as per the spell <i>raise dead</i> 1d4 times.   |
| 43 | Your fiendish sorcery ability treats your Charisma as if it were 3 points higher.  |
| 44 | You are unusually short, granting you all the traits of a Small creature.  |
| 45 | Your features are subtly malleable, granting you a +2 racial bonus on all Disguise checks.   |
| 46 | You gain an additional +2 racial bonus on your Intelligence.   |
| 47 | You can use <i>curse water</i> 3 times per day as a spell-like ability.  |
| 48 | You are invisible to all unintelligent undead. This is a supernatural ability.   |
| 49 | You are healed by both positive and negative energy.   |
| 50 | Your skin is unnaturally tough, granting you a +1 natural bonus to your AC.  |
| 51 | You can speak to all birds.  |
| 52 | You gain a +2 bonus on saving throws against poison.   |
| 53 | You possess the scent special ability.   |
| 54 | You gain DR 2/piercing.  |
| 55 | You are unnaturally sly, granting you a +2 racial bonus on all Sleight of Hands checks.  |
| 56 | Once per day you can spit acid. This glob deals 1d4 points of acid damage and has a range increment of 5 feet.   |
| 57 | Your body exudes freezing cold. Any creature that grapples you takes 1d4 points of cold damage per round.  |
| 58 | You heal double the normal amount of damage by resting.  |
| 59 | You gain a +1 bonus on all Will saving throws.   |
| 60 | You gain a +2 bonus to your initiative at night.   |
| 61 | You can manipulate any armor, gauntlets, or shield you wield, causing them to grow spikes. These spikes last only as long as you wear your armor.        |
| 62 | You can use <i>deathwatch</i> 3 times per day as a spell-like ability.   |
| 63 | You have some manner of inhuman sensory organ. You gain a +2 bonus on saving throws against gaze attacks.  |
| 64 | Once per day, for 1 round, you may see through any substance less than 5 feet thick—except for lead—as if it were glass. This is a supernatural ability. |
| 65 | Your strange physiology grants you a +2 racial bonus on all Acrobatics checks.   |
| 66 | You can drink and gain nourishment from ash, cinders, dust, and sand.  |



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|     |  |
|-----|--|
| 67  | Your eyes glow fiendishly and you possess the see in darkness ability as if you were a devil.  |
| 68  | You gain damage reduction 2/cold iron.   |
| 69  | You can use <i>fog cloud</i> once per day as a spell-like ability.   |
| 70  | You are aware of and can choose the result of any attempt to detect your alignment.  |
| 71  | You can spend a full-round action once per day eating from a corpse to regain 1d6+1 hit points.  |
| 72  | You can communicate telepathically with any evil creature within 50 feet.  |
| 73  | You can use <i>minor image</i> 3 times per day as a spell-like ability.  |
| 74  | Once per day, as a spell-like ability, you can animate a Small or smaller object for a number of rounds equal to your level. Treat this object as an animated object.  |
| 75  | You gain sonic resistance 5.   |
| 76  | You can hold your breath for 3 rounds longer than normal.  |
| 77  | You can speak to insects.  |
| 78  | Your skin is spiky. Any creature that attempts to grapple you takes 1d4 points of damage.  |
| 79  | You receive a +1 bonus on all Fortitude saving throws.   |
| 80  | You gain a +2 bonus on your CMD.   |
| 81  | You can use <i>rage</i> on yourself once per day as a spell-like ability.  |
| 82  | You gain a +2 bonus on saving throws against mind-affecting effects.   |
| 83  | Once per day exposure to fire heals you 1d6 hit points. This does not negate fire damage.  |
| 84  | You are immune to magic sleep and paralysis effects.   |
| 85  | Supernatural awareness grants you a +2 racial bonus on all Perception checks.  |
| 86  | Your anatomy is slightly unusual, giving you a 15% chance to ignore any critical hit.  |
| 87  | You can survive on one-quarter the amount of food and water a human requires.  |
| 88  | Any damage you deal with a melee weapon is treated as evil for the purposes of overcoming damage reduction.  |
| 89  | You can use <i>inflict light wounds</i> once per day as a spell-like ability.  |
| 90  | You gain an additional +2 racial bonus on your Wisdom.   |
| 91  | You gain damage reduction 2/slashing.  |
| 92  | You can see creatures on the Ethereal Plane.   |
| 93  | Once per day you may ask a corpse one yes-or-no question, as per the spell <i>speak with dead</i> . This is a spell-like ability.                                      |
| 94  | You gain a +2 bonus on saving throws against nausea.   |
| 95  | You are flexible and slightly slimy, possessing a +2 racial bonus on all Escape Artist checks.   |
| 96  | You can use ventriloquism at will as a spell-like ability.   |
| 97  | As a standard action, once per day, you may suppress your unusual tiefling physical features for a number of minutes equal to your Con modifier, thus appearing human. |
| 98  | You receive +1 bonus hit point per level.  |
| 99  | Once per week you may mentally contact a fiendish ancestor to gain information, as per the spell <i>commune</i> . This is a spell-like ability.                        |
| 100 | Roll on this table twice, ignoring any further rolls of 100.   |

# APPENDIX I: ADDITIONAL RULES

eat the dead and dying. After that, little can faze you, but you strongly prefer to finish fights with giants quickly to prevent anything like that from happening again. You gain a +2 trait bonus on attack rolls to confirm critical hits against giants and on saving throws against fear effects.

**Enchanted by Giants (Regional):** You are familiar with the primeval magic of forestdwelling giants and have witnessed their close attention to the natural world around them, whether because your tribe engaged in trade with those giants or because you stumbled into their territory. The experience opened your eyes to the workings of nature and magic. You gain a +1 trait bonus on Survival checks and Spellcraft checks. You can always take 10 on Spellcraft checks to identify spell-like abilities.

**Giant Ambivalence (Regional):** You witnessed or were otherwise strongly influenced by two separate acts by giants, one of great beneficence and one of great violence. You reflexively gauge the intentions of powerful creatures in case they turn to violence. You gain a +1 trait bonus on initiative checks. You also gain a +1 trait bonus on Sense Motive checks, and a +2 trait bonus on Perception checks to not be surprised in a surprise round of combat.

**Giant Dodger (Regional):** In your youth, you were chased by giants for trespassing—or for sport—and you have learned to evade the reach of your opponents. You gain a +3 bonus on Acrobatics checks to avoid provoking an attack of opportunity when moving out of a threatened space.

**Giant-Harried (Regional):** You were robbed by giants or nearly killed by a giant's prank, and the experience gave you a keen instinct for outmaneuvering bigger creatures. You gain a +1 trait bonus on combat maneuver checks against creatures larger than you and a +1 trait bonus to CMD against such creatures.

**Giant Investigator (Regional):** As a result of your attempts to understand a rare encounter with the unearthly divine magic or secretive movements of coastdwelling giants, you have learned to carefully consider all facts related to a mystery and form deductions after taking time to mull over

an unanswered question. Whenever you fail a Knowledge (local) or Knowledge (religion) check, you can attempt the check again in 24 hours with a +2 bonus to represent your careful formation of a new deduction. Additionally, you can attempt such skill checks untrained when the checks involve giants.

**Scrambling Servant (Regional):** You were hired or captured by giants and found yourself frequently scrambling up and down giant-sized furniture or slave pit walls. As a result, you are an agile climber. You retain your Dexterity bonus to Armor Class while climbing and gain a +1 trait bonus on Climb checks.

## FAMILIAR ARCHETYPES

Familiar archetypes modify familiars' standard abilities, similar to how class archetypes modify player characters' class features. These archetypes function by swapping out certain abilities that are standard to common familiars for new abilities tailored to particular themes. Unless otherwise stated, levels referenced in this section refer to the familiar's effective level, which is the master's combined levels in the classes that grant that familiar.

## REPLACEMENT ARCHETYPES

The following archetypes can be taken by any familiar unless they state otherwise.

### DECOY (FAMILIAR ARCHETYPE)

A decoy misdirects its master's enemies, allowing the master to strike by surprise. This archetype is referenced by the Decoy's Misdirection feat.

**Class Skills:** A decoy treats Bluff as a class skill.

**Deceitful:** A decoy gains Deceitful as a bonus feat. This replaces alertness.

**Mockingbird (Ex):** At 5th level, a decoy can speak any of its master's languages. At 7th level, it can mimic its master's voice and intonation perfectly. This ability replaces speak with master and speak with animals of its kind.

**Master's Guise (Sp):** At 11th level, a decoy can transform into a perfect likeness of its master, as the *alter self* spell. It can hold this form for up to



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1 minute per caster level; upon changing back, the decoy must remain in its natural form for an equal amount of time before transforming again. This ability replaces spell resistance.

## EMISSARY (FAMILIAR ARCHETYPE)

The emissary is touched by the divine, serving as a font of wisdom and a moral compass for its master. This archetype is referenced by the Emissary's Emboldening feat.

**Class Skills:** An emissary treats Heal, Knowledge (religion), and Sense Motive as class skills.

**Divine Guidance (Sp):** An emissary can cast *guidance* at will. This ability replaces alertness.

**Share Will (Su):** Whenever an emissary or its master fails a save against a mind-affecting effect that affects only one of them, the other can choose to attempt the save as well. If this second save succeeds, treat the original save result as a success,

and the emissary and its master can't use this ability again for 24 hours. On a failure, both the emissary and its master suffer the effects of the failed saving throw, even if one of them wouldn't ordinarily be a valid target. This ability replaces share spells.

**Domain Influence (Sp or Su):** At 3rd level, the emissary gains a spark of divine power from the patron that sent it. Choose one appropriate domain that grants a 1st-level domain power usable a number of times per day equal to 3 + the user's Wisdom modifier. The emissary can use that power once per day. This ability replaces deliver touch spells.

## FIGMENT (FAMILIAR ARCHETYPE)

Figments are born from their masters' imaginations rather than awakened from ordinary creatures. This archetype is referenced by the Figment's Fluidity feat.

**Recurring Dream (Su):** A figment has a total number of hit points equal to 1/4 the master's total hit points. If the figment dies, it vanishes, appearing again with 1 hit point after its master awakens from a full night's sleep. If

a figment ever strays more than 100 feet from its master, a figment enters an antimagic field, or a figment's master is rendered unconscious or asleep, the figment disappears until the next time its master prepares spells or regains spells per day. Because it is a being of its master's own mind, a figment can never serve as a witch's familiar, and it can't use any divination spells or spell-like abilities it may possess. This ability replaces improved evasion.

**Manifest Dreams (Su):** At 3rd level, a figment is shaped by its master's dreams. Each time the master awakens from a full night's rest, he can apply to the figment 1 evolution point worth of eidolon evolutions that don't have a base form requirement. At 7th level, he can apply 2 points worth of evolutions; at 13th level, he can apply 3 points worth of eidolon evolutions. This ability replaces deliver touch spells, speak with animals of its kind, and scry on familiar.



# APPENDIX I: ADDITIONAL RULES

## MASCOT (FAMILIAR ARCHETYPE)

A familiar sometimes serves as the centerpiece of an adventuring party, eventually binding the team together into a collective master. This archetype is referenced by the Mascot's Affection feat.

**Class Skills:** A mascot treats all Perform skills as class skills.

**Affinity for My Team (Su):** A mascot is the heart and soul of its team, which at first consists of only the familiar and its master. At 1st level and every 3 levels thereafter, a mascot can add an additional member to its team. A mascot's empathic link extends to all members of its team. A mascot can add or remove one team member over the course of a day. If a team member dies, the mascot gains 1 permanent negative level. This ability replaces alertness and alters empathic link.

**Lucky Mascot (Su):** Whenever a mascot uses the aid another action to aid a team member's attack roll or AC, that team member also gains a +1 luck bonus on all attack rolls or to AC for 1 round. This ability replaces improved evasion.

**Share Spells:** At 3rd level, spells targeting a mascot via its share spells ability function at its level – 2. The mascot can benefit from the spells of any team member when using share spells.

**Deliver Touch Spells (Su):** At 5th level, spells delivered by a mascot's deliver touch spells ability function at its level – 2. The mascot can deliver the touch spells of any team member. This ability alters deliver touch spells.

**Speak with Team (Ex):** At 7th level, a mascot gains the ability to speak with all members of its team verbally as if using speak with master. This ability replaces speak with master and speak with animals of its kind.

**Heart of the Team (Ex):** At 13th level, as a full-round action, a mascot can designate any member of its team as its master for the purposes of calculating its Hit Dice, hit points, base attack bonus, saving throws, and skill ranks. This ability replaces spell resistance and scry on familiar.

## MAULER (FAMILIAR ARCHETYPE)

While most familiars are scouts and assistants, the mauler familiar cares only for the thrill of battle. A mauler often serves a bloodthirsty or martial-minded master. This archetype is referenced by the Mauler's Endurance feat.

**Class Skills:** A mauler treats Intimidate as a class skill.

**Bond Forged in Blood (Su):** A mauler isn't impressed by fancy words—only furious battle. A mauler can't speak, even if it's a type of creature that normally could. At 5th level, whenever the mauler's master drops a foe whose Hit Dice are at least 1/2 its level to below 0 hit points, the mauler's empathic link surges with power, granting both the mauler and its master a +2 morale bonus to attack and damage rolls for 1 round. This ability replaces speak with master and speak with animals of its kind.

**Increased Strength (Ex):** At 3rd level and every 2 levels thereafter, a mauler's Strength score increases by 1. As a result of this ability, the familiar's Intelligence score remains 6; a mauler can never have an Intelligence score higher than 6.

**Battle Form (Su):** At 3rd level, a mauler gains the ability to transform into a larger, more ferocious form and back at will. In battle form, the mauler's size becomes Medium and the mauler gains a +2 bonus to Strength (this stacks with the normal Strength adjustments for increasing in size). This ability replaces deliver touch spells.

**Damage Reduction (Su):** At 11th level, a mauler gains DR 5/magic. This ability replaces spell resistance.

## PROTECTOR (FAMILIAR ARCHETYPE)

Protector familiars are so devoted that they would gladly give their lives for their masters. This archetype is referenced by the Guardian's Return feat.

**Loyal Bodyguard (Ex):** A protector gains Bodyguard (see *Pathfinder Roleplaying Game Advanced Player's Guide*) and Combat Reflexes as bonus feats. If the familiar is occupying its master's square, it can use Bodyguard to aid another to improve its master's AC even if it doesn't threaten the attacking foe. This ability replaces alertness and improved evasion.



# FEAT REFERENCE DOCUMENT

**Shield Master (Su):** At 5th level, whenever a protector or its master takes hit point damage, as long as the protector and its master are touching, its master can choose to split the damage evenly between them as if using shield other. This ability replaces deliver touch spells and speak with animals of its kind.

**In Harm's Way:** At 11th level, a protector gains In Harm's Way (see *Pathfinder Roleplaying Game Advanced Player's Guide*) as a bonus feat. This ability replaces spell resistance.

## SAGE (FAMILIAR ARCHETYPE)

Sage familiars are masters of useful facts, able to recall them for their master's benefit, though this leads many to become haughty and proud. This archetype is referenced by the Sage's Guidance feat.

**Class Skills:** A sage treats all Knowledge skills as class skills.

**Dazzling Intellect (Ex):** A sage's Intelligence score is always equal to 5 + its level, but the sage gains the additional natural armor increases of a familiar only half its level. This ability alters the familiar's Intelligence score and natural armor adjustment.

**Sage's Knowledge (Ex):** A sage stores information on every topic and is happy to lecture its master on the finer points. A sage can attempt all Knowledge checks untrained and receives a bonus on all Knowledge checks equal to 1/2 its level. Additionally, a sage gains 2 skill ranks at each level. Its maximum number of ranks in any given skill is equal to its level. This ability replaces alertness and the familiar's ability to share its master's skill ranks.

## SCHOOL ARCHETYPES

The following archetypes may only be taken by wizards who specialize in the appropriate school, and who take the School Familiar feat (and improved with the Greater School Familiar feat). School familiars are tightly bound to the power of their master's chosen school of magic. A school familiar cannot have any other familiar archetype. At the GM's discretion, other schools of magic (such as elemental arcane schools from *Pathfinder Roleplaying Game Ultimate Magic*) may have their own school familiars.

**School Link (Su):** A school familiar can use the share spells and deliver touch spells abilities only with spells of its master's specialized arcane school.

**School Cantrip (Sp):** A school familiar can cast at will one cantrip selected from its associated arcane school, using its master's caster level.

**Specialty Stowaway (Sp or Su):** A school familiar can use any granted abilities of its master's arcane school that have a limited number of uses or rounds per day, expending twice the number of uses or rounds as usual.

**Lesser School Power:** A school familiar gains the lesser school power matching its associated arcane school.

**Greater School Power:** A school familiar whose master has taken the Greater School Familiar feat gains the indicated greater school power of its associated arcane school.

## ABJURATION

An abjurer's familiar is an invaluable defensive aid.

**Lesser—Energy Block (Su):** Choose an energy type: acid, cold, electricity, fire, or sonic. The familiar gains energy resistance equal to 1/2 its master's level (minimum 1) to the chosen energy type and can share this resistance with one ally within 5 feet. As a standard action, the familiar's master can change this energy type. The familiar is immune to *magic missile* as if protected by *shield*.

**Greater—Disruptive Spirit (Su):** Whenever the familiar hits a creature with a natural attack, that creature is subject to a targeted dispel magic effect at the master's caster level. This ability can't be used while delivering a touch spell, and can't affect the same creature more than once in 24 hours.

## CONJURATION

Conjurers' familiars are masters of teleportation that can inhabit the bodies of summoned creatures.

**Lesser—Master's Side (Sp):** The familiar can use dimension door to return to its master's side a number of times per day equal to 3 + its Intelligence modifier (minimum once per day).

**Greater—Summoned Shell (Sp):** Whenever the familiar's master casts a *summon monster* spell, if



# APPENDIX I: ADDITIONAL RULES

the familiar is within the spell's range, it can choose to inhabit the body of one creature summoned by the spell. While inhabiting the body, the familiar maintains its own Intelligence, Wisdom, and Charisma scores and its familiar powers, but otherwise gains the statistics and abilities of the summoned creature.

When the spell ends, or the summoned creature's hit points are reduced to 0, the familiar is expelled without suffering any negative effects.

## DIVINATION

A diviner's familiar complements its master's prescience.

**Lesser—Ever Ready (Su):** At the start of combat, the familiar and its master each roll initiative separately, and the master can choose to trade his initiative result with his familiar's. The familiar gains the benefits of the diviner's forewarned school power and can always act on the surprise round.

**Greater—Greater Scry on Familiar (Sp):** The master gains the scry on familiar ability (if he doesn't already possess it), and can use it at will as *greater scrying*.

## ENCHANTMENT

Enchanters' familiars are devious manipulators capable of aiding in charms and compulsions.

**Lesser—Manipulative Abettor (Su):** If the familiar's master casts an enchantment spell while targeting a creature whose square is also occupied by his familiar, the save DC of the spell is increased by 2.

**Greater—Puppet Master (Su):**

The familiar can strongly influence a creature through physical contact. Once per day, the familiar can make a melee touch attack against a creature and force it to make a Will save (DC = 10 + 1/2 the familiar's Hit Dice + its Charisma modifier) or be affected as if by charm monster. The effect lasts for as long as the familiar

remains conscious and within 5 feet of the target (to a maximum of 24 hours). As soon as the effect ends, the freed victim is forever immune to that familiar's puppet master ability.

## EVOCATION

Evocation familiars boost and manipulate energy spells.

**Lesser—Energy Boost (Su):** Choose an energy type: acid, cold, electricity, or fire. The familiar gains resistance 10 to the selected energy type. Whenever an ally casts an evocation spell that has the chosen energy type as a descriptor while within 5 feet of the familiar, the spell deals bonus energy damage equal to its spell level.

