BATHR COMPANION

Legacy of the First World

THE ELDEST

The Eldest are the mysterious gods of the First World, worshiped by fey, fey-blooded mortals, and non-fey on the Material Plane and beyond.

COUNT RANALC

THE TRAITOR

CN male Eldest of betrayal, exiles, and shadows Domains Chaos, Darkness, Nobility, Travel Favored Weapon rapier Pages 14–15



THE GREEN MOTHER

THE FEASTING FLOWER

NE female Eldest of carnivorous plants, intrigue, and seduction **Domains** Charm, Earth, Evil, Plant **Favored Weapon** sickle **Pages** 16–17



IMBREX

THE TWINS

LN Eldest of endings, statues, and twins **Domains** Community, Earth, Law, Strength **Favored Weapon** dire flail **Pages** 18–19



THE LANTERN KING

THE LAUGHING LIE

CN male Eldest of laughter, mischief, and transformation **Domains** Chaos, Charm, Madness, Trickery **Favored Weapon** dagger **Pages** 20–21



THE LOST PRINCE

THE MELANCHOLY LORD

N male Eldest of forgotten things, sadness, and solitude **Domains** Knowledge, Madness, Nobility, Repose **Favored Weapon** quarterstaff **Pages** 22–23

Magdh

THE THREE

LN female Eldest of complexity, fate, and triplets **Domains** Knowledge, Law, Luck, Rune **Favored Weapon** scythe **Pages** 24–25

NG

THE HOODED

N male Eldest of the seasons, secrets, and wanderers **Domains** Knowledge, Magic, Travel, Weather **Favored Weapon** gauntlet **Pages** 26–27

RAGADAHN

THE WATER LORD

CE male Eldest of linnorms, oceans, and spirals Domains Chaos, Evil, Scalykind⁸⁶, Water Favored Weapon whip Pages 28–29

SHYKA

THE MANY N Eldest of entropy, reincarnation, and time Domains Death, Destruction, Madness, Magic Favored Weapon light mace Pages 30–31













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ON THE COVER



Adowyn and Lini test their mettle against a weird grodair amid the primal, magical environs of the First World in this <u>exciting cover art by Kiki Moch Rizky</u>.



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at **paizo.com/prd**.

Advanced Class Guide	ACG	Bestiary 6	B6
Advanced Player's Guide	APG	Ultimate Combat	UC
Advanced Race Guide	ARG	Ultimate Intrigue	UI
Bestiary 2	B2	Ultimate Magic	UM

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INTRODUCTION



The First World is a land of infinite, ever-changing wilderness, full of vibrant colors, exotic scents, and strange life. Most intelligent natives of the First World—almost exclusively fey—have supernatural powers, embodying both the beauty and the cruelty of the twisted, whimsical plane they inhabit. Wherever rifts to the First World appear on Golarion, wild energies and fey creatures flow through, altering the land and imbuing creatures with strange abilities. The power and whimsy of the First World and its fey provide an irresistible attraction to many mortal creatures. Although no longer fey creatures themselves, gnomes maintain close ties to the First World and retain some of its capricious power. In addition, followers and descendants of the gods of the First World, the Eldest, also bear the magic of the First World.

THE ELDEST

When the gods abandoned the First World, the fey realm descended into chaos that lasted until the strongest remaining inhabitants of the plane stepped forward to seize power. Over time, these revered Eldest attained true godhood.

The Eldest include the exiled traitor Count Ranalc, the seductive Green Mother, the enormous dual entity Imbrex, the mischievous Lantern King, the lonely Lost Prince, the clairvoyant Magdh, the mysterious wanderer Ng, the draconic ocean lord Ragadahn, and the master of time Shyka. Through their agents, offspring, and far-reaching schemes, the Eldest influence many regions of Golarion.

FEY-TOUCHED REGIONS OF GOLARION

Because the denizens of the First World can die permanently while on the Material Plane, their instinct for self-preservation keeps them from crossing over in large numbers or staying for long stretches of time. Regardless, fey can be found in nearly every part of Golarion. The following are examples of places where fey are particularly populous. Each of these feytouched regions includes an appropriate regional trait.