**Greater—Eldritch Battery (Su):** The familiar becomes immune to the energy type chosen for its energy boost ability. If the familiar's master casts an evocation spell that has that energy type as a descriptor, and targets the familiar or includes it in the spell's area, the familiar can choose to absorb the spell. Instead of the spell's normal effect, the familiar gains the spell (including any metamagic feats applied to it) as a spell-like ability. It can use this ability once, at half the spell's original caster level. If the halved caster level is insufficient to cast a spell of that level, the familiar doesn't gain the spell as a spell-like ability. The effect fades after 1 minute if not used.





# FEAT REFERENCE DOCUMENT

## ILLUSION

Illusion school familiars can control their master's illusions and create impressive illusions of their own.

**Lesser—Illusory Maestro (Su):** As a move action, the familiar's master can transfer control of any illusion spell that requires concentration to the familiar. The familiar's affinity for illusions also enhances the quality of the illusion, increasing the illusion's save DC (if any) by 1 for as long as the familiar concentrates on the spell.

**Greater—Phantom Swarm (Su):** As a standard action, the familiar can conjure hundreds of illusory duplicates of itself. The familiar can direct the phantom swarm as a normal swarm by moving along with it. The familiar gains a swarm attack that deals 1d6 points of damage with a distraction DC equal to 10 + the familiar's Constitution modifier. Opponents who fail to disbelieve the effect (Will DC = 10 + 1/2 the master's level + the familiar's Charisma modifier) treat the familiar as if it had the swarm subtype. The familiar takes any damage dealt to the swarm, including extra damage from area attacks, though it takes only half damage from slashing and piercing weapons. Creatures who successfully disbelieve the swarm are immune to the swarm's effects and can target the familiar as an individual creature. Only Tiny or smaller familiars can use this ability. This is an illusion (shadow) effect.

## NECROMANCY

Necromancers' familiars are scions of undeath.

**Lesser—Spirit Warden (Su):** Whenever the familiar successfully uses aid another to aid an attack, that attack deals full damage to incorporeal creatures. When encountering a haunt, the familiar always acts on the surprise round, and can make touch attacks against the haunt that deal 1d6 points of damage per 2 levels its master possesses.

**Greater—One With the Negative (Su):** The familiar is healed by negative energy as if undead. It is immune to energy drain. It's constantly affected by hide from undead; if it breaks this effect by attacking, it can activate the effect again as a standard action. Whenever the familiar hits a living creature with a natural attack, that creature gains 1 negative

level. A given creature can receive a negative level from the familiar only once per day.

## TRANSMUTATION

A transmutation familiar is capable of protecting its master's effects as well as shapeshifting.

**Lesser—Dispel Bait (Su):** As a standard action, the familiar's master can expend a spell or an open spell slot to imbue the familiar with the ability to protect his transmutations. Whenever one of the master's transmutations would be successfully dispelled, if the familiar is within 10 feet of the transmutation effect and the imbued spell slot is of a level equal to or higher than the transmutation, the familiar can choose to lose the imbued spell slot to prevent the transmutation effect from being dispelled. The familiar can be imbued with only one dispel bait effect at a time.

**Greater—Infinite Forms (Su):** Once per day as a standard action, the familiar can transform into any animal familiar (but not an improved familiar), losing all of its racial abilities and becoming a typical familiar of the chosen type, including granting a different familiar bonus to its master.

## EQUIPMENT

From special fighting styles to new item creation options, many feats in the volume reference equipment not found in the PRD.

## WEAPONS

The following weapons are required to properly benefit from **Alderthane** Dueling Disciple, **Alderthane** Dueling Mastery, Duelist of the **Rushing River**, Duelist of the **Shadowed Mists**, and **Falling Water Gambit** (for the **Alderthane** dueling sword) or **Darting Viper** and **Do Heft**, **Dwarven Chain-Flail** Master (for the **dwarven chain-flail**).

### ALDERTHANE DUELING SWORD

**Cost:** 20 gp; **Weight:** 3 lbs.; **Classification:** One-handed martial melee (see text)

**Damage:** 1d6 (small), 1d8 (medium); **Critical:** 19-20/x2; **Range:** —; **Type:** S; **Special:** —

# APPENDIX I: ADDITIONAL RULES

## DESCRIPTION

These sabrelike weapons measure just over a yard in length. An **Alderthane dueling sword** may be used as a Martial Weapon (in which case it functions as a longsword), but if you have the feat **Exotic Weapon Proficiency (Alderthane dueling sword)**, you can use the **Weapon Finesse** feat to apply your Dexterity modifier instead of your Strength modifier on attack rolls with such a weapon sized for you, even though it isn't a light weapon. You can also wield an **Alderthane dueling sword** in two hands in order to apply 1-1/2 times your Strength bonus to damage.

## DWARVEN CHAIN-FLAIL

**Cost:** 50 gp; **Weight:** 15 lbs.; **Classification:** Two-handed martial exotic (see text)

**Damage:** 1d8 (small), 1d10 (medium); **Critical:** x2; **Range:** —; **Type:** B; **Special:** reach

## DESCRIPTION

This exotic weapon is a 10-foot-long, heavy metal chain weighted at the end by a round ball of solid iron about the size of a large fist. By adjusting the slack of the chain, the weapon can be used either with or without reach. Changing between using it as a normal weapon and a reach weapon is a move action. Though fallen into disuse over the spanning centuries, the **dwarven chain-flail** is still sometimes employed by dwarves who cling to the old ways. Dwarves treat **chain-flails** as martial weapons.

## GEAR

From Craft Ooze to the Flagbearer feat, many feats presented in this tome require specific gear not present in the PRD.

## COMBAT SCABBARD

**Price:** 1 gp; **Weight:** 1 lbs.

## DESCRIPTION

This scabbard is an improvised weapon designed to allow you to remove it from your belt as a swift action when drawing the weapon it contains. Taking the **Equipment Trick** feat for a scabbard gives you additional combat options for using a scabbard. For

the purpose of fighter weapon groups, a scabbard for a heavy blade is considered a hammer, and a scabbard for a light blade is considered a close weapon.

The combat scabbard is referenced in the **Equipment Trick** feat.

## COSMOGRAM

**Price:** 200 gp; **Weight:** 1/2 lb.

## DESCRIPTION

This eldritch chart describes part of the unfathomably vast shape of the physical universe and the subtler motions of the stars. A cosmogram grants a +1 circumstance bonus on Knowledge (geography) checks relating to stars and on Survival checks to navigate the void of space between star systems. A cosmogram can be consulted while using an orrery (see below) as a focus for augury. Doing so increases the chance of a successful reading by 2%.

The Cosmogram is referenced in the **Astrological Timing** feat.

## FLAG

**Price:** 10 gp      **Weight:** 3 lbs.

## DESCRIPTION

A flag is a colorful banner that bears the heraldry or symbol of a nation or organization. A character with the **Flagbearer** feat who bears a flag can grant additional combat bonuses to nearby allies. Carrying a flag in combat requires a free hand.

## OOZING VAT

**Price:** 500 gp (gargantuan), 200 gp (huge), 50 gp (large), 10 gp (medium), 1 gp (small); **Weight:** 10,000 lbs. (gargantuan), 2,000 lbs. (huge), 200 lbs. (large), 20 lbs. (medium), 2 lbs. (small)

## DESCRIPTION

These earthenware vats are made from a special clay sludge dredged from **ancient lakes** and infused with ooze distillates. After being fired in a massive kiln, an oozing vat is typically embedded with glass-fiber tubing designed to carry electrical charges to growing oozes. In order to craft an ooze creature using the **Craft Ooze** feat, a creator must have access to an oozing vat large enough to contain the created ooze.



# FEAT REFERENCE DOCUMENT

## ORRERY

**Price:** 2,000 gp (calculating grand), 1,500 gp (calculating standard), 200 gp (calculating tellurium), 1,000 gp (grand), 750 gp (standard), 100 gp (tellurium); **Weight:** 12 lbs. (calculating grand), 5 lbs. (calculating standard), 2 lbs. (calculating tellurium), 12 lbs. (grand), 5 lbs. (standard), 2 lbs. (tellurium)

### DESCRIPTION

This complex mechanism simulates the angles and relative distances between one or more bodies in a solar system in relation to the system's star with marks or spheres on moving gears or arms. Anyone consulting an orrery gains a +2 circumstance bonus on Knowledge (geography) checks involving bodies it models and on Survival checks to navigate the void of space. An orrery can be used in combination with a sextant on a clear night to determine the time on any of the stellar bodies it models. Any orrery can be used as a focus component for the augury spell in place of that spell's normal focus.

Orreries come in many shapes and sizes and with a variety of functions in mind.

A tellurion models a single planet and any moons it may have.

A standard orrery tracks the inner planets of a system and their moons.

A grand orrery tracks all the known planets of a system (including the outer planets) and their moons.

A calculating orrery is an orrery that indicates with rotating numerals on each arm the current distance between each body and its star (or its planet, in the case of moons), increasing the circumstance bonus on relevant skill checks to +4.

The orrery is referenced in the Astrological Timing feat.

## ALCHEMICAL ITEMS

Kafue musk can be used with the Equipment Trick feat, while pestle tar is referenced in the Pestle Euphoria, Pestle Tar Healing, Pestle Tar Rejuvenation, and Sal Arcanum feats.

## KAFUE MUSK

**Price:** 40 gp; **Weight:** 1/2 lb.

### DESCRIPTION

This emerald-colored adhesive is made from animal glands, urine, and other powerful scents that are difficult to wash off. A target splashed with it smells like weak prey to predators. Creatures with the scent ability can detect a marked creature at five times the normal range, note its direction as a free action, pinpoint it when it is within 25 feet, and track it by scent with a +5 bonus on their Survival checks. Immersion in water within 1 round of exposure washes the musk off; otherwise the effect decreases by 1 range increment per day (four times normal range after 1 day, three times normal range after 2 days, and so on) until the creature is again at normal scent levels. One dose of kafue musk costs 40 gp and weighs 1/2 lb.; the Craft (alchemy) DC to create kafue musk is 20.

### CONSTRUCTION

Craft (Alchemy) DC 20

## PESTLE TAR

**Price:** 20 gp; **Weight:** —

### DESCRIPTION

**Pestle tar is a generic term for a wide range of drugs that take narcotic fluids from a few plants and combine them in a mortar with a range of saps and alchemical materials. Eventually a black tarry substance begins to form on the grinding pestle, forming the desired drug.** Taking pestle tar gives a person 15 temporary hit points for 1 hour, a +2 morale bonus on saves versus fear effects for 1 day, and a –4 penalty to Dexterity and Wisdom for 1 day. **Pestle tar** is addictive (Fortitude DC 10 to resist), and long-term users suffer Dexterity and Wisdom damage.

## DRAGONCRAFT ITEMS

Dragoncraft items are essentially a special form of alchemical item made from materials harvested from dragons. Only those who have both the Dragoncrafting feat and the proper materials from a newly slain dragon may craft the following items.

## DRACONIC PERFUME

**Price:** 75 **Weight:** 0.5 lb.

# APPENDIX I: ADDITIONAL RULES

## DESCRIPTION

This exclusive perfume is produced using dragon musk, which is integral to draconic mating rituals. Dragon musk is secreted in dragons' oil glands, and harvesting it is a very delicate procedure. Though only mildly fragrant, dragon musk can elicit a variety of effects when added to perfume. The effect depends largely on the other ingredients in the perfume, but a single application of draconic perfume lasts only 1 hour, regardless of its specific properties. Some of the more common additives are listed below.

**Rosewood and myrrh:** This concoction is an aphrodisiac, and any creature wearing this perfume gains a +2 circumstance bonus on Diplomacy checks and increases the DCs of any charm subschool spells cast during this time by 2.

**Sage, bergamot, and cedar ash:** This pungent aroma has an imposing effect. Any creature wearing this perfume gains a +2 circumstance bonus on Intimidate checks and does not take any penalties for attempting to Intimidate a larger opponent.

**Sulfur and honeycomb:** This aroma is sometimes called "**Succubus Scent**." Any creature wearing this scent gains a +2 circumstance bonus on Bluff checks and increases the DC of any compulsion subschool spells cast during this time by 2.

Each vial of draconic perfume contains 1 application of the scent. Producing draconic perfume requires 1 vial of musk, the Dragoncrafting feat, and a successful DC 20 Craft (alchemy) check.

## DRAGON'S BLOOD

**Price:** 60 gp **Weight:** 1 lb.

## DESCRIPTION

Renowned for its energizing and defensive properties, dragon's blood has a variety of effects, depending on how it's used. In addition to use in its raw form, it's also valuable as an alchemical ingredient. Below are two common uses for dragon's blood, but clever dragoncrafters may invent new uses as well.

**Drinking:** When imbibed, a vial of dragon's blood heals 1d4 points of damage. It also grants a +1 alchemical bonus on Will and Fortitude saving throws for 1 minute.

**Bathing:** Covering oneself in dragon's blood removes 1 permanent negative level. No more than 1 permanent negative level can be removed from a single creature per week using this method. Bathing in dragon's blood requires 3 vials of dragon's blood. Blood used in such a manner is expended, and may not be reused.



## DRAGON'S FIRE

**Price:** 50 gp **Weight:** 0.5 lb.

## DESCRIPTION

Made with dragon's gall, which is harvested from a recently deceased dragon's liver, dragon's fire is a volatile alchemical reagent. Though inherently inert, the substance ignites when it comes into contact with fast-moving air, which makes it ideal for application to blades or arrows. When applied to a weapon or piece of ammunition as a standard action, the weapon deals an extra 2d6 points of fire damage on the next successful hit.

The Dragoncrafting feat and a successful DC 20 Craft (alchemy) check are required to convert 1 vial of dragon's gall into 1 application of dragon's fire.



# FEAT REFERENCE DOCUMENT

## DRAGON'S GUT

**Price:** 50 gp **Weight:** 1 lb.

### DESCRIPTION

A dragon's stomach contains highly corrosive acid that can be crafted into an alchemical item called dragon's gut. When used as a thrown splash weapon, dragon's gut deals 2d4 points of acid damage plus, on a direct hit, an additional 1d4 points of acid damage the following round, and it deals 1 point of acid damage to all creatures within 5 feet of the impact point as normal splash damage. Additionally, dragon's gut has alternate effects when used in place of acid as an alchemical power component (**an alchemical item used as a material component or focus for a spell in order to alter or augment the spell's normal effects**).

*Acid arrow:* The spell lasts 1d3 rounds longer than usual.

*Acid fog:* The fog takes on a sticky quality and clings to creatures within it. Any creature damaged by the acid fog takes an additional 2d6 points of acid damage on the round after leaving the fog's area of effect. The creature can negate this additional damage by spending a standard action to wipe the clinging acid from its body.

*Acidic spray*<sup>1</sup>: The spell deals 1d8 points of acid damage per caster level (maximum 15d8) instead of the normal 1d6 per caster level on the round of its casting (Reflex half). It still deals 1d6 points of damage per two caster levels on the following round as normal.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Magic*

The Dragoncrafting feat and a successful DC 20 Craft (alchemy) check are required to convert 1 vial of stomach acid into 1 vial of dragon's gut.

## DRAGONSKIN GRIP

**Price:** 150 gp **Weight:** —

### DESCRIPTION

Made using the choicest, most malleable skin from a dragon's underbelly, this specialized weapon grip can be added to any weapon with a hilt or handle. Dragonskin grips may be added to an existing weapon, or incorporated into a new weapon during crafting. The skin provides extra grip, granting the wielder a +2 bonus to CMD against disarm attempts.

Producing a dragonskin grip requires the Dragoncrafting feat and a successful DC 15 Craft (bows or weapons) check.

## WYRM SPICE

**Price:** 500 gp **Weight:** —

### DESCRIPTION

This rare and expensive variant of standard **dream spice** is produced by introducing a vial of dragon's blood into a dose of dream spice during the refining process, and has a noticeable reddish tint. While the drug provides a more potent high and fewer immediate penalties, it is highly addictive, and unless a user has a steady supply of dragon's blood, the cost to her well-being can be severe. For more information on drugs and addictions, the *Pathfinder Roleplaying Game GameMastery Guide*.

### WYRM SPICE

**Type:** ingested or inhaled; **Addiction:** severe, **Fortitude:** DC 24

**Price:** 500 gp

**Effect:** 1 hour; 25 temporary hit points

**Effect:** 1 day; +2 alchemical bonus on saves against sleep and paralysis effects

**Damage:** 1d2 Wis

## MAGIC ITEMS

One wondrous item is referenced by a feat (the *pelt of the beast*, referenced by Bat Shape feat), and numerous new forms of magic items can be accessed by specific feats.

## PELT OF THE BEAST

**Price:** 15,600 gp

**Slot:** shoulders **CL:** 5th **Weight:** 8 lbs.

**Aura:** faint transmutation

These lustrous animal pelts are particularly treasured among **Njor** barbarians. While any humanoid creature can don and use such pelts, their powers are vastly enhanced for skinwalkers (**a race not presented in this tome**). All *pelts of the beast* grant the following powers:

- A bite attack that deals damage appropriate to the wearer's size. If the wearer already has a bite attack, the critical threat range of this

# APPENDIX I: ADDITIONAL RULES

attack doubles. This does not stack with other magical effects that increase the threat range of a natural weapon.

- *Speak with animals* 1/day. If the wearer can already use *Speak with animals* as a spell-like ability, she may do so at will.
- The wearer may take the form of the animal from which the pelt came three times per day as if using *beast shape I*.

In addition, if the wearer is **of the skinwalker race**, her change shape ability is enhanced so that she may gain an additional bestial feature when taking her bestial form, selectable from the skinwalker heritage tied to the animal from which the pelt came. For instance, a werewolf-kin wearing a bear *pelt of the beast* could use her change shape ability to gain a climb speed from the pelt's bestial features (identical to the set listed for werebear-kin) in addition to darkvision from her set of werewolf-kin bestial features. Feats or abilities that affect how many bestial features the skinwalker may gain at a single time stack with this ability.

Each pelt also grants a competence bonus on a check, based on its type. These bonuses increase by 50% for skinwalkers wearing a pelt that matches their lycanthropic heritage.

- Bat: +4 bonus on Perception checks in darkness
- Bear: +2 bonus on combat maneuver checks to grapple
- Boar: +2 bonus on combat maneuver checks to bull rush
- Crocodile: +2 bonus on combat maneuver checks to sunder
- Rat: +2 bonus on saving throws against disease
- Shark: +2 bonus on Perception and Swim checks attempted while completely underwater
- Tiger: +2 bonus on Stealth checks
- Wolf: +2 bonus on combat maneuver checks to trip

Other pelts of the beast may be available at the GM's discretion.

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## CONSTRUCTION

Craft Wondrous Item, *beast shape I*, *Speak with animals*; **Cost:** 7,800 gp

## DEMONIC IMPLANTS

Transformation into a demon awaits particularly sinful mortals after death, but some choose not to wait for this change and instead actively seek to be physically closer to demonkind. The primary method in this foul quest is accepting demonic implants. Demonic implants are living tissue grafts that replace part of a creature's natural physiology. Demonic implants are treated as wondrous items for the purposes of their construction and use. All demonic implants require a willing host to attach them to—attempts to attach a demonic implant to an unwilling host automatically fail. Successfully attached demonic implants impart a negative level to a lawful or good recipient—the number of negative levels imparted stacks with each new implant. These negative levels remain as long as the implant remains attached or (in the case of demon blood) until the effects wear off. They never become permanent, but cannot be overcome in any way while the implant is in effect.

Implants must be physically excised to be removed. Removal deals 1d6 points of Constitution damage, and could have other effects as well (such as deafness or blindness), as determined by the GM.

Creation of demonic implants requires the Demon Gifter feat.

## BALEFUL EYE

**Price:** 7,000 gp

**Slot:** none **CL:** 5th **Weight:** 1 lb.

**Aura:** faint transmutation [evil]

This engorged, discolored orb can only be implanted after plucking out the recipient's own eye, causing blindness and making the recipient permanently dazzled until the  *baleful eye*  is implanted. While engrafted, the recipient can use the  *baleful eye*  to cast *charm person* (DC 11), *doom* (DC 11), and *see invisibility* once per day each as spell-like abilities. In addition, the grafted creature gains a +2 bonus on saving throws against effects that cause blindness or dazzling, or against illusions that depend on sight.

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## CONSTRUCTION

Craft Wondrous Item, *blindness/deafness*, *charm person*, *doom*, *see invisibility*; **Cost:** 3,500 gp



# FEAT REFERENCE DOCUMENT

## BRAZEN HOOVES

**Price:** 15,000 gp

**Slot:** none **CL:** 15th **Weight:** 4 lbs.

**Aura:** strong transmutation [evil]

These hooves cast from Abyssal bronze can be affixed to the stump of a creature's severed leg or foot, causing the leg to regrow (or transform) into a shaggy, black-furred goat leg ending in a cloven hoof of burning brass. If the leg or foot is not already severed, it can be hacked off, dealing 1d6 points of Constitution damage and 1d6 points of bleed damage. Applying the still-glowing bronze hoof, hot from the forgefire, cauterizes the stump and ends the bleed damage, and the transformation of the leg takes 1 minute. Once complete, the recipient can make one hoof attack per round as a secondary natural attack that deals 1d4 points of damage if it's a Medium creature or 1d3 points of damage if it's a Small creature, plus 1d6 points of fire damage. The *brazen hoof* leaves a scorch mark whenever the recipient walks on any surface with hardness 5 or less, but it does not set surfaces on fire. If a creature has a pair of *brazen hooves* grafted, it gains the trample special attack, dealing 1d6 points of fire damage in addition to normal trample damage.

### CONSTRUCTION

Craft Wondrous Item, *bull's strength, wall of fire*; **Cost:** 7,500 GP

## CROWN OF HORNS

**Price:** 20,000 gp

**Slot:** none **CL:** 15th **Weight:** 5 lbs.

**Aura:** strong transmutation [chaotic, evil]

These curled, spiral, or hooked horns must be affixed to holes drilled into the bare skull of the recipient, who must be not only shaved but also scalped to allow the crown of horns to take root—this deals 1d4 points each of Charisma and Intelligence damage to the recipient. Once the crown has been implanted, the recipient gains a gore attack as a secondary natural attack that deals 1d4 points of damage if it's a Medium creature, or 1d3 if it's a Small creature. This gore attack deals double damage on a charge attack. The *crown of horns* is considered a chaotic and evil weapon for

the purpose of overcoming damage reduction. In addition, when the recipient confirms a critical hit against a good-aligned target with the *crown of horns*, that creature is infused with the disruptive power of chaos; until the end of its next turn, whenever the target would roll a d20, it must roll twice and take the less favorable result.

### CONSTRUCTION

Craft Wondrous Item, *beast shape II, protection from law*; **Cost:** 10,000 gp

## DEMON HEART

**Price:** 6,000 gp

**Slot:** none **CL:** 13th **Weight:** 1 lb.

**Aura:** strong abjuration [chaotic, evil]

This pulsating lump of reddish-black muscle can be implanted only if the recipient's own heart is first removed—removing the recipient's heart deals 2d4 points of Constitution damage and 1 point of Constitution bleed to the recipient, and at the beginning of its next turn the recipient is reduced to –1 hit points and begins dying. Implanting the *demon heart* requires a successful DC 20 Heal check made as a full-round action, and causes it to graft itself into the recipient's chest and halt the Constitution bleed. Once in place, the *demon heart* pumps with unrighteous might—the recipient gains a +4 profane bonus on saving throws against fear effects. In addition, if the recipient is suffering a bleed effect, as a full-round action it can cause the *demon heart* to flood its bloodstream with tainted ichor, ending the bleed effect but causing it to become nauseated for 1 round.

### CONSTRUCTION

Craft Wondrous Item, *remove fear, stabilize*; **Cost:** 3,000 gp

## DEMON TONGUE

**Price:** 10,000 gp

**Slot:** none **CL:** 10th **Weight:** —

**Aura:** moderate transmutation [chaotic, evil]

This puckered black tongue replaces the recipient's original tongue, which must be cut out beforehand. Removing the recipient's tongue deals 2d6 points of damage to the recipient and

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prevents it from speaking until the *demon tongue* is implanted. Once attached, a *demon tongue* grants the recipient a +4 profane bonus on Bluff checks used to verbally lie or deceive. A *demon tongue* also grants its recipient a portion of a demon's immunity to poison. A creature with a *demon tongue* implanted gains a +4 bonus on saving throws made to resist an ingested poison. In addition, the creature can detect the presence of an ingested poison in anything it eats or drinks as the *detect poison* spell.

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## CONSTRUCTION

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Craft Wondrous Item, *detect poison*, *eagle's splendor*; **Cost:** 5,000 gp

## DEMONHIDE

**Price:** 20,000 gp

**Slot:** none **CL:** 10th **Weight:** 10 lbs.

**Aura:** moderate transmutation [evil]

This rough, leathery hide is peeled from the body of a demon in strips—it may be scaly, warty, scabrous, or even covered in rank, greasy fur or feathers. To be grafted with *demonhide*, the recipient must first have its own skin flayed off, taking 1d4 points each of Dexterity, Constitution, and Charisma damage in the process. Once grafted, *demonhide* grants the wearer a +1 natural armor bonus to Armor Class and resistance 5 to electricity. In addition, the recipient is immune to contact poison and gains a +4 bonus on saving throws against poisons delivered by injury (including those delivered by a touch attacks).

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## CONSTRUCTION

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Craft Wondrous Item, *barkskin*, *delay poison*, *resist energy*; **Cost:** 10,000 gp

## SPLINTERED MIND

**Price:** 16,000 gp

**Slot:** none **CL:** 10th **Weight:** 3 lbs.

**Aura:** moderate abjuration [chaotic, evil]

This lumpy gray and green slurry, made from the pureed brains of a dozen dretches, must be consumed as a full-round action in order to take effect, as this demonic cocktail invades and infuses the recipient's central nervous system,

forming a mantle around every lobe, chiasm, and node of the recipient's brain. This mantle splinters the recipient's consciousness into dissociated and disorganized fragments linked only by this cortical mantle, making it more difficult for the recipient's mind to be compromised by outside influences. The *splintered mind* grants the recipient a +4 profane bonus on saving throws against mind-affecting effects. Also, if the recipient is affected by any effect that is neither instantaneous nor permanent, it can attempt a new saving throw each round at the end of its turn to end the effect. The splintering of the recipient's mind is not without risk, nor is it a universal protection, as its benefits do not apply against effects that cause confusion or insanity. In addition, the recipient's disorganized thoughts impose a –2 penalty on initiative checks.

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## CONSTRUCTION

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Craft Wondrous Item, *confusion*, *misdirection*; **Cost:** 8,000 gp

## WICKED WINGS

**Price:** 55,000 gp

**Slot:** none **CL:** 7th **Weight:** 3 lbs.

**Aura:** moderate transmutation [evil]

These ragged wings may be birdlike with moldy feathers, or tattered and membranous like the wings of a bat. The recipient's shoulder blades and collarbones must be broken in order to attach the *wicked wings*—breaking them deals 2d4 points of Strength and Dexterity damage to the recipient and renders both arms useless until the ability damage heals. The recipient gains a fly speed equal to its normal land speed with average maneuverability. In addition, when not flying a creature with wicked wings is considered to have Deflect Arrows as a bonus feat.

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## CONSTRUCTION

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Craft Wondrous Item, *beast shape I* **Cost:** 10,000 gp

## FLESHCRAFTING

While the average drow is too vain to submit to permanent body modification, their inclusion of certain demons in their pantheon means that some are willing, under the right circumstances, to make a few adjustments. The claw of a scorpion, the fangs



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of a spider, the chitinous shell of a centipede—all come in useful, from time to time. For most drow, temporary physical alterations via a fleshcrafting poison provide enough of an advantage for most short-term goals. More permanent alterations involve the terror of fleshwarping and offer larger benefits, but come with numerous drawbacks. All permanent alterations run the risk that the procedure will result in death. Creating a fleshcrafting poison

requires the Brew Fleshcrafting Poison feat.

Whether a transformation is permanent or only temporary, the “malformed” are not well treated in drow society. Any character who is currently under the effects of a fleshcrafting poison suffers a –5 penalty on Charisma-based checks to influence drow. Those who undergo a permanent alteration must face extreme pain in addition to the social stigma. This pain lingers long after the procedure has been



# APPENDIX I: ADDITIONAL RULES

completed, and often leaves its recipient mentally scarred. Some (those who miss their Fortitude save by 10 or more at the time of the procedure) suffer from chronic pain for the rest of their lives, which translates to a –3 penalty on all Fortitude saves.

Each body slot can have one modification via fleshcrafting; any additional fleshcrafting that affects the same body slot replaces the previous modification. Fleshcrafting transformations do not prevent the character from using magic items that occupy the same body slot, unless the modification alters the body slot in such a way as to prevent the item from being worn or manipulated.

## USING FLESHCRAFTING POISONS

For those not interested in undergoing the full transformation offered by fleshcrafting surgery, merely drinking the prepared poisons can provoke the desired changes for a limited amount of time. Imbibing a fleshcrafting poison is like activating any other magic potion, except that the changes require a full round to take effect. However, in addition to the awful taste and disturbing texture of these alchemical brews, the changes they cause are painful and can even be fatal.

Whenever a character uses a fleshcrafting poison to make a temporary change, he must make a Fortitude save. The DC for this save varies based on the poison imbibed. If the save succeeds, the poison has its listed effect, including penalties, for the duration of the fleshcrafting. If the save fails, the penalty listed with each fleshcrafting lasts twice the duration of the fleshcrafting. On any result of a natural 1 on this Fortitude save, the fleshcrafting poison fails to properly react with the creature's body, and the acquired characteristic is cosmetic only, rendering full penalties but no benefits for the duration of the poison. In addition, the imbiber is immediately reduced to 0 hit points.

## FLESHCRAFTING DESCRIPTIONS

In addition to its name, body slot, and effect, each fleshcraft is presented in a standard format, which presents information for both the potion version and the full procedure. Each category of information is explained and defined below:

**Temporary Duration:** This is the length of time that the fleshcraft lasts if the recipient is merely

imbibing the fleshcrafting poison for its limited effects. This does not apply to a permanent fleshcraft. If the permanent fleshcraft has a limited number of uses per day, the drinker of the poison may use the ability that many times during the duration of the poison.

**Saving Throw:** This is the Fortitude save the creature must succeed at to avoid prolonging the penalty from using the fleshcrafting poison. Failure results in the penalty lasting for twice the fleshcrafting's duration.

**Penalty:** This defines the penalty a creature suffers while reaping the benefits of the fleshcrafting.

**Effect:** The actual benefit of the fleshcrafting effect.

**Fleshcrafting Cost:** This is the cost of the permanent fleshcrafting procedure.

**Poison Cost:** This is the cost of making a poison which will mimic the fleshcrafting procedure for a limited time.

## ANTENNAE (HEAD)

**Temporary Duration** 5 minutes

**Saving Throw** DC 15; **Penalty** –2 hp per Hit Dice

### EFFECT

You sprout antennae from your eye sockets, gaining blindsight out to a range of 30 ft. and normal (human-level) vision.

### COST

**Fleshcrafting Cost:** 20,000 gp **Poison Cost:** 750 gp

## BLINDING SPITTLE (HEAD)

**Temporary Duration** 10 minutes

**Saving Throw** DC 15; **Penalty** –4 to Charisma

### EFFECT

You produce viscous black spittle that can temporarily block vision. To use it, you make a ranged touch attack at a –5 penalty, since this is always a secondary attack. If you hit, the target is blinded for 1d6 rounds. You can use this ability 3 times per day.

### COST

**Fleshcrafting Cost:** 6,480 gp; **Poison Cost:** 900 gp



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## BURROWING CLAWS (HANDS)

**Temporary Duration** 10 minutes

**Saving Throw** DC 15; **Penalty** –4 to Dexterity

### EFFECT

Your hands are replaced with small hooked claws that are secondary natural weapons that deal 1d6 points of slashing damage. You can still wield weapons with them. These claws also allow you to burrow through loose earth or sand at a speed of 5 ft.

### COST

**Fleshcrafting Cost:** 20,000 gp (affects both hands); **Poison Cost:** 1,000 gp

## CHITINOUS SKIN (TORSO)

**Temporary Duration** 30 minutes

**Saving Throw** DC 20; **Penalty** –10 ft. movement

### EFFECT

A chitinous shell grants you gain a +3 natural armor bonus.

### COST

**Fleshcrafting Cost:** 36,000 gp; **Poison Cost:** 1,200 gp

## POISON FANGS (HEAD)

**Temporary Duration** 10 minutes

**Saving Throw** DC 20; **Penalty** –2 to Constitution

### EFFECT

You may make a bite attack that deals 1d3 hit points of piercing damage plus poison (Fortitude DC 15 + your Con modifier, 1d6 Str/1d6 Str). This bite attack is a secondary natural weapon. You may use the poisonous bite up to three times per day; you decide when you bite whether or not to inject poison, and there is no limit to how many nonpoisonous bites you can make per day.

### COST

**Fleshcrafting Cost:** 18,000 gp; **Poison Cost:** 2,250 gp

## RETRACTABLE SPINES (ARMS)

**Temporary Duration** 1 minute

**Saving Throw** DC 15; **Penalty** –2 to Constitution

### EFFECT

Serrated reptilian spines grow along portions of your arms. As a standard action, you can extend or retract a spine in one or both of your forearms. You can use these spines as two secondary natural weapons that deal 1d6 hit points of piercing damage each. You gains a +4 bonus on all grapple checks when the spines are extended.

### COST

**Fleshcrafting Cost:** 15,000 gp; **Poison Cost:** 600 gp

## STINGING TAIL (WAIST)

**Temporary Duration** 10 min.

**Saving Throw** DC 25; **Penalty** –2 to Dexterity

### EFFECT

A scorpion-like tail sprouts from your lower back. You may make a secondary natural attack that deals 1d6 points of piercing damage plus poison. Your poison has a Fortitude save DC of 15 + your Constitution modifier, and does 1d6 points of Constitution damage as primary and secondary damage (ending after two rounds). This tail sting attack is a natural weapon. You may use the poisonous sting up to three times per day; you decide when you sting whether or not to inject poison, and there is no limit to how many nonpoisonous stings you can make per day.

### COST

**Fleshcrafting Cost:** 25,000 gp; **Poison Cost:** 3,500 gp

## RUNES

Runes resemble runic tattoos inscribed in the flesh with arcane inks and scar-inducing irritants. Their intricate forms are endless variations on the seven runes of sin magic. Any individual bearing a rune can make use of its abilities even if not a spellcaster or if its powers are from a school ordinarily prohibited to the bearer.

A rune is considered a magic item but does not take up a body slot in the usual sense. Instead, an individual is limited to possessing one rune, regardless of the creature's or the rune's actual

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size. The potent magics essential to these runes' function is disrupted by the addition of a second rune, preventing either from working. Once a rune is inscribed, it cannot be removed short of a *miracle*, *wish*, or a *mage's disjunction* cast directly on it (this use of the spell does not have the normal area of effect and can affect only one rune at a time). Even the loss of that body part is not foolproof, for if it is regenerated or otherwise recovered, it returns with the rune still upon it.

Runes are created using the Inscribe Rune feat. Several runes are presented here, though this list is by no means exhaustive, and PCs with the proper feats and abilities could conceivably develop new ones.

**Activation:** A rune's ability is usually activated by a spoken command word (a standard action that does not provoke attacks of opportunity) or its effects work continually. Some runes have unusual activations, as mentioned in the rune's specific description.

## RUNE OF CONTINGENCY

**Aura:** moderate transmutation; **CL:** 7th  
**Slot:** rune; **Price:** 147,000 gp; **Weight:** —

### DESCRIPTION

Once per day, the bearer of this rune can gain the effects of the spells *feather fall* and *water breathing*. In addition, if he is reduced to 0 or fewer hit points and is not killed, he turns into a cloud of vapor as per the spell *gaseous form* for 5 rounds. He remains conscious during this time, but after 5 rounds returns to his normal form and is unconscious and dying.

### CONSTRUCTION

Inscribe Rune, *feather fall*, *gaseous form*, *water breathing*; **Cost:** 73,500 gp

## RUNE OF OBEDIENCE

**Aura:** strong necromancy; **CL:** 9th  
**Slot:** rune; **Price:** 135,000 gp; **Weight:** —

### DESCRIPTION

Designed as a foolproof means of ensuring absolute loyalty, even from those ordinarily immune to compulsion and mind-affecting magic, this rune is infused with a single specific prohibition when first inscribed. This prohibition must be stated in

10 words or fewer and the bearer must agree to it of his own free will. From then on, if the bearer breaks this prohibition, he is afflicted with searing pain, taking a –4 penalty on attack rolls, skill checks, and ability checks for as long as he is in violation of the prohibition and for 5 minutes thereafter. This rune affects any creature who agrees to bear it.

### CONSTRUCTION

Inscribe Rune, *symbol of pain*; **Cost:** 67,500 gp

## RUNE OF RAZING

**Aura:** strong evocation; **CL:** 13th  
**Slot:** rune; **Price:** 91,000 gp; **Weight:** —

### DESCRIPTION

This rune grants the bearer the ability to ignore hardness and damage reduction for 5 rounds per day. Its activation is a free action, and the rounds need not be used consecutively.

### CONSTRUCTION

Inscribe Rune, *mage's sword*; **Cost:** 45,500 gp

## RUNE OF RESISTANCE

**Aura:** faint abjuration; **CL:** 5th  
**Slot:** rune; **Price:** 45,000 gp; **Weight:** —

### DESCRIPTION

This rune grants the bearer resistance 10 to two energy types chosen at the time that the rune is inscribed.

### CONSTRUCTION

Inscribe Rune, *resist energy*; **Cost:** 22,500 gp

## RUNE OF THE INSCRUTABLE ONE

**Aura:** moderate illusion; **CL:** 6th  
**Slot:** rune; **Price:** 36,000 gp; **Weight:** —

### DESCRIPTION

The bearer of this rune confuses all attempts to divine information about him. This functions as a permanent *misdirection* spell, which the bearer can change the target of (and thus what he is detected as) at will.

In addition, whenever the rune's bearer enters an area affected by a divination (scrying) effect or anytime a creature casts a divination (scrying)



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spell that targets him, the scrying spell's caster must make a DC 18 Will save. If this save fails, the rune's bearer realizes that he is being scryed upon, knows what spell is in effect, and knows the name of the spell's caster.

## CONSTRUCTION

Inscribe Rune, *magic aura, misdirection*; **Cost:** 18,000 gp

## RUNE OF THE LORD'S PALANQUIN

**Aura:** strong conjuration; **CL:** 15th  
**Slot:** rune; **Price:** 135,000 gp; **Weight:** —

## DESCRIPTION

Once per day, the bearer of this rune can summon a floating, semi-real palanquin. This conveyance has all the special abilities of a *phantom steed* and can hold the bearer and up to 150 additional pounds of weight. Other creatures can ride the palanquin as long as the total weight is less than 150 pounds. The palanquin can be dismissed at any time as a free action, but cannot be summoned again until the next day. The look of the palanquin is decided when the rune is inscribed, though it usually takes the form of a regal, comfortable-looking litter that moves without the need for bearers.

## CONSTRUCTION

Inscribe Rune, *phantom steed*; **Cost:** 67,500 gp

## RUNE OF THE MISTRESS

**Aura:** moderate enchantment;  
**CL:** 9th  
**Slot:** rune; **Price:** 108,000 gp;  
**Weight:** —

## DESCRIPTION

Three times per day, the bearer of this rune can cause a creature she touches to take a –4 penalty on all Will saves made against spells of the enchantment school for the next 24 hours.

## CONSTRUCTION

Inscribe Rune, *dominate monster*; **Cost:** 54,000 gp

## SHADOW PIERCINGS

Shadow piercings are magical pieces of jewelry, formed partially of shadowstuff. Some shadow piercings are more than just single pieces of jewelry—instead they are created in sets that form specific designs across an expanse of the wearer's skin. Creating shadow piercings requires the Craft Shadow Piercing feat (which also gives some details on their use and restrictions).

## BODY PIERCINGS

**Price:** Minor 1,800 gp; Major 2,400 gp; Greater 3,200 gp; **Slot:** body; **CL:** 3rd; **Weight:** —; **Aura:** faint transmutation

## DESCRIPTION

These piercings come in the form of grotesque spikes and needles that cover every inch of the wearer's skin.

*Minor:* The wearer gains a +2 competence bonus to CMD against grappling attempts.



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**Major:** Any creature attacking the wearer with a natural or unarmed attack must succeed at a DC 15 Reflex save or take 1d4 points of damage.

**Greater:** The wearer is considered to have +1 armor spikes when not wearing armor or bulky clothing, and is considered proficient with armor spikes.

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## CONSTRUCTION

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**Cost:** Minor 900 gp, Major 1,200 gp, Greater 1,600 gp; **Feats:** Craft Shadow Piercing, Improved Grapple; **Spells:** *magic weapon*

## CHEST PIERCINGS

**Price:** Minor 2,200 gp, Major 3,750 gp, Greater 5,750 gp; **Slot:** body; **CL:** 3rd; **Weight:** —; **Aura:** faint transmutation

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## DESCRIPTION

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These excruciating body ornaments come in the form of sharp barbs and serrated rings inserted in the nipples, abdomen, or along the ribs. The pain they cause sharpens the mind and blocks out distractions.

**Minor:** The wearer gains a +2 profane bonus on saves against effects that cause the dazed, nauseated, and sickened conditions.

**Major:** The wearer gains a +5 competence bonus on concentration checks.

**Greater:** The wearer gains a +4 profane bonus on saving throws against effects that deal ability damage or drain.

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## CONSTRUCTION

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**Cost:** Minor 1,100 gp, Major 1,875 gp, Greater 2,875 gp; **Feats:** Craft Shadow Piercing; **Spells:** *bear's endurance* (minor and greater), *fox's cunning* (major)

## EYE PIERCINGS

**Price:** Minor 6,000 gp, Major 18,000 gp, Greater 32,000 gp; **Slot:** eye; **CL:** 5th; **Weight:** —; **Aura:** faint transmutation

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## DESCRIPTION

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These piercings may penetrate the eyebrow, eyelid, or the eye itself. Due to magical, they do not impair the owner's vision. All effects from an eye piercing are continuous.

**Minor:** The wearer gains low-light vision. If the wearer already has low-light vision, the ability's range is doubled.

**Major:** The wearer gains darkvision to 60 feet.

**Greater:** The wearer gains the see in darkness special ability.

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## CONSTRUCTION

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**Cost:** Minor 3,000 gp, Major 9,000 gp, Greater 16,000 gp; **Feats:** Craft Shadow Piercing; **Spells:** *keen senses* (minor), *darkvision* (major and greater)

## HEAD PIERCINGS

**Price:** Minor 3,750 gp, Major 6,000 gp, Greater 33,600 gp; **Slot:** head; **CL:** 5th; **Weight:** —; **Aura:** faint transmutation

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## DESCRIPTION

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Whether they are crowns of pins, pinned-back lips, or simple nose rings, these piercings accentuate the owner's terrifying presence and inner resolve.

**Minor:** The wearer gains a +5 competence bonus on Intimidate checks.

**Major:** The wearer gains a +4 profane bonus against mind-affecting effects.

**Greater:** The wearer can use *fear* twice per day (Will DC 16).

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## CONSTRUCTION

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**Cost:** Minor 1,875 gp, Major 3,000 gp, Greater 16,800 gp; **Feats:** Craft Shadow Piercing; **Spells:** *fear* (minor and greater), *owl's wisdom* (major)

## SUSPENSION PIERCINGS

**Price:** Minor 6,000 gp, Major 7,200 gp, Greater 11,200 gp; **Slot:** belt or shoulder; **CL:** 7th; **Weight:** —; **Aura:** faint transmutation (minor and major), moderate transmutation (greater)

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## DESCRIPTION

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These piercings are popular among fetishists who hang themselves from hooks attached to their skin.

**Minor:** The wearer gains *feather fall* as a continuous effect.

**Major:** The wearer may use *levitate* twice per day.

**Greater:** The wearer may use *air walk* once per day.

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## CONSTRUCTION

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**Cost:** Minor 3,000 gp, Major 3,600 gp, Greater 5,600 gp; **Feats:** Craft Shadow Piercing; **Spells:** *feather fall* (lesser), *levitate* (normal), *air walk* (greater)



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## SPELLS

Several feats give access to spells not found in the PRD, specifically Deific Obedience (though only for obediences to some deities), Pantheistic Blessing (for some pantheons), and Sal Arcanum (instant suffocation, night blindness, pestle tar addition, pestle tar vigor, and slow suffocation).

### ABJECT TRUTHTELLING

**School:** enchantment (compulsion) [mind-affecting];  
**Level:** cleric/oracle 1, inquisitor 1, paladin 1  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min./level  
**Saving Throw:** Will negates; **Spell Resistance:** yes

This spell functions identically to the spell *zone of truth*, except as noted above. The target momentarily takes on the semblance of a being of perfect order, like an archon or inevitable, so that all who can see the target know it is affected by the spell. This divine guise flickers over the target for only an instant and does not allow it to pass as a member of a different race.

### INFERNAL HEALING

**School:** conjuration (healing) [evil]; **Level:** cleric/oracle 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1  
**Casting Time:** 1 round  
**Components:** V, S, M (1 drop of devil blood or 1 dose of unholy water)  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 minute  
**Saving Throw:** Will negates (harmless); **Spell Resistance:** yes (harmless)

You anoint a wounded creature with devil's blood or unholy water, giving it fast healing 1. This ability cannot repair damage caused by silver weapons, good-aligned weapons, or spells or effects with the good descriptor. The target detects as an evil creature for the duration of the spell and can sense the evil of the magic, though this has no long-term effect on the target's alignment.

### INSTANT SUFFOCATION

**School:** necromancy [death]; **Level:** Sal Arcanum 5  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** living creature touched  
**Duration:** instantaneous  
**Saving Throw:** Fortitude partial; **Spell Resistance:** yes

This spell functions like *slay living*, but those who are killed are considered to have died by immediate suffocation. Creatures that do not need to breathe are immune to this spell. The target is considered to have taken a dose of *pestle tar* for the purpose of addiction and withdrawal effects if it fails its saving throw.

### NIGHT BLINDNESS

**School:** necromancy; **Level:** Sal Arcanum 1  
**Casting Time:** 1 standard action  
**Components:** V  
**Range:** medium (100 ft. + 10 ft./level)  
**Target:** one living creature  
**Duration:** permanent (D)  
**Saving Throw:** Fortitude negates; **Spell Resistance:** yes

This spell functions similarly to *blindness/deafness*, except it only affects living creatures, and only causes blindness. The target's pupils constrict as if they were in bright sunlight, rendering them blind except in conditions of bright light, even if they have darkvision or low-light vision.

The target gains a +4 to saving throws to resist becoming blinded or dazzled by bright light (such as *flare*, *sunbeam*, and *sunburst*, though in the latter two spells it is possible for a creature to fail its save against the damage while successfully resisting the blindness due to this bonus).

### PESTLE TAR ADDICTION

**School:** necromancy; **Level:** Sal Arcanum 5  
**Casting Time:** 10 minutes  
**Components:** V, M (a dose of *pestle tar*)  
**Range:** close (25 ft. + 5 ft./2 levels)  
**Target:** one living creature with 7 HD or less  
**Duration:** 1 day/level or until discharged (D)  
**Saving Throw:** Will negates; **Spell Resistance:** yes

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This spell functions like *geas/quest*, except the only allowed command is “use **pestle tar**.”

## PESTLE TAR ADDICTION, LESSER

**School:** necromancy; **Level:** Sal Arcanum 3  
**Casting Time:** 1 round  
**Components:** V, M (a dose of **pestle tar**)  
**Range:** close (25 ft. + 5 ft./2 levels)  
**Target:** one living creature with 7 HD or less  
**Duration:** 1 day/level or until discharged (D)  
**Saving Throw:** Will negates; **Spell Resistance:** yes

This spell functions like *lesser geas*, except the only allowed command is “use **pestle tar**.”

## PESTLE TAR VIGOR

**School:** necromancy; **Level:** Sal Arcanum 1  
**Casting Time:** 1 standard action  
**Components:** V, S, M (a dose of **pestle tar**)  
**Range:** personal  
**Target:** you  
**Duration:** 1 hour/level or until discharged; see *false life*

This spell functions similarly to *false life*, except it only affects living creatures, and when the spell ends the caster takes a –2 penalty to all ability scores for 24 hours. The caster is considered to have taken a dose of **pestle tar** for the purpose of addiction and withdrawal effects.

## SLOW SUFFOCATION

**School:** necromancy [death]; **Level:** Sal Arcanum 2  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** living creature touched  
**Duration:** 1 minute/level  
**Saving Throw:** Fortitude negates; **Spell Resistance:** yes  
**Description**

The target is unable to breathe and is treated as if she is holding her breath (see suffocation in the **Pathfinder Roleplaying Game Core Rulebook**).

Strong stimulants, effects that increase the target’s Constitution, or physical trauma (such as taking 10 or more points of damage from a single attack) negate the spell immediately. Creatures that do not need to breathe are immune to this spell. The

target is considered to have taken a dose of **pestle tar** for the purpose of addiction and withdrawal effects if it fails its saving throw.

## UNBREAKABLE HEART

**School:** enchantment (compulsion) [mind-affecting]; **Level:** bard 1, cleric/oracle 1, paladin 1, ranger 1, witch 1  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft. + 5 ft./2 levels)  
**Effect:** 1 creature  
**Duration:** 1 round/level  
**Saving Throw:** Will negates (harmless); **Spell Resistance:** yes (harmless)

The target creature gains a +4 morale bonus on saving throws against mind-affecting effects that rely on negative emotions (such as *crushing despair*, *rage*, or fear effects) or that would force him to harm an ally (such as *confusion*). If the target is already under such an effect when receiving this spell, that effect is suppressed for the duration of this spell. It does not affect mind-affecting effects based on positive emotions (such as *good hope* or the inspire courage bard ability). A creature can still be charmed or otherwise magically controlled while under this spell’s effects, but if such a creature ever receives a new saving throw against that effect as a result of being ordered to attempt to harm or otherwise oppose a true ally, he can roll that saving throw twice and take the better result as his actual roll.

*Calm emotions* counters and dispels *unbreakable heart*.

## OBEDIENCES

An obedience is typically an hour-long ritual that must be performed daily; unless otherwise stated, it does not harm the creature performing it. Spellcasting mystery cultists can integrate their obedience completely with their normal hour-long rituals and methods of preparing or regaining spells—others are free to perform their obedience at any point during the day. Most choose dawn as the time of obedience.

Obedience can bring with it great boons, particularly to the most powerful of an empyreal



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lord's followers. The Celestial Obedience feat allows a worshiper of an empyreal lord to gain access to additional resistances and powers. Similarly, Deific Obedience does the same for worshipers of gods and Demonic Obedience for worshipers of demon lords. The power granted by an obedience depends on which empyreal lord, deity, or demon lord the performer worships. A character can only worship one empyreal lord or deity, and cannot worship any other creature or group when doing so.

## DEIFIC OBEDIENCES

Each of the deific obediences below grants special abilities to the faithful of one specific deity. As with all deities in this book, the deities here are listed by alignment and granted domains.

### CE DEITY THAT GRANTS CHAOS, DESTRUCTION, EVIL, WAR, WEATHER

**Obedience:** Smash an assortment of items worth at least 10 gp, preferably something fragile,

aesthetically beautiful, or with significance to a good-aligned deity. The more devout servants of **your deity** seek out and hoard particularly expensive, artistic, or rare items, such as fine bottles of wine or delicate curios, to smash during their obedience. Roll in the shards of the destroyed items, howling and shouting praises and curses invoking **your deity**, until the shards draw blood and your lungs ache. Gain a +4 bonus on attack and damage rolls against objects.

## BOONS

**1: Destructive Force (Sp)** *break*<sup>1</sup> 3/day, *bull's strength* 2/day, or *shatter* 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Advanced Player's Guide*

**2: Bestow Destructive Smite (Su)** You can bestow the Destruction domain's destructive smite granted power upon an ally. As a standard action, you can spend one use of your destructive smite to grant its power to any ally within 30 feet, channeling into him the erratic force of **your deity**'s rage. Your ally





# APPENDIX I: ADDITIONAL RULES

must make the destructive smite within 1 round of being granted the power or its use is wasted. Your ally uses your level to calculate the power of the destructive smite. If you don't have access to the Destruction domain, you instead gain access to the destructive smite granted power but only for your personal use, as normal.

**3: Apocalyptic Ally (Sp)** Once per day as a standard action, you can tear a violent breach between your location and the deepest, foulest pits of the Abyss—and summon forth a pair of nyogoth qliploth (see *Pathfinder Roleplaying Game Bestiary* 2). You gain telepathy with the creatures to a range of 100 feet, and they follow your commands perfectly for 1 minute for every Hit Die you possess before vanishing back into the Abyss. The qliploth don't follow commands that would cause them to act in overtly good or lawful ways. Such commands not only earn terrifying roars from the creatures, but could cause the nyogoths to attack you if the command is particularly egregious.

## CE DEITY THAT GRANTS CHAOS, EVIL, MADNESS, STRENGTH, TRICKERY

**Obedience:** Sacrifice an unwilling living creature in the name of **your deity**. Draw the process out to inspire the maximum terror and suffering in your victim. The death blow you deal should be savage and destructive—do not grant your sacrifice a clean death. Once the creature is dead, remove one of its bones and sharpen it to a point. Use the bone to cut yourself deeply enough to leave a scar. Leave the sacrificed creature's mutilated form in the open where scavengers may devour it or travelers may see it and know of **your deity**'s power. Gain a +1 natural armor bonus to your AC.

## BOONS

**1: Howling Terror (Sp)** *cause fear* 3/day, *mad hallucination*<sup>1</sup> 2/day, or *fear* 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Magic*

**2: Maddening Thoughts (Su)** Your mind constantly swirls with dark whispers and disturbing thoughts. You gain a +4 profane bonus on saving throws against mind-affecting (compulsion) spells and effects and against divination spells and effects that attempt to read your thoughts. Anyone who

targets you with such a spell or effect must succeed at a Will saving throw (with a DC equal to 10 + your Wisdom modifier + 1/2 your Hit Dice) or take 1d4 points of Wisdom damage.

**3: Monstrous Transformation (Sp)** Once per day, you can use *baleful polymorph*, except you change the target into a horribly mutated form of the chosen animal. The target takes a –4 penalty on its saving throw to resist your spell (if the new form would prove fatal for the creature, it still gains a +4 bonus on its saving throw, effectively negating this penalty). In addition to the other effects of the spell, the subject is in constant pain from its twisted and disfigured form, and takes 1d6 points of nonlethal damage each round. This constant agony imposes a –2 penalty on all of the target's ability checks, skill checks, saving throws, attack rolls, and damage rolls.

## CG DEITY THAT GRANTS CHAOS, CHARM, GOOD, STRENGTH, TRAVEL

**Obedience:** Sing a song in praise of freedom, bravery, and your god's glory (and good looks). The song must be audible to those nearby—friend or foe. Between stanzas, you must pause to drink from a full mug of ale, wine, or other spirits. When the song is done, drink the remaining alcohol while mentally composing the song you will sing on the morrow. If a creature is attracted by your song, do your best to engage it in conversation about the merits of **your deity**. If hostilities become inevitable, leap boldly into the fight without hesitation. Gain a +4 sacred bonus on saving throws against poison effects.

## BOONS

**1: Libations (Sp)** *bless water* 3/day, *delay poison* 2/day, or *create food and water* 1/day

**2: Freedom's Ally (Sp)** Once per day as a standard action, you can summon a pair of bralani azatas to aid you. You gain telepathy with the bralanis to a range of 100 feet. The bralanis follow your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to their home. The bralanis don't follow commands that would cause them to commit evil acts or restrict freedom solely for the sake of law. Such commands not only earn refusal and scorn from the bralanis, but could cause the bralanis to attack you if the command is particularly egregious.



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**3: Wine to Water (Su)** As a full-round action, you transform a single serving of an alcoholic beverage into either potent holy water or a *potion of cure serious wounds*. A potion created in this way heals 3d8 points of damage plus 1 point of damage for every Hit Die you possess (to a maximum of 3d8+15). The holy water you create is more potent than usual, dealing 4d4 points of damage to an undead creature or evil outsider, and 2d4 points of splash damage to each such creature within 5 feet of the point where the flask hits. Holy water and potions created in this way last for 1 hour. You can use this ability a number of times per day equal to your Charisma bonus (minimum 1).

## CG DEITY THAT GRANTS CHAOS, GOOD, LIBERATION, LUCK, TRAVEL

**Obedience:** Dance in a random pattern beneath the light of the stars, trusting in the guidance of destiny. If no stars are currently visible, softly sing or chant all of the names of stars that you know as you perform your dance. Let your mind expand and turn your thoughts away from where your feet might land, allowing your steps to fall where chance wills. When the dance feels complete, cease dancing. Ponder the steps you took and the position in which you stopped, and consider what portents these subtle clues might hold for the future. Gain a +1 luck bonus on initiative checks and a +4 sacred bonus on Perception checks made to determine whether you are aware of opponents just before a surprise round.

## BOONS

**1: Slumberer (Sp)** *sleep* 3/day, *silence* 2/day, or *deep slumber* 1/day

**2: Splendorous Ally (Sp)** Once per day as a standard action, you can summon a lillend azata. You gain telepathy with the lillend to a range of 100 feet. The lillend follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home. The lillend doesn't follow any commands that would cause it to take evil or overly lawful actions, and the creature could even attack you if the command is particularly egregious.

**3: Blast of Motes (Su)** Whenever you channel positive energy to heal living creatures, a shower

of starry motes cascades over all of the living creatures in the area of effect. These motes do not impede vision or stealth attempts, nor do they reveal invisible creatures, but they infuse the targets with divine luck. Targets of this ability reduce any miss chance they face by 10%. In addition, when targets of this ability roll damage dice, they may treat all 1s as 2s. The motes and their effects last for 1 round + 1 round for every 4 Hit Dice you have (maximum 6 rounds). If you don't have the ability to channel positive energy, you gain the ability to do so once per day as a cleric of a level equal to your Hit Dice (maximum 20), but only to heal living creatures. Whenever you use this ability, the beneficiaries are showered with starry motes, with the effects described above.

## CN DEITY GRANTS CHAOS, CHARM, KNOWLEDGE, LUCK, TRICKERY

**Obedience:** Engage in sexual activity with another individual in exchange for money, information, or another valuable resource. This must be a willing act on both your parts; you should not endanger yourself or otherwise enter a situation that makes you uncomfortable. Pray aloud to **your deity** before and after the act, and encourage your partner to do the same. If no suitable partner is available, wrap yourself in yellow silk and hold your holy symbol against your chest. Meditate on the teachings of **your deity** and fantasize about taking vengeance against one who wronged you. Gain a +4 sacred or profane bonus on Charisma checks and Charisma-based skill checks when interacting with an intelligent creature that could be sexually attracted to you. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience. Once made, this choice can't be changed.

## BOONS

**1: God's Tongue (Sp)** *charm person* 3/day, *eagle's splendor* 2/day, or *suggestion* 1/day

**2: Stunning Touch (Su)** When using the dazing touch power granted by the Charm domain, you can cause the creature touched to become stunned for 1 round instead of dazed. If you don't have access to the Charm domain, you instead gain the

# APPENDIX I: ADDITIONAL RULES

ability to use the dazing touch power a number of times per day equal to 3 + your Wisdom modifier, as listed in the ability; however, you only daze your opponents instead of stunning them.

**3: Protective Grace (Ex)** You may add your Charisma bonus to your AC while wearing light or no armor. This bonus applies against touch attacks. Any condition that would cause you to lose your Dexterity bonus to AC also causes you to lose your Charisma bonus to AC.

## CN DEITY THAT GRANTS CHAOS, DESTRUCTION, GLORY, STRENGTH, WAR

**Obedience:** Dress yourself in the heaviest set of metal armor you own. Shout your oath of loyalty to **your deity** at the top of your lungs, punctuating each pause for breath by smashing your weapon against a shield or against your armor-clad body. After your oath is done, kneel on one knee with your weapon resting against your shoulder. Recite your victories in battle in a sonorous voice until the time for your obedience is done. If you should be attacked while conducting your obedience, slay the creature who dared test your might. (You may be assisted by allies, but you must strike the killing blow.) Gain a +4 sacred or profane bonus on Strength checks and Strength-based skill checks. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

## BOONS

**1: Battler (Sp)** *magic stone* 3/day, *spiritual weapon* 2/day, or *deadly juggernaut* 1/day

**2: Mass Strength Surge (Su)** When using the strength surge granted power from the Strength domain, you can target allies within 30 feet of you instead of having to touch a single target. You can target a maximum number of allies equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6). If you don't have access to the Strength domain, you instead gain the ability to use the strength surge granted power a number of times per day equal to 3 + your Wisdom modifier, as listed in the strength surge description. However, you can touch only a single target when using this granted power.

**3: God's Shout (Sp)** Once per day, you can use *word of chaos* as a spell-like ability. In order to use this ability, you must shout a battle cry at top volume, ending your shout in praise to **your deity**.

## LE DEITY THAT GRANTS DARKNESS, DEATH, DESTRUCTION, EVIL, LAW

**Obedience:** Persuade a creature to allow you to inflict a small amount of pain on it. This can be as subtle as thin needles under the skin or as overt as a lashing with a whip—whatever the subject agrees to. If you can legally procure an individual, such as through legalized slavery, you may use a purchased subject instead. If no suitable individuals can be located, coil a spiked chain into a nest and kneel on it, letting your weight sink your knees into the spikes. Whip your own back while chanting praises to **your deity**. Gain a +2 sacred bonus on saving throws against spells that deal hit point damage.

## BOONS

**1: Obscurement (Sp)** *obscuring mist* 3/day, *invisibility* 2/day, or *deeper darkness* 1/day

**2: Path of Darkness (Sp)** Once per day, you can use *shadow walk* as a spell-like ability. When you reach your desired endpoint along the shadow path, you materialize directly where you desire instead of being shunted in a random direction as you normally would. Furthermore, if you use this ability on an unwilling creature, the creature takes a –2 penalty on its saving throw.

**3: Fleshrending Ally (Sp)** Once per day as a standard action, you can summon an interlocutor kyton (see *Pathfinder Roleplaying Game Bestiary* 3) to serve you. You gain telepathy with the interlocutor to a range of 100 feet. The kyton follows your commands perfectly for 1 minute for every Hit Die you possess before it vanishes back to its home on the Plane of Shadow. The interlocutor refuses to follow any commands that would cause it to act in an overly good or chaotic way. Such commands earn a spiky snarl of disapproval, or could even cause the kyton to attack you if the command is particularly egregious.



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## LE DEITY THAT GRANTS EVIL, FIRE, LAW, MAGIC, TRICKERY

**Obedience:** Using a ruby-bladed knife, inscribe symmetrical cuts into the flesh of another creature—preferably an unwilling sentient being you own or hold dominion over. The blade may be solid ruby or forged of metal and edged with serrated ruby fragments. Devout priests of **your deity** take pride in crafting elaborate daggers made entirely of ruby. Drain the victim's blood into a bowl of bone made from the skull of a sentient humanoid. The amount of blood drained is up to you; you don't have to drain so much that you make the creature weak or

too useless to serve you. Use the bowl of blood to draw a large pentagram on the ground. Kneel within the pentagram and concentrate on the glory you will bring to **your deity**'s name. Gain a +4 profane bonus on saving throws against fire effects.

### BOONS

**1: Darkfire (Sp)** *burning hands* 3/day, *darkness* 2/day, or *deeper darkness* 1/day

**2: Embersight (Su)** Your eyes take on the appearance of red-hot, glowing embers, granting you the ability to see in darkness much like devils. You gain darkvision to a range of 60 feet. If you chose either *darkness* or *deeper darkness* as the spell-like ability granted by your first boon, you can also see perfectly through both *darkness* and *deeper darkness*. If you already have darkvision to a range of 60 feet or more, instead increase the range of your darkvision by 10 feet. Your eyes make you extremely distinctive, causing you to take a -4 penalty on Disguise checks.

**3: Hellfire Blast (Sp)** You can use *delayed blast fireball* once per day as a spell-like ability to throw a sphere of soulscouring hellfire. The hellfire is a distinctive mixture of black and crimson flames in which screaming devilish faces can be seen twisting and writhing. Half the damage from this spell is fire, while the other half is unholy. This damage modification applies only to the *delayed blast fireball* you create through this boon, not to any other spells, effects, or attacks.

## LG DEITY THAT GRANTS ANIMAL, COMMUNITY, GOOD, LAW, PLANT

**Obedience:** Plant five seeds in fertile earth, spacing them out in the shape of an arrow. The seeds may be those of any plant that can potentially grow in the region, though edible plants are preferred. The seeds don't need to be from a type of plant that could thrive in that soil—all they must have is a chance at survival. If no suitable earth exists, place a small bundle of seeds (again, those that grow edible plants are preferred), a small bundle of preserved food, or a quiver of arrows in a place where a passerby might see it. Mark your gifts with **your deity**'s sign,





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and say a prayer for the health and safety of the communities in the area and those who may be in need of **your deity**'s guidance. Gain a +4 sacred bonus on Survival checks.

## BOONS

**1: Animal Friend (Sp)** *charm animal* 3/day, *animal messenger* 2/day, or *summon nature's ally III* 1/day

**2: Hunter's Ally (Sp)** Once per day as a standard action, you can summon a pair of hound archons. The hound archons follow your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to their home. The hound archons don't follow commands that would violate their lawful good alignment. Such commands will not only earn refusal and scorn from the hound archons, but could cause them to attack you if the command is particularly egregious.

**3: Communal Table (Sp)** Your devotion to caring for your community allows you to evoke **your deity**'s divine bounty to feed your friends with a banquet of cooked game and simple beverages. Once per day, you can use *heroes' feast* as a spell-like ability. Creatures that eat from this communal table, a process that takes 1 hour, gain a +2 sacred bonus on attack rolls and Will saving throws instead of the usual +1 morale bonus. Whenever you cast this spell, choose one teamwork feat; you may select a new feat every time you cast this spell, but once it's cast, your selection can't be changed. Anyone who eats from the communal table gains the benefits of the chosen teamwork feat. The benefits of the *heroes' feast*, including the bonus teamwork feat, last for 12 hours. A character doesn't need to meet the prerequisites for a teamwork feat granted through this ability.

## LG DEITY THAT GRANTS ARTIFICE, EARTH, GOOD, LAW, PROTECTION

**Obedience:** After reciting a traditional prayer to **your deity**, either work at a forge or strike a small replica of an anvil or a sizable flat stone with a hammer for at least 10 minutes. If the sound of your hammer draws a creature near, encourage it to join in your worship of the **your deity**. If hostilities become inevitable, leap into the fray with a battle shout in praise of **your deity**. Perform some small

act toward maintaining your weapon, such as sharpening or polishing it, as you conclude your obedience with another prayer to **your deity**'s might and wisdom. Alternatively, if you have created something through this effort, grant it to the next person you meet who strikes you as fair and honorable. Gain a +1 sacred bonus on all attack rolls made with warhammers.

## BOONS

**1: Forgecrafter (Sp)** *crafter's fortune*<sup>1</sup> 3/day, *fox's cunning* 2/day, or *greater magic weapon* 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Advanced Player's Guide*

**2: Ironskin (Ex)** Your skin is as thick and tough as that of a dwarf who's worked the forge for 50 years, every scratch and burn associated with the memory of a masterpiece you've realized in stone or steel. As a free action, you can toughen your skin further, gaining DR 10/chaotic and evil. Dismissing this ability is also a free action. This ability lasts a number rounds per day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). The rounds don't need to be consecutive.

**3: Hammerfist Ally (Sp)** You can bring forth an ancient stone construct forged specifically to protect the beloved followers of the **your deity**. Once per day as a standard action, you can summon a stone golem to aid you. You gain telepathy with the golem to a range of 100 feet. The golem follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home. The golem takes the form of a sculpted dwarf hero wielding two massive warhammers, the holy symbol of **your deity** hanging prominently around its neck. Its statistics remain unchanged despite these cosmetic alterations.

## LG DEITY THAT GRANTS GLORY, GOOD, LAW, SUN, WAR

**Obedience:** Hold your primary weapon in front of you and hang a holy symbol of **your deity** from it. Kneel while focusing on the holy symbol, pray for guidance and protection from **your deity**, and swear to follow her teachings. Gain a +4 sacred bonus on Diplomacy and Knowledge (nobility) checks.



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## BOONS

**1: Glorious Servant (Sp)** *shield of faith* 3/day, *enthrall* 2/day, or *searing light* 1/day

**2: Righteous Strike (Sp)** Once per day, you can channel the effects of *holy smite* through your weapon. You must declare your use of this ability before you roll your attack. On a hit, the target is affected as if targeted with *holy smite*.

**3: Just Ally (Sp)** Once per day as a standard action, you can summon a shield archon (see *Pathfinder Roleplaying Game Bestiary* 2). The shield archon follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home in Heaven. The shield archon doesn't follow commands that would violate its alignment, however, and particularly egregious commands could cause it to attack you.

## LN DEITY THAT GRANTS EARTH, LAW, NOBILITY, PROTECTION, AND TRAVEL DOMAINS

**Obedience:** Take a handful of mixed gems, coins, and keys. Include coins from three or more different currency systems (such as from three different kingdoms), as well as at least three different keys—one of which should be the key to a lockbox, vault, or other such storage item. Kneel before a scale and balance the items as perfectly as you can on it, removing and replacing items in order to create the most equitable balance of items. Randomize the items you select each time you perform this obedience, so as not to let your obedience become routine. Meditate on the teachings from **The Sum of All Things**. Gain a +4 sacred or profane bonus on saving throws against spells and effects generated by creatures with a chaotic alignment. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience. Once made, this choice can't be changed.

## BOONS

**1: Ordered Mien (Sp)** *subject* *truthtelling*<sup>1</sup> 3/day, *align weapon* (lawful only) 2/day, or *magic circle against chaos* 1/day

<sup>1</sup>See Appendix I: Additional Rules

**2: Diplomatic Immunity (Ex)** While within the bounds of a city of more than 5,000 inhabitants, you gain a +4 sacred or profane bonus on Bluff and Diplomacy checks. You also gain special status with the law. You're considered a person to be respected, and may obtain special treatment and assistance that ordinary citizens could not, such as information on political activity, criminal investigations, or threats against the city. Any bribes or fees that would normally be levied by the legal system are waived for you. City guards and officials with an initial starting attitude of unfriendly or hostile instead have an attitude of indifferent toward you. These benefits apply only when you identify yourself as an exalted of **your deity**.

**3: Scales of Balance (Su)** Once per day as a full-round action, you can pool and redistribute your current hit points and those of all willing allies within 30 feet of you. Total your current hit points and those of your willing allies, and then decide how you wish to redistribute them among the same individuals. You cannot give an ally more hit points than her maximum, nor can you leave an ally with 0 hit points.

## LN DEITY THAT GRANTS HEALING, KNOWLEDGE, LAW, RUNE, STRENGTH

**Obedience:** Over the course of 1 hour, spend an equal amount of time practicing with a weapon or your unarmed strikes, reading any text that you have never read before, and braiding a length of hair while contemplating the mysteries of the multiverse. Hang the length of hair around your neck when your obedience is complete and wear it for the rest of the day. Gain a +4 sacred or profane bonus on all Knowledge checks. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

## BOONS

**1: Cloud the Mind of the Unwary (Sp)** *hypnotism* 3/day, *daze monster* 2/day, or *suggestion* 1/day

**2: Repair the Damaged Body (Su)** Up to three times per day, when you can cast a conjuration (healing) spell with a range of touch, treat it as having a range of close instead.



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**3: Walk Above the Earth (Su)** You hover several inches off the ground as if levitating. This doesn't affect your speed, and makes you immune to most kinds of difficult terrain, traps triggered by pressure, and potentially other effects. You can levitate over solid surfaces only, so you fall if you step off a cliff or over a liquid. You can, however, raise or lower yourself as levitate. If you make an attack while hovering, you are not subject to the attack and damage penalties listed in the *levitate* spell description. However, if you move yourself higher in the air using a move action, you become subject to the attack and damage penalties until you return to the ground.

## 1 DEITY THAT GRANTS AIR, ANIMAL, PLANT, WATER, WEATHER

**Obedience:** Hang a set of chimes where they will be stirred by either wind or water. If no suitable location exists to hang the chimes, you must hold the chimes and shake them gently to sound them throughout your obedience. Chant prayers from **Songs of Storm and Sea** as you attune yourself to the sound of the chimes, then drink a mouthful of pure water and pour a handful over your head. Gain a +4 sacred or profane bonus on saving throws against electricity and water spells and effects. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

## BOONS

**1: Green Worker (Sp)** *entangle* 3/day, *warp wood* 2/day, or *speak with plants* 1/day

**2: Lightning Child (Su)** You become resistant to lightning and similar effects. Gain electricity resistance equal to 5 + your Hit Dice.

**3: Nature's Companion (Ex)** Your animal companion develops greater combat prowess, mental acumen, and protection against natural elements. First, your animal companion gains a +1 bonus to its Intelligence and Wisdom scores. Second, your animal companion gains a +2 sacred or profane bonus on attack and damage rolls. Third, your animal companion gains a +4 sacred or profane bonus on all saving throws against cold, electricity, and fire spells and effects. If you don't

have an animal companion, you instead gain the ability to use *summon nature's ally VII* as a spell-like ability once per day.

## 1 DEITY THAT GRANTS DEATH, HEALING, KNOWLEDGE, REPOSE, WATER

**Obedience:** Collect small bones whenever it is convenient and respectful to do so. When it comes time to perform your obedience, lay out the bones in a spiral. At one end of the spiral lay a slip of parchment on which you have written the name of someone newly born. At the other end of the spiral, lay a slip of parchment on which you have written the name of someone newly deceased. Chant hymns from **The Cairns of Judgment** while proceeding solemnly around the spiral, trailing a black scarf on the ground behind you. Gain a +2 profane or sacred bonus on attack rolls made with daggers. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

## BOONS

**1: Quietude (Sp)** *forced quiet*<sup>1</sup> 3/day, *silence* 2/day, or *hold person* 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Magic*

**2: Strike the Unrestful (Su)** As a free action, you can grant the *ghost touch* weapon special ability to a weapon that you hold. If that weapon is not magical, it is considered magical while under the effect of this ability. This ability affects only weapons held in your hand; if you drop the weapon or give it away, the effect ends on that weapon. You can affect a weapon in this way a number of rounds each day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). These rounds don't need to be consecutive.

**3: Ally from the Tomb (Sp)** Once per day as a standard action, you can summon a pair of vanth psychopomps (see *Pathfinder Roleplaying Game Bestiary* 4) and gain telepathy with them to a range of 100 feet. The vanths follow your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to their home. The vanths don't follow commands that would cause them to aid or permit the existence of undead, and they could attack you if the command is particularly egregious.



# FEAT REFERENCE DOCUMENT

## THE DEITY THAT GRANTS DESTRUCTION, KNOWLEDGE, MAGIC, PROTECTION, RUTH

**Obedience:** Inscribe blessings to **your deity**, arcane formulae, and lines of prayer on a blank parchment. Don't inscribe a complete spell—only notations sufficient to potentially spur a reader to study magic in an effort to complete the incantation. At the culmination of your obedience, cast any spell or spell-like ability or activate a spell completion or spell trigger magic item. Gain a +4 sacred or profane bonus on concentration checks. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

### BOONS

**1: Magical Essences (Sp)** *magic aura* 3/day, *misdirection* 2/day, or *arcane sight* 1/day

**2: Staff Channel (Su)** You can deliver touch spells with a casting time of one standard action or longer through a quarterstaff. Using this ability doesn't change the casting time or other qualities of the spell, but you must make a melee attack with your quarterstaff against the target's AC rather than a touch attack against its touch AC. If you hit the target, you deal quarterstaff damage as well as discharge the spell effect. You can hold the charge as normal when delivering a touch spell through a quarterstaff.

**3: Pure Magic Aura (Su)** You radiate an aura of the pure essence of magic. You can use this ability a number of rounds per day equal to  $1 + 1$  for every 4 Hit Dice you possess (maximum 6 rounds). These rounds don't need to be consecutive, and you can activate and deactivate your aura as a free action. You and any allies within 20 feet of you increase your caster levels by 1d4. Roll this die when you activate this ability and use the same value for all who gain this benefit. The increase affects spell qualities (such as duration and number of targets) that rely on caster level, as well as caster level checks made to overcome spell resistance. The bonus caster levels don't grant higher-level spell slots or cause the recipients to learn new spells.



## THE DEITY THAT GRANTS CHARM, DEATH, EVIL, KNOWLEDGE, TRICKERY

**Obedience:** While moving through a crowd of people (at least six individuals), whisper a prayer to **your deity** so quietly that no one hears you. If you suspect a member of the crowd heard you, you must follow that individual and prick her with a poisoned needle or other sharp implement. If you can't locate a suitable crowd, dig a hole at least 6 inches deep in the ground, whisper your prayers into the hole, and bury the sound. At the end of your obedience, dip a needle in poison and leave it on a road, jutting from a windowsill, or anywhere else a passerby might inadvertently prick herself.



# APPENDIX I: ADDITIONAL RULES

Gain a +3 profane bonus on Bluff checks and on Diplomacy checks to gather information.

## BOONS

**1: Poison Tongue (Sp)** *command* 3/day, *distressing tone*<sup>1</sup> 2/day, or *suggestion* 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Magic*

**2: Masterful Poisoner (Ex)** You know the best techniques for storing and applying poisons. Your knowledge of the proper methods of handling and applying poisons grants them additional potency. The saving throw DC of any poison you use increases by 2. This effect applies only to poisons you administer directly, including applying the poison to a weapon you use. Giving the weapon to another person reduces the poison's efficacy back to normal, as the weapon's new owner does not have your skill at storing and using the poisoned item.

**3: Virulent Ally (Sp)** Once per day as a standard action, you can summon a piscodaemon (see *Pathfinder Roleplaying Game Bestiary* 2) to serve you. The piscodaemon follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home. The piscodaemon doesn't follow commands that would cause it to act in altruistically good ways, and could attack you if a command is particularly egregious.

## THE DEITY THAT GRANTS DEATH, EVIL, MAGIC, STRENGTH, WAR

**Obedience:** Cover a table (or suitable flat surface) with a black velvet cloth and spread a feast atop it. If you are in the wilderness or another area where fine food is not readily available, load the table with the best quality food you can find in whatever amount you have. Eat to the point of painful fullness, sipping wine between dishes and reciting a prayer to **your deity**. At the end of the hour, consume a piece of rotten fruit, rancid meat, moldy cheese, or other spoiled bit of food. Trust in **your deity** to protect you from any sickness or disease that might follow. Treat your caster level as 1 higher when casting necromancy spells.

## BOONS

**1: Master of Undeath (Sp)** *inflict light wounds* 3/day, *desecrate* 2/day, or *animate dead* 1/day

**2: Bolstering Channel (Su)** When you channel negative energy to heal undead creatures, you infuse the targets with negative energy made more powerful by **your deity**'s influence. Any undead creatures healed by your channeled energy increase their movement speed by 10 feet for 1 round for every Hit Die you possess.

**3: Ally from the Grave (Sp)** **Your deity**'s servants have taken notice of your deeds and answer your call. Once per day as a standard action, you can summon a bhuta (see *Pathfinder Roleplaying Game Bestiary* 3) to serve you. You gain telepathy with the bhuta to a range of 100 feet. The bhuta follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home. It doesn't obey commands that would make it perform overly good acts, and such instructions could cause it to attack you if they are particularly egregious.

## THE DEITY THAT GRANTS AIR, CHARM, GOOD, LUCK, PROTECTION

**Obedience:** Paint a small picture, compose a short poem or song, dance a scene from a ballet, or create another work of art, whispering praise to **your deity**'s beauty and grace as you do so. The art piece need be neither large nor complex, but heartfelt and made to the best of your ability. Gift the piece of art to a stranger and pay her a sincere compliment as you do so. If there are no suitable individuals around to receive the gift, leave it in an obvious place with a note praising **your deity** and asking whoever finds it to take it with your warmest wishes. Gain a +4 sacred bonus on Craft and Perform checks.

## BOONS

**1: Devotionals (Sp)** *unbreakable heart*<sup>1</sup> 3/day, *calm emotions* 2/day, or *good hope* 1/day

<sup>1</sup>See Spells in Appendix I: Additional Rules

**2: Joyous Ally (Sp)** Your sense of beauty and the loyalty you bear your goddess have attracted the notice of her celestial servants. Once per day as a standard action, you can summon a lillend azata from **your deity**'s divine realm to aid you. You gain telepathy with the lillend to a range of 100 feet. The lillend follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back



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to its home. The lillend doesn't follow any commands that would cause it to commit evil acts or destroy works of art, and the creature could even attack you if the command is particularly egregious.

**3: Plumed Blade (Su)** Even in battle, you partake of the beauty and joy with which **your deity** graces her devoted followers. As a free action, you can cause an illusion of brightly colored feathers to follow every swipe and motion of your weapon. When you do so, a single weapon you hold gains the **holy** and **shock** weapon special abilities. (You can use this ability on a ranged weapon, but can't apply it directly to a piece of ammunition.) If you drop the weapon or give it away, this ability's effects immediately end. You can grant weapons this ability for a number of rounds per day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). The rounds don't need to be consecutive.

## NG DEITY THAT GRANTS FIRE, GLORY, GOOD, HEALING, SUN

**Obedience:** **Your deity** values the redemptive powers of compassion and patience, and extends them to all who might be capable of good. Offer to heal a stranger of his wounds, either by using the powers granted to you by **your deity** or with a potion, scroll, or other item you possess. Tell the stranger it is by the will of **your deity** that you share your healing gifts. You may also use your Heal skill to perform this act of healing service. If you can't find a stranger who will accept your offer, stand beneath the open sky during the daylight hours. Blindfold yourself with a red-and-gold scarf and try to locate the sun in the sky through the layers of fabric. Gain a +2 sacred bonus on Perception checks.

## BOONS

**1: Brightness (Sp)** *dancing lantern*<sup>1</sup> 3/day, *continual flame* 2/day, or *daylight* 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Advanced Player's Guide*

**2: Healing Sunburst (Su)** You can transmute the sun's burning rays into brilliant, healing fire. You can add your exalted levels to any cleric levels you have to calculate the power of your channel energy ability. In addition, you can spend three of your daily uses of your channel energy ability to channel an especially powerful burst of healing

that manifests as a bright burst of sunlight around you. Anyone healed by your channeled energy sunburst who is currently suffering from poison or a nonmagical disease can immediately attempt a new saving throw with a +2 sacred bonus to end the poison or disease effect.

**3: Angelic Ally (Sp)** Once per day as a standard action, you can summon a movanic deva (see *Pathfinder Roleplaying Game Bestiary 2*) to aid you. You gain telepathy with the movanic deva to a range of 100 feet. The deva follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home. The deva doesn't follow commands that would cause it to violate its alignment by committing evil acts, and it could even attack you if the command is particularly egregious.

## DEMONIC OBEDIENCES

Each of the demonic obediences below grants special abilities to the faithful of one specific demon lord. As with the deities in this book, the demon lords here are listed by alignment (always chaotic evil) and granted domains.

## CHAOTIC EVIL DEMON LORD THAT GRANTS AIR, CHAOS, EVIL, TRICKERY

**Obedience:** String up the intestines of a freshly killed creature somewhere that will attract the attention of hungry birds (such as the branches of a tree or the crenellations of a tower), then meditate on the offering. Gain a +4 profane bonus on all saving throws against effects from flying creatures and compulsion effects.

## BOONS

**1: Whispers on the Wind (Sp)** *charm person* 3/day, *enthrall* 2/day, or *fly* 1/day

**2: Possession (Sp)** You can cast magic jar once per day as a spell-like ability. You can use a holy symbol or a statue of **your demon lord** as your receptacle—if you do so, you can determine the exact creature type and position of all potential life forces you're capable of possessing. This ability is the equivalent of a 7th-level spell.

**3: True Temptation (Sp)** If any creature **speaks your demon lord's** name aloud three times with

# APPENDIX I: ADDITIONAL RULES

a single breath, and that creature is within 60 feet of you, you can cast quickened *charm monster* on that creature as an immediate action. You can use this power up to three times per day. Creatures with fly speeds take a –4 penalty on saves against this effect. If a creature that fails its save against this effect has protection from evil or a similar effect activated, that effect is immediately and automatically dispelled. You can use this ability against a creature that has not invoked **your demon lord**'s name, but if you do so, it functions as a normal (non-quickened) *charm monster* spell that does not dispel *protection from evil* effects. This ability is the equivalent of a 9th-level spell.

## CHAOTIC EVIL DEMON LORD THAT GRANTS ANIMAL, CHAOS, EVIL, STRENGTH

**Obedience:** Remain motionless for 55 minutes, and then spend the last 5 minutes speaking 50 observations regarding your surroundings into a hollowed-out bull's horn. Gain immunity to *maze* and a +4 profane bonus on saving throws against confusion and insanity effects.

### BOONS

**1: Conspirator's Whisper (Sp)** *summon monster I* 3/day, *misdirection* 2/day, or *beast shape I* 1/day

**2: Minotaur Form (Su)** Once per day, you may change shape into a minotaur for 1 hour. When you do so, you gain a +4 size bonus to Strength, but suffer a –2 penalty to Charisma. If you are actually a minotaur, this ability instead allows you to assume a humanoid form at will (this change of form does not alter your ability scores).

**3: Maze of Madness (Sp)** Extended *maze* 1/day.

## CHAOTIC EVIL DEMON LORD THAT GRANTS AIR, CHAOS, EVIL, TRICKERY

**Obedience:** Inscribe several of the 23 riddles of the flesh (an interlocked series of conundrums, the answer to which no mortal has achieved) on your own flesh with a tiny bone knife carved from a child's rib. Gain a +4 profane bonus on Will saving throws against sonic and language-dependent effects.

### BOONS

**1: Sphinx's Secret (Sp)** *hold portal* 3/day, *touch of idiocy* 2/day, or *shrink item* 1/day

**2: Portal Jump (Sp)** Once per day as a swift action, you can step through one doorway, arch, or window and emerge from another at any point within 500 feet. This is a teleportation effect similar to *dimension door*, but you do not become disoriented when you use this ability. This ability is the equivalent of a 7th-level spell.

**3: Create Portal (Sp)** Once per day, you may use *gate* as a spell-like ability, but only to create a *gate* as a mode of planar travel, not as a method of calling creatures. This ability is the equivalent of a 9th-level spell.

## CHAOTIC EVIL DEMON LORD THAT GRANTS ANIMAL, CHAOS, DESTRUCTION, EVIL

**Obedience:** Bind a living creature so only a few key portions of anatomy (such as the belly, mouth, or eyes) remain exposed, allowing you to torment these exposed areas with needles, tiny knives, or poisonous vermin. Gain a +4 profane bonus on grapple checks and to CMD.

### BOONS

**1: Demonic Embrace (Sp)** *animate rope* 3/day, *web* 2/day, or *snare* 1/day

**2: Spider's Blessing (Sp)** You can use *poison* and *vermin shape II*<sup>1</sup> once per day each as spell-like abilities.

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Magic*

**3: Temporal Web (Sp)** Once per day, you may use *temporal stasis* heightened to function as a 9th-level spell. The target of this ability appears to be wrapped tightly in spiderwebs. You can maintain up to three targets in a *temporal web* at a time—if you use this ability on a fourth target, you must select one of the other three targets to immediately release. This ability is the equivalent of an 9th-level spell.

## CHAOTIC EVIL DEMON LORD THAT GRANTS ANIMAL, CHAOS, EVIL, PLANT

**Obedience:** Ingest hallucinogenic jungle plants and then beat a complex rhythm on a large drum made of human skin and bones while chanting prayers to **your demon lord**. Gain a +4 profane bonus on saves against disease and poison caused by exposure to the jungle or creatures native to jungles.



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## BOONS

**1: Jungle's Wrath (Sp)** *entangle* 3/day, *bull's strength* 2/day, or *summon monster III* (fiendish ape only) 1/day

**2: Summon Child of Demons (Sp)** Once per day as a swift action, you can summon an advanced fiendish girallon, 1d3 advanced fiendish dire apes, or 1d4+1 advanced fiendish apes as if by casting *summon monster VI*.

**3: Jungle's Might (Su)** You gain a +2 profane bonus to Strength and a +2 bonus on all Fortitude saving throws.

## CHAOTIC EVIL DEMON LORD THAT GRANTS ANIMAL, CHAOS, EVIL, STRENGTH

**Obedience:** In a cavern, impale a living sacrifice on a stalagmite so that the creature does not die immediately. Dance around the sacrifice while shouting prayers to **your demon lord**, taking time every 10 minutes to push the impaled creature further down the stalagmite. Time the dance so that at the end, the creature is at the stalagmite's base—it need not survive to the end of the dance. Gain a +4 profane bonus on saving throws against special attacks and spells originating from reptilian creatures.

## BOONS

**1: Demonic Blessing (Sp)** *charm animal* (reptiles only) 3/day, *darkness* 2/day, or *greater magic fang* 1/day

**2: Children of the Caves (Sp)** Once per day you can use *summon monster IX* as a spell-like ability, but only to summon 1 fiendish tyrannosaurus, 1d3 fiendish elasmosauruses, or 1d4+1 fiendish ankylosauruses.

**3: Primeval Might (Ex)** You become infused with primeval power, and gain a +4 profane bonus to Constitution and your natural armor.

## CHAOTIC EVIL DEMON LORD THAT GRANTS ANIMAL, CHAOS, EVIL, SUI

**Obedience:** Pray to **your demon lord** while lying prone on sand for an hour, during which time you must eat at least one live scorpion. Gain a +4 profane bonus on saves against poison from vermin and effects that cause fatigue or exhaustion.

## BOONS

**1: Desert's Wrath (Sp)** *endure elements* 3/day, *glitterdust* 2/day, or *searing light* 1/day

**2: Raise Scorpion (Su)** Once per day, you may cause a dead body within 60 feet to transform into a fiendish giant scorpion under your mental control. This transformation lasts for 1 round per level, after which the scorpion returns to its original corpse form. This is a polymorph effect.

**3: Dehydrating Strike (Su)** Once per day as a swift action, at any point when you successfully inflict damage on a target, you can cause that target to become instantly and painfully dehydrated if it fails a Fortitude save (DC = 10 + 1/2 your HD + your Constitution modifier). If the save is successful, the victim is staggered for 1 round. If the save fails, the victim takes 1d10 points of Strength drain, is stunned for 1 round, and is then staggered for 1d4 rounds after recovering from being stunned.

## CHAOTIC EVIL DEMON LORD THAT GRANTS ANIMAL, CHAOS, EVIL, TRICKERY

**Obedience:** Under the night sky, you must offer up prayers to the moon. On nights when there is no moon, you must supplement your prayers by sacrificing an intelligent creature of your own race by tearing out its throat with your teeth and feeding on the still-warm body. Gain a +4 profane bonus on all saving throws made when the moon is visible in the night sky.

## BOONS

**1: Gift of the Moon (Sp)** *charm animal* 3/day, *summon nature's ally II* (1 fiendish wolf or 1d3 wolves only) 2/day, or *beast shape I* 1/day

**2: Afflicted Lycanthrope (Su)** You contract lycanthropy and become a werewolf (even if you normally couldn't gain that template). If you are already a werewolf, you become a true lycanthrope. If you are already a true lycanthrope, you gain a +2 bonus to Strength and Constitution.

**3: True Lycanthrope (Su)** You can use your lycanthropic change shape ability as a swift action. You become a true lycanthrope if you were an afflicted lycanthrope. If you are already a true lycanthrope, you gain another +2 bonus to Strength and Constitution.

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## CHAOTIC EVIL DEMON LORD THAT GRANTS ARTIFICE, CHAOS, EVIL, STRENGTH

**Obedience:** Practice the Divine Experiment by following the procedure to transmute lead into gold; this process normally requires a philosopher's stone, but for this obedience, the thaumaturge can substitute any material for lead—it's not the actual transmutation that functions as the obedience, but the act of going through the motions. Gain a +4 profane bonus against transmutation effects.

### BOONS

**1: Truth in the Flesh (Sp)** *enlarge person* 3/day, *alter self* 2/day, or *beast shape I* 1/day

**2: Transformation (Sp)** Extended *transformation* once per day.

**3: Master of Shapes (Su)** You gain the shapechanger subtype. Your body can react instantaneously to mitigate attacks, granting immunity to critical hits and sneak attacks (which are treated as normal attacks). Whenever you are affected by a polymorph effect, you heal 4d8 points of damage.

## CHAOTIC EVIL DEMON LORD THAT CHAOS, CHARM, EVIL, TRICKERY

**Obedience:** Perform an act of cruelty upon a nonbeliever of **your demon lord** after spending an hour observing the nonbeliever—preferably from a vantage unknown by the victim. This act must, at the very least, incite the victim to tears or anger. Gain a +4 profane bonus on saves against illusions.

### BOONS

**1: Witch's Trick (Sp)** *disguise self* 3/day, *misdirection* 2/day, or *bestow curse* 1/day

**2: Elder's Grace (Ex)** You immediately age into the next age category, taking all of the appropriate bonuses to mental ability scores without any of the penalties to physical ability scores. If you are venerable when you achieve the boon, you die and become a ghost. Any illusion effect you create gains a +2 profane bonus to the save DC.

**3: Shriek of the Damned (Sp)** Once per day you may use *wail of the banshee*.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, CHARM, DARKNESS, EVIL

**Obedience:** Ingest a dose of psychedelic plants or fungi and engage in any number of sexual acts (either alone or with others), during which at least a pint of blood must be shed. Gain a +4 profane bonus on saves against blindness and charm effects.

### BOONS

**1: The Lady's Charms (Sp)** *charm person* 3/day, *darkness* 2/day, or *suggestion* 1/day





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**2: Instant Blindness (Sp)** Three times per day, you can cast quickened *blindness/deafness*.

**3: Dominate Thrall (Sp)** Once per day, you may cast *dominate monster*. You may only have one creature dominated at a time via this effect, but the effects are permanent until you dominate a new target, at which point the previous target is released from domination but is stunned for 1d4 rounds.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, CHARM, EVIL, TRAVEL

**Obedience:** Achieve sexual release, either alone or with a partner, and then defile a page torn from the religious canon of a lawful good deity. Gain a +4 bonus on saves against enchantment effects.

### BOONS

**1: Sins of the Flesh (Sp)** *charm person* 3/day, *eagle's splendor* 2/day, or *beast shape I* 1/day

**2: Compelling Voice (Su)** Your mind-affecting effects become harder to resist. Increase the save DC of such effects created by you by +1, or by +2 when used against an intelligent creature that could be sexually attracted to you.

**3: Truth in the Flesh (Sp)** *Shapechange* 1/day.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, DARKNESS, EVIL, MADNESS

**Obedience:** You must start an obedience to **your demon lord** at exactly the start of an hour. You must spend this hour bound with chains, rope, manacles, a straitjacket, or some similar restraint. While bound, you must recite prayers to **your demon lord** and strain against your bindings enough to leave marks on your flesh for the remainder of the day. Gain a +4 profane bonus to your CMD.

### BOONS

**1: Maiden's Cry (Sp)** *lesser confusion* 3/day, *hold person* 2/day, or *ray of exhaustion* 1/day

**2: Binding Touch (Sp)** Once per day, you can use *binding*, but only at a range of touch. You need not expend any material components to use this ability, nor can assistants aid you in its casting. You can only have one creature affected by this ability at any one time. If you successfully use this ability on a second creature, the previously bound creature is immediately freed. This ability is the equivalent of a 7th-level spell.

**3: Unwind the Clock (Sp)** You can use *time stop* once per day.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, DEATH, EVIL, KNOWLEDGE

**Obedience:** You must partake of a cannibal feast; the body upon which you feed must either be at least a week old or be eaten while atop a grave. Gain a +4 profane bonus on all saving throws against paralysis and against disease effects from undead.

### BOONS

**1: Kiss of the Grave (Sp)** *deathwatch* 3/day, *ghoul touch* 2/day, or *speak with dead* 1/day

**2: Undead Minion (Sp)** You can cast *create undead* once per day. The undead that is created obeys you without question. If you use this ability to create a new undead minion, the previous undead is destroyed.

**3: Ghoulish Apotheosis (Ex)** The next time you die, you rise as a ghoul after 24 hours. Your type changes to undead and you lose all the abilities of your previous race, replacing them with +2 natural armor, darkvision 60 feet, channel resistance +2, and a ghoul's physical attacks. You do not change your total Hit Dice or alter your ability scores. If you achieve this boon when you're already an undead creature, you instead gain a +4 profane bonus to Charisma.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, DEATH, EVIL, MAGIC

**Obedience:** Grind a half-pound of bones from the skeleton of a sentient creature, mix with water to create a gray paste, and then eat it at the end of a long recitation of prayers to **your demon lord**. Gain a +4 profane bonus on all saving throws against death and negative energy effects.

### BOONS

**1: Necromancer's Secrets (Sp)** *detect undead* 3/day, *command undead* 2/day, or *vampiric touch* 1/day

**2: Invoke Death (Sp)** Once per day, you may use *slay living* as a spell-like ability. A creature slain by this spell immediately rises from death as a juju zombie (see *Pathfinder Roleplaying Game Bestiary* 2). The zombie is not under your control,



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but it will not attack you. This ability is equivalent to a 7th-level spell.

**3: Call the Dead (Sp)** Once per day, you may summon a nightwing (see *Pathfinder Roleplaying Game Bestiary* 2), 1d3 devourers, or 1d4+1 advanced mohrgs as if using *summon monster IX*.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, DEATH, EVIL, MADNESS

**Obedience:** Drink some of the blood of a willing creature, and allow the same creature to drink some of your own blood, after which you must meditate on the teachings of **your demon lord**. Alternatively, you can feed on the flesh of a creature of your own race until you are full. Gain a +4 profane bonus on all saving throws against the supernatural abilities of undead creatures.

### BOONS

**1: Demoniac Favor (Sp)** *deathwatch* 3/day, *spider climb* 2/day, or *vampiric touch* 1/day

**2: Blood is Life (Su)** Once per day as a full-round action, you may drink the blood of a creature that has been dead for no more than an hour to gain the benefits of *heroes' feast* and *death knell* for 1 hour. The blood imbibed must come from a creature with a minimum CR of your character level –2.

**3: Vampirism (Su)** Once per day, you may infuse yourself with the qualities of a vampire. Apply the vampire template to yourself for the duration of this effect, which lasts for 1d6 rounds plus an additional number of rounds equal to your Charisma bonus. When the effect ends, you are staggered for 1d4 rounds. If you are already a vampire, you gain the advanced template for the duration of this effect.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, DEATH, EVIL, REPOSE

**Obedience:** Meditate in a closed coffin partially filled with worm-infested soil or leech-infested mud. During the obedience, you must swallow or inhale at least a dozen living worms or leeches. Gain a +4 profane bonus against effects that cause slowness or magical aging, or anything that damages, drains, or penalizes ability scores.

### BOONS

**1: Blessing of the Worm (Sp)** *ray of enfeeblement* 3/day, *gentle repose* 2/day, or *slow* 1/day

**2: Curse of Brittle Bones (Sp)** Once per day, you can use a powerful *bestow curse*, heightened to a 7th-level spell. This special curse causes the creature cursed to suddenly grow to venerable age. This curse imparts a –6 penalty to Strength, Dexterity, and Constitution, but does not grant any bonus to Intelligence, Wisdom, or Charisma. This ability is the equivalent of a 7th-level spell.

**3: Conqueror Worm (Sp)** You can use *summon monster IX* once per day, but only to summon one advanced fiendish purple worm.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, DEATH, EVIL, WATER

**Obedience:** Drown a living creature in swamp water (or at the very least, in muddy water), then impale the dead body on a sharp branch so wild creatures can feast on it. After impaling the creature, you must spend the rest of your obedience meditating on the sound of fluid dripping from its sodden body. Gain a +4 profane bonus on saves against disease and poison caused by exposure to the jungle or creatures native to swamps.

### BOONS

**1: Swamper's Boon (Sp)** *jump* 3/day, *summon swarm* 2/day, or *water walk* 1/day

**2: Warty Skin (Ex)** Your skin grows thick and warty, increasing your base natural armor bonus by +3.

**3: Summon Froghemoth (Sp)** Once per day, you may summon a fiendish froghemoth as if using *summon monster IX*.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, DESTRUCTION, EVIL, NOBILITY

**Obedience:** Perform an autopsy on a creature killed within the last 24 hours, using bare hands instead of tools as much as possible. Gain a +4 profane bonus against effects that cause bleed and figment illusions.

### BOONS

**1: Killer's Finesse (Sp)** *true strike* 3/day, *invisibility* 2/day, or *keen edge* 1/day

**2: Life in Blood (Su)** You treat bleed effects as fast healing. For example, if you suffer an effect that causes bleed 5, you do not take any damage from the effect and instead gain fast healing 5. This effect ends whenever you are fully healed.



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**3: Murderer's Wrath (Ex)** You gain sneak attack +3d6. This increase to sneak attack damage stacks with sneak attack damage you may have from other sources. Whenever you inflict sneak attack damage with a slashing weapon, you inflict +2 points of damage per sneak attack die.

**CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, DESTRUCTION, EVIL, WAR**

**Obedience:** Meditate while allowing insects or worms of any type to crawl upon your body—if no such vermin is available, you must instead lie



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facedown in a trench dug into soil and mouth prayers to **your demon lord** into the dirt while scratching yourself with sharp bits of bone or wood. Gain a +4 profane bonus on all saving throws against disease and against effects caused by vermin.

## BOONS

**1: Swarming Susurrus (Sp)** *inflict light wounds* 3/day, *summon swarm* 2/day, or *summon monster III* (vermin only) 1/day

**2: Swarm Walker (Su)** You can walk through any swarm without fear of taking damage or suffering any ill effects—swarms recognize you as one of their own. As long as you stand within a swarm, you gain a +4 profane bonus on Initiative checks and on all saving throws.

**3: Swarm Master (Sp)** Quickened *insect plague* 1/day.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, DESTRUCTION, EVIL, WATER

**Obedience:** Offer a bowl of fresh blood to **your demon lord** by speaking prayers over the blood and then emptying the blood into the sea. The bowl must be made of gold and inscribed with runes sacred to **your demon lord**—such a bowl must be worth no less than 100 gp, but can be reused for multiple obediences. Gain a +4 profane bonus against the extraordinary or supernatural attacks of creatures with the aquatic or water subtype.

## BOONS

**1: First Oath (Sp)** *speak with animals* (aquatic animals only) 3/ day, *disfiguring touch*<sup>1</sup> 2/day, or *summon monster III* (aquatic creatures only) 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Magic*

**2: Second Oath (Ex)** You become immune to damage from water pressure, and gain the ability to breathe water, a +2 profane bonus to Constitution, and a swim speed equal to your base land speed (or increase your current swim speed by 30 ft.).

**3: Third Oath (Sp)** *Dominate monster* 1/day (aquatic creatures only).

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, DESTRUCTION, EVIL, WATER

**Obedience:** Submerge a small, severed piece of a human body in a vial of acid and chant praise to **your demon lord** as the flesh dissolves. Gain a +4 profane bonus on all saving throws against poison.

## BOONS

**1: Sign of Faceless Demons (Sp)** *grease* 3/day, *delay poison* 2/day, or *slow* 1/day

**2: Poisonous Touch (Sp)** Up to 3 times per day, you may use *poison* as a spell-like ability. If you make an attack with a melee weapon, you may activate this ability as a swift action as part of your attack, targeting the foe struck with the effect. This ability is the equivalent of a 7th-level spell.

**3: Call Forth the Spawn (Sp)** Thrice per day you may use *destruction* as a spell-like ability. The body of a creature slain by this ability immediately transforms into an ochre jelly under your mental control. Ochre jellies created by this ability melt away into noxious residue after 1 hour. This ability is the equivalent of a 9th-level spell.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, EARTH, EVIL, PLANT

**Obedience:** Eat moldering flesh rife with parasitic worms and drink putrid alcohol distilled from strange fungi during a 1-hour feast. You gain a +4 profane bonus on all saving throws against disease and effects that cause nausea.

## BOONS

**1: Sickness Within (Sp)** *ray of enfeeblement* 3/ day, *warp wood* 2/ day, or *contagion* 1/day

**2: Parasitic Link (Su)** Once per day with a successful touch attack, you can infest a living creature with tiny worms and gnawing mites unless the target makes a Fortitude save (DC 10 + 1/2 your HD + your Constitution modifier). These parasites retain an unholy link to you, draining that creature's energy and transferring it to you. This infestation persists for 10 rounds, during which you act as if *hasted* and the infested victim is staggered. As a swift action, you can quicken the parasitic infestation—this reduces the remaining duration by 1 round, but causes the parasites to chew and feed at an accelerated rate, dealing 1d2 points of Constitution damage to the target. You can only maintain a parasitic link with one creature at a time. These parasites count as a disease effect.

**3: Fungal Ruin (Sp)** Once per day, you may target a creature with a *destruction* spell. A creature slain by this effect crumbles into a mound of russet



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mold that immediately releases a cloud of spores in a 20-foot-radius burst. This ability functions as a 9th-level spell.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, EARTH, EVIL, STRENGTH

**Obedience:** Perch atop a high outcrop and look out over the surrounding terrain. If the outcrop is in an uninhabited area, you need do nothing more but wait for an hour, but if the outcrop is in an inhabited area (such as a city), no passersby should realize you are a living thing—any who do must be slain before the hour's end. Gain a +4 profane bonus on saving throws against effects that cause sickness, nausea, fatigue, or exhaustion.

### BOONS

**1: Gargoyle's Gift (Sp)** *sanctuary* 3/day, *shatter* 2/day, or *vampiric touch* 1/day

**2: Glutton's Feast (Sp)** You can cast *heroes' feast* once per day. The food created by this effect consists of raw or rotting meat and rancid milk. Those who partake of this feast consume their food shockingly fast, as if they were starving—it takes only 1 minute to gain the effects of this spell. Nonworshippers of **your demon lord** must make a Fortitude save (16 + your Charisma modifier) to avoid being sickened by the feast for 6 hours (though all other benefits of the feast still apply). This ability is the equivalent of a 7th-level spell.

**3: Death-Stealing Gaze (Su)** You gain the death-stealing gaze ability of a nabasu. You can activate this ability as a free action, and can use it for up to 3 rounds per day plus an additional number of rounds equal to your Constitution bonus—these rounds need not be consecutive. The saving throw to resist this gaze is equal to 10 + 1/2 your HD + your Charisma modifier. Nabasu demons who gain this boon can use their death-stealing gaze at will, regardless of their total number of growth points.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, EVIL, FIRE, SUN

**Obedience:** Offer prayers to **your demon lord** during an hour-long ritual of self-flagellation with a salt-encrusted whip—the ritual must end at noon. If this obedience does not take place under the light of the sun, you must end the ritual by swallowing a

handful of sand and salt. Gain a +4 profane bonus on all Fortitude saving throws against effects that cause fatigue or exhaustion, or that damage, drain, or penalize ability scores.

### BOONS

**1: Desert's Embrace (Sp)** *endure elements* 3/day, *scorching ray* 2/day, or *daylight* 1/day

**2: Demonic Breath (Sp)** You can cast *sunbeam* once per day—the beam of sunlight created by this ability issues from your open mouth.

**3: Desiccating Pulse (Sp)** You can cast *horrid wilting* three times per day.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, EVIL, FIRE, WAR

**Obedience:** Burn a valuable nonmagical object (something worth at least 100 gp) or any living creature as an offering and eat the ashes. Gain a +4 profane bonus on all saving throws against fire effects.

### BOONS

**1: Fire's Harlot (Sp)** *burning hands* 3/day, *flaming sphere* 2/day, or *fireball* 1/day

**2: Flame's Consort (Ex)** Gain fire resistance 30. If you are immune to fire, you may instead gain cold resistance 30. You may change to cold resistance if you gain immunity to fire at a point after you gain this boon.

**3: Awaken Flames (Su)** As a standard action once per day, you may call forth an elder fire elemental from any flame source. Alternatively, you may activate this ability as a swift action during the casting of any fire spell. The elemental appears immediately, and you can direct its actions as a free action via telepathy. The elemental is considered called, not summoned, and remains your minion for 1 hour.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, EVIL, FIRE, WEATHER

**Obedience:** You must cavort naked atop a hill, rooftop, or mountaintop during a storm, or else ritualistically sever the fingers, toes, then arms and legs of a nonevil being, burning each severed fragment to ash before moving on to the next. Gain a +4 profane bonus on all saving throws against weather-related effects and spells.

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## BOONS

**1: Storm Breath (Sp)** *obscuring mist* 3/day, *gust of wind* 2/day, or *call lightning* 1/day

**2: Earthshaker (Sp)** You can cast *earthquake* once per day, but this ability only affects a 40-foot-radius spread. This ability is the equivalent of a 7th-level spell.

**3: Invoke the True Storm (Sp)** You can cast *storm of vengeance* once per day.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, EVIL, KNOWLEDGE, MAGIC

**Obedience:** Self-flagellate with a small whip or tree branch, punctuating each stroke with utterances of mystic words of power. Gain a +4 profane bonus on saves against charm effects and written magical effects.

## BOONS

**1: Secret Lore (Sp)** *identify* 3/day, *augury* 2/day, or *illusory script* 1/day

**2: Heretical Revelation (Su)** Up to three times per day, you can whisper terrible secrets to an adjacent target as a standard action. The target can resist with a Will save (DC = 10 + 1/2 your HD + your Charisma modifier). If the target fails its save, it is stunned for 1 round, then confused for 1d4 rounds, and then nauseated for 2d6 rounds. This is a mind-affecting effect.

**3: Penultimate Incantation (Sp)** Up to three times per day, you can affect a single creature within 60 feet with a targeted *greater dispel magic*. Each spell or effect dispelled inflicts fire damage to the target equal to the result of your caster level check made to dispel that effect. This ability is the equivalent of a 9th-level spell.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, EVIL, LUCK, TRICKERY

**Obedience:** Torture a living creature that is smaller than your size category on a mechanical device that utilizes blades or spikes, or torture a bound creature of any size with a knife. The creature must remain alive for the duration, and must die within 1 minute of the obedience's end. Gain a +4 profane bonus on saves against illusions and a +4 profane bonus to AC against traps that inflict slashing damage.

## BOONS

**1: Sadist's Trick (Sp)** *magic weapon* 3/day, *phantom trap* 2/day, or *snare* 1/day

**2: Deeper Cuts (Ex)** When you damage a creature with a slashing weapon or effect that deals slashing damage, at your discretion you may add a bleed 5 effect to the target.

**3: Demoniac Kiss (Sp)** Empowered *blade barrier* 1/day (you are immune to the effects of this *blade barrier*).

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, EVIL, MADNESS, TRICKERY

**Obedience:** Perform a ritualized suicide by first scribing a note lambasting your enemies and then pretending to kill yourself via strangulation or cutting. Gain a +4 profane bonus on saving throws against mind-affecting effects.

## BOONS

**1: Heretic's Hiss (Sp)** *command* 3/day, *whispering wind* 2/day, or *suggestion* 1/day

**2: Heresy (Su)** Once per day as a standard action, you can utter blasphemy or heresy against a single religion other than the worship of a demon lord. A worshiper of the targeted religion must be able to hear your utterance, or this ability fails. You gain SR equal to your HD + 11 against spells cast by worshipers of the religion you spoke out against—this SR lasts until you use this ability again to blaspheme a different religion (as long as you continue your daily obedience, this SR persists until you select a different religion).

**3: Mass Suicide (Sp)** You can cast *weird* once per day as a spell-like ability. Rather than assault the victims with images of fear, this ability assaults the targets with images and sensations of crippling sadness and despair. Those who succumb to the spell and die do so at their own hands. If no method of suicide is available for one who succumbs to this effect, the victim simply dies outright of sadness. This effect is equivalent to a 9th-level spell.

## CHAOTIC EVIL DEMON LORD THAT GRANTS CHAOS, EVIL, STRENGTH, WAR

**Obedience:** Spill the blood of a living creature onto snow-covered ground; the creature must remain alive during the entire obedience, and must



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die within a minute of the obedience's end. Gain a +4 bonus on all saving throws against cold.

## BOONS

**1: Frozen Wrath (Sp)** *chill touch* 3/day, *bull's strength* 2/day, or *sleet storm* 1/day

**2: Cold's Caress (Ex)** Gain cold resistance 30. If you are immune to cold, you may instead gain fire resistance 30. You may change to fire resistance if you gain immunity to cold at a point after you gain this boon.

**3: Wrath of Frost (Sp)** You can cast *giant form I* once per day. Three times during this ability's duration, you can cast an empowered *cone of cold* as a spell-like ability. This ability is the equivalent of a 9th-level spell.

## EMPYREAL LORD OBEDIENCES

Each of the empyreal lord obediences below grants special abilities to the faithful of one specific empyreal lord. Unlike the deities in this book, many empyreal lords have names that have been released in the PRD, and thus are listed by name here.

### ANDOLETTA, GRANDMOTHER CROW (ARCHON)

**Obedience:** Recite the Obeisance of **Magnificent Salvation** from memory while weaving a small basket from willow branches and filling the basket with food, money, or other sources of comfort to give to the poor at your next opportunity. Gain a +4 sacred bonus on saving throws against spells that deal non-energy hit point damage.

## BOONS

**1: Comfort of Faith (Sp)** *sanctuary* 3/day, *align weapon* (law or good only) 2/day, or *magic circle against chaos/evil* 1/day

**2: Demanding Presence (Sp)** You can cast silenced *dictum* once per day.

**3: Divine Gaze (Su)** Your eyes become the golden eyes of a crow. You gain darkvision out to a range of 60 feet (or, if you already have darkvision, extend your current range by 60 feet). Once per day as a standard action, you can shower yourself and any allies within 30 feet

with divine light from your eyes, granting each affected target a +4 sacred bonus to AC, a +4 resistance bonus on all saving throws, and SR 25 for 1 round per HD you possess.

### ARSHEA, SPIRIT OF ABANDON (ANGEL)

**Obedience:** Achieve sexual release by yourself or with one or more partners. Praise the most beautiful aspects of yourself and any partners aloud, and offer a prayer to Arshea while still naked. Gain a +4 sacred bonus on Charisma checks and Charisma-based skill checks when interacting with an intelligent creature who could be sexually attracted to you.

## BOONS

**1: Arshea's Charmer (Sp)** *disguise self* 3/day, *mirror image* 2/day, or *charm monster* 1/day

**2: Flawless Form (Su)** Gain an armor bonus equal to your Charisma modifier (minimum +1) whenever you wear revealing clothing and no armor.

**3: Liberation (Sp)** You can cast *freedom* once per day.

### BHARNAROL, THE TEMPERED INVENTOR (AGATHION)

**Obedience:** Perform the motions of your preferred method of creation while letting your mind center on the teachings of Bharnarol. Follow any creative thoughts that arise to their conclusion. Gain a +4 sacred bonus to AC against attacks made by constructs and a +4 sacred bonus on saves against spells and effects cast by constructs.

## BOONS

**1: Inventor's Tools (Sp)** *grease* 3/day, *fox's cunning* 2/day, or *secret page* 1/day

**2: Improve Item (Su)** Three times per day, you can enhance the effects of a magic item that either is consumed during use or has charges. As a swift action, you can enhance a held expendable item's effects as if using either the Empower Spell, Enlarge Spell, or Extend Spell metamagic feat. You must use the item during the same round you improve it in order to gain the benefits of the selected metamagic feat.



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**3: Transmogrify (Sp)** You can cast extended *polymorph any object* once per day.

## BLACK BUTTERFLY, THE SILENCE BETWEEN (AZATA)

**Obedience:** Perform an anonymous act of charity without speaking to or gazing upon whoever will benefit from your act. If you accidentally see or speak to the person you help, spend an hour blindfolded and praying in silence, then tithe to a temple of the Black Butterfly (or another **good god**). Gain a +4 sacred bonus on saving throws against gaze and sonic attacks.

### BOONS

**1: Nullity (Sp)** *obscuring mist* 3/day, *silence* 2/day, or *deeper darkness* 1/day

**2: Silent Darkness (Sp)** You can cast quickened *blindness/deafness* once per day, and only a *break enchantment*, *limited wish*, *miracle*, or *wish* spell can restore the subject's sight or hearing.

**3: Purblind (Su)** Your form grows shadowed and indistinct. You gain a +6 sacred bonus on Stealth checks. In any condition of illumination other than full daylight, physical attacks against you have a 20% miss chance. If an attacker can see ethereal or invisible creatures, the miss chance is negated. At will, you can manifest a pair of shadowy butterfly wings that allow you to fly with a speed of 60 feet (normal maneuverability).

## CHUCARO, MAIDEN OF HAZE AND WHIMSY (AZATA)

**Obedience:** Drape yourself in gauze and eat hallucinogenic mushrooms or fungi while meditating on the teachings of Chucaro. Gain a +4 sacred bonus on saving throws against poison.

### BOONS

**1: Kaleidoscopic Images (Sp)** *color spray* 3/day, *hypnotic pattern* 2/day, or *gaseous form* 1/day

**2: Wispy Form (Su)** Your body becomes misty when you are under attack, diluting the damage of edged weapons. Though outwardly you appear the same, you gain DR 5/bludgeoning.

**3: Terrible Reverie (Sp)** You can cast *weird* once per day.

## FALAYNA, WARRIOR'S RING (ARCHON)

**Obedience:** Don a jeweled ring on each finger and strike a practice dummy barehanded until the impression of the rings is left in your skin. Gain a +4 sacred bonus on grapple checks and to CMD.

### BOONS

**1: Martial Excellence (Sp)** *divine favor* 3/day, *spiritual weapon* 2/day, or *greater magic weapon* 1/day

**2: Strong Arm (Su)** As a swift action, you can increase the damage die of your weapon by one step for a number of rounds per day equal to your HD. These rounds need not be consecutive.

**3: Falayna's Rings (Su)** Once per day, you can summon a floating array of giant iron rings that provide cover or attack foes, as if you had cast *crushing hand*.





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## GHEUSHAV, BREEZES-STILL-AND- RIPPLES-CEASE (ARCHON)

**Obedience:** Bury a book or scroll that you have never read in fertile soil. Plant a seed above the buried knowledge and pray over the site that good and growth can come from the decaying parchment. Gain a +4 sacred bonus on saving throws against transmutation effects.

### BOONS

**1: Peacefulness (Sp)** *erase* 3/day, *calm emotions* 2/day, or *deep slumber* 1/day

**2: Ignorance (Su)** Three times per day, you can attempt a melee touch attack to obliterate the cares of the wicked. On a successful hit, the target takes a penalty to Wisdom equal to  $1d6 + 1$  per 2 HD you possess (maximum  $1d6 + 5$ , to a minimum Wisdom score of 1). This penalty lasts for 1 round per HD. If the target succeeds at a Fortitude save (DC  $10 + \frac{1}{2}$  your HD + your Wis modifier), the penalty is halved.

**3: Still Mind (Su)** You are continually shielded as if by a *mind blank* spell. If anyone attempts to divine information about you through scry or similar spells and is foiled by the mind blank, the scrier must succeed at a Will save (DC  $10 + \frac{1}{2}$  your HD + your Wis modifier) or take  $1d6$  points of Intelligence damage.

## IMMONHIEL, BALM-BRINGER (ANGEL)

**Obedience:** Fill your mouth with fresh, fragrant herbs. Recline in a tub or pool of cool water with a live toad on your breast and meditate on the teachings of Immonhiel for 1 hour, then let the toad go. Gain a +4 sacred bonus on saves against disease.

### BOONS

**1: Grower of Herbs (Sp)** *cure light wounds* 3/day, *barkskin* 2/day, or *lily pad stride*<sup>1</sup> 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Advanced Player's Guide*

**2: Swamp Healer (Sp)** You can cast empowered *heal* 1/day.

**3: Vine Caller (Su)** Once per day you can summon a Large mass of living plant matter. The plant matter has the statistics of a viper vine (see *Pathfinder Roleplaying Game Bestiary* 2),

but is chaotic good. The viper vine follows your commands perfectly for 1 minute per HD before vanishing back to Elysium.

## JAIDZ, FEARLESS CLAW (AGATHION)

**Obedience:** Mark your arms and legs with white chalk, drawing patterns that mirror the flow of spiritual energy you experience as you meditate on the teachings of Jaidz. Trace over these lines once again with a tiger's fang, but do not break the skin. Gain a +4 sacred bonus to AC against attacks of opportunity made with natural attacks.

### BOONS

**1: Dauntless (Sp)** *remove fear* 3/day, *darkvision* 2/day, or *heroism* 1/day

**2: Courageous Roar (Sp)** You can cast still *greater heroism* three times per day. This ability is the equivalent of a 7th-level spell.

**3: Holy Terror (Sp)** Once per day you can inscribe a symbol of Jaidz in the air that acts like a symbol of fear. The symbol appears as the glowing outline of Jaidz's holy symbol and hovers stationary wherever you inscribe it. This spell requires no material components and has a casting time of only 1 minute. You can attune up to 10 creatures to the symbol without extending its casting time.

## KORADA, THE OPEN HAND OF HARMONY (AGATHION)

**Obedience:** Exactly at dawn, sit cross-legged in a quiet place. Fill your mind with thoughts of those who have harmed you or your loved ones. Strive to find forgiveness in your heart. Maintain your pose for an hour, rising above any physical discomfort you experience. Gain a +4 sacred bonus on saves against effects with the chaotic or lawful descriptor.

### BOONS

**1: Harmonic Magic (Sp)** *bless* 3/day, *augury* 2/day, or *mad monkeys*<sup>1</sup> 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Magic*

**2: Steady Hand (Su)** Three times per day as a swift action, you can choose to deal nonlethal damage with a weapon that normally deals lethal damage for 1 hour. When you use this ability, you do not take the normal  $-4$  penalty on attack rolls for dealing

# APPENDIX I: ADDITIONAL RULES

nonlethal damage with a lethal weapon, and the damage die of your weapon increases by one step as long as you deal nonlethal damage with it.

**3: Quietude (Su)** You maintain an aura of utter peace. A continual sanctuary effect surrounds you, requiring enemies to succeed at a Will save (DC 11 + 1/2 your HD) to directly attack you. Extraplanar creatures that manage to attack you directly must succeed at an additional Will save (DC 14 + 1/2 your HD) or return to their plane of origin as though affected by a dismissal spell. If you attack another creature, the *sanctuary* effect temporarily subsides for 1d4+1 rounds.

## LALACI, HE OF MOTLEY REPOSE (AZATA)

**Obedience:** Mark your brow with five colored stripes and hang suncatchers on as many public buildings as you can. If no buildings are around, hang the suncatchers from a tree or natural formation instead. Never hang a suncatcher in the same place 2 days in a row. Gain a +4 sacred bonus on saving throws against fire effects.

### BOONS

**1: Motley Magic (Sp)** *color spray* 3/day, *hypnotic pattern* 2/day, or *deep slumber* 1/day

**2: Prismatic Body (Su)** You gain a +4 sacred bonus on saves against effects that would blind you. In addition, whenever you make a successful saving throw against a spell or effect with the light descriptor (such as *sunbeam*), you can choose to ignore the effect entirely and redirect its path toward two different creatures or spaces within 30 feet of you. The designated creatures or spaces are affected as though they were caught in the effect's area or were targeted by the effect.

**3: Rainbow Orb (Sp)** You can cast *prismatic sphere* once per day.

## OLHEON, THE JUST ARBITER (ARCHON)

**Obedience:** Drop hot wax onto your brow and press the spot with a signet ring—either your own or that of a legitimate authority—to show your submission to deserved rulership. For that day, so long as your brow remains uncovered, you gain a +4 sacred bonus on saving throws against charm and compulsion effects.

### BOONS

**1: Verdict (Sp)** *command* 3/day, *enthrall* 2/day, or *suggestion* 1/day

**2: Olheon's Judgment (Sp)** Once per day, you can place a symbol on a target who has shirked his obligations or showed poor judgment in his official capacity; that symbol acts similarly to a *mark of justice*. This spell-like ability has a casting time of 1 round instead of 10 minutes, and when the mark activates it causes the target to take a –6 penalty to Wisdom and Charisma. The conditions you place on the mark must relate to the target's actions as a leader.

**3: Lordship (Su)** You automatically gain the Leadership feat, and you are always considered to have a reputation of fairness and generosity so long as you maintain your allegiance to Olheon. If you already have the Leadership feat, you gain an additional +2 bonus to your Leadership score. You may choose to attract a hound or legion archon as a cohort. Your archon cohort gains additional HD to bring its total HD to 2 lower than your own level.

## RAGATHIEL, GENERAL OF VENGEANCE (ANGEL)

**Obedience:** Slay a proven wrongdoer in Ragathiel's name. It is not enough for the sacrifice to have an evil heart or evil intentions; the sacrifice must have committed evil or unlawful deeds. Gain a +4 sacred bonus on saving throws against spells and effects cast by evil creatures.

### BOONS

**1: Virtuous Combat (Sp)** *bless weapon* 3/day, *litany of righteousness*<sup>1</sup> 2/day, or *magic vestment* 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*

**2: Retribution (Su)** You gain a sacred bonus equal to half your HD on damage rolls made with slashing weapons against the last creature to have physically wounded you within the last 24 hours.

**3: Pure Soul (Sp)** You can cast *holy aura* on yourself once per day. In addition to the effects of the spell, you gain DR 10/good and cold iron and you treat any weapon in hand as a +5 holy weapon for the duration of the effect.



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## SHEL, THE IBIS MATRON (AGATHION)

**Obedience:** Lay a heavy rope across your shoulders and meditate on the strengths and weaknesses of your true self. Remove the rope and continue to meditate on the feeling of lightness that comes with the loss of an unnecessary burden. Gain a +4 sacred bonus on saving throws against effects that damage, drain, or penalize ability scores.

### BOONS

**1: The Tender's Path (Sp)** *remove fear* 3/day, *calm emotions* 2/day, or *sands of time*<sup>1</sup> 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Magic*

**2: Elder's Wisdom (Su)** You immediately age into the next age category, though you take only the mental bonuses for the next age category and none of the physical penalties. If you are venerable when you receive this boon, gain a +2 sacred bonus to your Wisdom instead.

**3: Liberation (Sp)** You can cast *freedom* once per day.

## SINASHAKTI, IMMACULATE JOY (AZATA)

**Obedience:** Sit cross-legged at dawn and light a candle before your face. Laugh uproariously until the force of your laughter blows out the candle. When you rise, step out with your right foot first. Gain a +4 sacred bonus on saving throws against spells and effects that would hinder your movement speed.

### BOONS

**1: Joyful Step (Sp)** *longstrider* 3/day, *forest friend*<sup>1</sup> 2/day, or *good hope* 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Ultimate Combat*

**2: Infectious Joy (Su)** Your delightful demeanor is so contagious that enemies find it hard to resist your charms. The save DC of your mind-affecting effects increases by 1, or by 2 against intelligent foes of the same race as you.

**3: Familiar Journey (Sp)** You can cast *word of recall* once per day, except you may target up to six willing creatures within 30 feet to travel with you; these creatures need not be touching you.

## VILDEIS, THE CARDINAL MARTYR (ANGEL)

**Obedience:** Cut a holy design into your flesh or the flesh of a willing participant. Rub ashes into the wound

while praying aloud to Vildeis. Bind the wound in red cloth but show the scar to anyone who asks. Gain a +4 sacred bonus on saving throws against effects that damage, drain, or penalize ability scores.

### BOONS

**1: Devotion (Sp)** *command* 3/day, *paladin's sacrifice*<sup>1</sup> 2/day, or *pain strike*<sup>1</sup> 1/day

<sup>1</sup>See *Pathfinder Roleplaying Game Advanced Player's Guide*

**2: Imperative (Sp)** Once per day, you can command a creature to carry out some particular task or service. This ability acts as *geas/quest*, except it has a casting time of 1 minute and the penalty to ability scores for disobeying the *geas/quest* is –4 for every 24 hours the target so disobeys, up to a total of –16 (though none of the creature's ability scores can be reduced to less than 1 by this effect).

**3: Martyr's Blood (Su)** You are immune to bleed effects. Whenever you would be affected by a bleed effect, all enemies within 30 feet gain the bleeding condition instead as though they were the effect's original targets (no save; creatures immune to bleeding are immune to this affect). The Heal DC to stop this supernatural bleeding is 20 rather than 15.

## YLMANCHA, HARBORWING (AGATHION)

**Obedience:** Wrap yourself in a robe of feathers and immerse yourself in saltwater, holding your breath for as long as possible. Climb out of the water, kneel down, and pray until the robe dries. Gain a +4 sacred bonus on saving throws against effects with the water descriptor and effects from flying creatures.

### BOONS

**1: Winged Blessing (Sp)** *feather fall* 3/day, *levitate* 2/day, or *water breathing* 1/day

**2: Aspect of the Wind (Su)** Avian wings sprout from your back, granting you a fly speed of 30 feet with average maneuverability.

**3: Body of Water (Su)** Your body becomes permanently fluid and malleable, making you immune to critical hits and sneak attacks. In addition, you can move through an area as small as one-quarter your space without squeezing or one-eighth your space when squeezing.



# APPENDIX I: ADDITIONAL RULES

## PRIMAL MAGIC

Magic is the lifeblood of many worlds. Yet in its raw form, magic is not an ordered force—it is the all-encompassing chaos of possibility. The same energies that can be shaped to create explosive *fireballs*, raise the dead, divine the future, heal the sick, and summon demons can do that and more without the direction of skilled spellcasters. Normally, this unfocused magical potential does not exist in reality; it lies beyond reality, where it waits to be tapped. Where exactly magic comes from remains a lively debate today, but when magic is unleashed without any attempt to focus it—when it leaks into the world in its raw form—the result is known as primal magic. Primal magic is referenced by the Stable Spell metamagic feat.

In some realms, magic is left to indulge in its raw chaos as it wishes—here, primal magic is often called “wild magic.” On the Material Plane, the world feels the touch of primal magic when the laws of reality themselves have been damaged. Here, magic flows in unpredictable tides and currents. At one moment, a region function normally while at another, magic won’t function at all. Usually, though, primal magic holds sway.

Manifestations of primal magic tend to build up potential before they explode into existence. Just as a thunderstorm doesn’t constantly lance the ground below with a constant beam of lightning, these bolts manifest periodically and almost randomly. And just as lightning can be called with lightning rods, primal magic can be purposefully or accidentally drawn out by utilizing magic in areas where such energies are building.

When primal magic manifests, roll on **Table: Sample Primal Magic Events** to determine what occurs. As the primal magic exerts its power, consider crossing off the effect that occurs and designing replacement events and effects. If you want primal magic to play a big role in your campaign, you should try to ensure that no two effects are ever quite the same. One easy way to achieve this is to simply substitute random spell effects with unusual descriptions in place of normal ones, such as a black *fireball* that smells of roses and deals acid damage.

Spontaneous primal magic effects can occur as often or as infrequently as you wish, but as a general rule, try to limit the effects to one per combat encounter at most. The majority of primal magic effects should instead occur when creatures activate magic items, use spell-like abilities, or cast spells in such an area (simply carrying a magic item or gaining the benefits of a constant-use item or spell effect isn’t enough—it’s the actual act of activation or casting that triggers primal magic). When a creature activates a magic item, casts a spell, or uses a spell-like ability in an area infused with primal magic, there’s a 50% chance that the spell effect is replaced by a primal magic effect. A spellcaster casting a spell, using a spell-like ability, or activating a spell completion or spell trigger magic item can make a concentration check (DC = 15 + twice the spell’s level) to focus the magic and avoid triggering a primal magic effect. Creatures activating other kinds of magic items do not have the option of making a Spellcraft check to avoid triggering a primal magic effect.

When a primal magic effect occurs naturally, it targets a random creature or location in the vicinity around the PCs or whatever region you wish to inflict the event upon. When the effect occurs, you need to determine the CR of the event. If the event is triggered by a spellcaster or a magic item, the event’s CR is equal to the spellcaster’s or item’s caster level. When an event occurs naturally, you can roll 1d20 to determine the CR. Of course, you should strongly consider lowering primal magic event CRs to match or at least closely approximate the average party level of your PCs. Not all primal magic events are harmful, but it’s neither fun nor fair for players to frequently be hit with an effect that’s too far beyond their ability to deal with. Primal magic events often linger for minutes, hours, or even days. These effects can be dispelled via dispel magic and similar spells. Treat the event’s CR as its caster level in this case.

In **Table: Sample Primal Magic Events**, “CR” is used to indicate a mathematical value; use the primal magic’s CR to set this number. For example, a CR 11 primal magic event that lasts for “CR minutes and affects an area with a radius of CR × 5 feet” lasts for 11 minutes and affects an area with a radius of 55 feet.



# FEAT REFERENCE DOCUMENT

## UNLEASHING PRIMAL MAGIC

Areas affected by primal magic are like scars upon the rugged flesh of the world, invisibly and intangibly overlaid on the fabric of reality. Generally, areas of primal magic form in places afflicted by forces beyond mortal control—areas scoured by godly wrath, breaches between the planes, sites where powerful artifacts were destroyed. In most of these instances, the primal magic subsides as reality repairs itself, though it might take a matter of weeks,

years, or even centuries. In the cases of extreme abuse, an area's magical cohesiveness might never recover, resulting in areas of permanent primal magic. In general, the location of existing areas of primal magic and the creation of new areas is left up to the GM, but should always be the result of magic of extraordinary force or of an arcane catastrophe of epic proportions. Such should be encountered only rarely, allowing such sites to retain their sense of danger and calamitous history.

**TABLE A3: SAMPLE PRIMAL MAGIC EVENTS**

| d%    | Effect  |
|-------|---|
| 1–6   | Creatures and objects within a radius equal to $5 \times \text{CR}$ are drained of color for CR minutes. A gnome in this area must make a DC 15 Will save to avoid being shaken by this effect for the duration of the loss of color. This is a mind-affecting fear effect.   |
| 7–10  | A number of strangely colored centipedes appear in the area—these centipedes ignore non-spellcasters and attack only creatures capable of casting spells or using spell-like abilities. This encounter should be a mix of centipedes that equals the CR of the primal magic event.  |
| 11–14 | Strange music fills the air for a number of minutes equal to the CR. Possible choices include the following (roll 1d4): 1. Battle chants, 2. Opera arias, 3. Prayers, or 4. Monastic chants.<br>The music instills in those who hear it a strong urge to sing or dance along. A creature who does so gains a +2 morale bonus on attack rolls and saving throws for the duration of the music.                 |
| 15–18 | A zone of unluck and a strange pale violet radiance equivalent to candlelight fills a $\text{CR} \times 5$ foot radius for CR hours. All d20 rolls made in this area must be rolled twice, taking the lower of the two rolls.   |
| 19–22 | One creature's body and all its possessions reverse into a mirror image of themselves. The binding of any book in its possession is reversed, though the text within remains normal and legible. This effect is unusual but has no actual game effect. Reversing this effect is possible via <i>break enchantment</i> , <i>limited wish</i> , <i>miracle</i> , <i>polymorph any object</i> , or <i>wish</i> . |



# APPENDIX I: ADDITIONAL RULES

|        |   |
|--------|---|
| 23–26  | A circular pit opens under the feet of a random target. The pit creates an extradimensional space in the ground, not an actual pit. The pit is 10 feet deep per CR, but otherwise functions as <i>create pit</i> .  |
| 27–32  | A rain of small objects (anything from flowers to rotten fruit) pelts an area with a radius equal to $5 \times \text{CR}$ for CR rounds. This strange hail is not harmful, but during this time all creatures in the area gain concealment and must make concentration checks (DC 15 + the spell's level) to cast spells.   |
| 33–38  | Positive energy affects a number of creatures not to exceed CR in total. These creatures are affected by a <i>heal</i> spell (caster level = CR).   |
| 39–44  | Negative energy affects a number of creatures not to exceed CR in total. These creatures are affected by a <i>harm</i> spell (caster level = CR).   |
| 45–48  | An area with a radius of $\text{CR} \times 10$ feet becomes utterly dark, as if from a <i>deeper darkness</i> spell.  |
| 49–54  | The environment itself suddenly springs to life and attacks all non-elemental creatures in the immediate area. Treat this event as an encounter with various elementals drawn from the immediate surroundings as appropriate, tailored to be an encounter of a CR equal to that of the primal magic event.  |
| 55–62  | Strange, shifting curtains of color, akin to an aurora borealis, manifest in the sky but are visible only to those in an area equal to $\text{CR} \times 10$ feet in radius. Every creature in this area must make a Will save (DC 10 + CR) or be dazed by the shifting colors for 1 round. The colors persist for 1 round per CR. Creatures must make a new save each round to avoid becoming dazed. This is a mind-affecting pattern effect.                            |
| 63–68  | A random number of creatures not to exceed the event's CR become confused unless they succeed at a Will save (DC = 10 + CR). For each affected creature, this effect persists until that creature's confusion effect results in "act normally," at which point the effect ends for the creature. This is a mind-affecting effect.   |
| 69–74  | A storm of energy (with an equal chances of being acid, cold, electricity, or fire) sweeps through the area in a $\text{CR} \times 5$ -foot-radius spread. Each round, the storm inflicts 2 hit points of damage per CR; a Reflex save (DC 10 + CR) halves the damage done. The storm persists for CR rounds.   |
| 75–78  | Strange telekinetic forces rip through the area, attempting to trip all creatures in a $\text{CR} \times 10$ foot radius. The event makes a trip combat maneuver check against all available targets, using a CMB of 10 + CR. Any creature tripped by the event has its equipment reorganized and tangled by the mischievous telekinesis. Until a creature takes a minute to reorganize its belongings, retrieving a stowed item is a full-round action.                  |
| 79–88  | Choose two random creatures in the area, then randomly pick one to be the "wielder" and one to be the "target." Roll on the <i>rod of wonder</i> table to determine what sort of strange effect occurs between these two creatures.   |
| 89–94  | A teleportation storm occurs. All creatures in the area must make a Will saving throw (DC = 10 + CR). Those who fail are teleported, as if via <i>dimension door</i> , so that they randomly shift places. If this places a creature in an area too small to accept its space, it instead appears in the closest adjacent space that can contain it. If only one creature is affected, it teleports a number of feet equal to $\text{CR} \times 5$ in a random direction. |
| 95–98  | A <i>magic jar</i> -like effect affects two creatures. A Will save (DC = 10 + CR) negates the effect. If one creature fails this save but the other succeeds, the creature that fails the save is merely stunned for 1d4 rounds. If both creatures fail the save, their minds are switched into each other's bodies for a number of rounds equal to the event's CR.   |
| 99–100 | Roll twice, discounting results of 99–100. Both events generated by these rolls occur simultaneously.   |



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