DARKMOON WOOD

Northwestern Andoran is best known for its abundant darkwood. Fey creatures are common in Darkmoon Wood, and they often come to blows with greedy human neighbors encroaching on their territory. Characters caught in this struggle develop resistances to fey trickery.

Accustomed to Trickery (Darkmoon Wood): You have been exposed to fey magic and know tricks to avoid it. Once per day, when you fail a saving throw against a fey's spell-like or supernatural ability, you may reroll the save. You must take the second result, even if it is worse.

GRUNGIR FOREST

Although the legendary linnorm Fafnheir is the most infamous inhabitant of Grungir Forest, the fey are the true rulers of this primeval forest in the heart of the Lands of the Linnorm Kings. Rife with breaches between Golarion and the First World, Grungir Forest attracts many kinds of fey. A growing demand for the forest's lumber leads to friction between the fey and their Ulfen neighbors but, thankfully, local gnomes and a group of druids known as the Guardians of Grungir act as mediators.

Fey Mediator (Grungir Forest): You gain Sylvan as a bonus language. Additionally, choose Bluff, Diplomacy, or Knowledge (nature). That skill is a class skill for you.

IRRISEN

Fey creatures are common in perpetually cold Irrisen, particularly in the northeastern province of Feyfrost. Feyfrost's provincial capital, Chillblight, is built entirely from ice, and as a city of over 12,000 inhabitants, it is perhaps the largest settlement on Golarion with fey as the majority of the population.

Fey Hex (Irrisen): You have learned to incorporate fey enchantments into your hexes to snare victims that shake off your curses. Once per day as a free action, when a creature succeeds at its saving throw against your hex that cannot target the same creature more than once per day, you can declare that creature to be subject to your fey hex. You can attempt the failed hex against the creature a second time, so long as you do so within 1 minute.

URINGEN

The central part of the town of Uringen in the River Kingdoms sometimes disappears into an unknown dimension between the Material Plane and the First World. The reason for this unusually consistent anomaly may be the town's magical clock tower built atop an ancient fey ring, dividing the town into geographically "stuck" and "unstuck" zones. The Embeth Forest that surrounds the town is home to many fey creatures, including violent fey that attack the townsfolk.

Unstuck (Uringen): Spending time in the "unstuck" part of Uringen has made you more adept at using warps in time and space. Increase your caster level by 2 when casting spells with the teleportation descriptor.

WITCHMARKET

The Witchmarket is a fey merchant caravan that travels through interplanar portals, setting up temporary camps on Golarion to sell their bizarre wares. These include goods like bottled memories, enhanced prowess, or uncanny replicas of lost items. The things the merchants require in return are equally unusual, such as dangerous services, the buyer's middle name, or her ability to see dogs.

Voices of Solid Things (Witchmarket): You traveled with the Witchmarket for a time, either willingly or as a result of a bargain made by some other buyer. In your time in the Witchmarket, you learned to listen to the whispers of items as though they were living creatures, giving you clues as to their function. Choose Appraise, Craft, Disable Device, or Spellcraft. You apply your Charisma modifier on checks with that skill instead of the skill's normal ability score. That skill is a class skill for you.

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FEY ORIGINS

Most fey are unfettered by mortal rules of propriety, so tales of people bearing fey heritage are common. While the sensuality of fey such as nymphs and satyrs is a popular theme in stories and urban legends, a mortal might produce "fey-touched" offspring from nothing more than a fey curse or prank, and these traits might run in a family for generations. The manifestation of First World ancestry in a mortal creature's veins can be as wild and unpredictable as the fey themselves. Bookish genealogists insist that fey ancestry commonly manifests as fey bloodlines in sorcerers and bloodragers^{ACG}, but the following rules allow any character to establish a fey heritage.

FEY RACIAL TRAITS

Fey influence might remain dormant for generations before manifesting as vibrantly colored hair or eyes, eerie beauty, or more fundamental changes. The examples below illustrate how the common races of the Inner Sea region might manifest a fey heritage.

DWARF

Fey-touched dwarves usually have much finer features than their kin, appearing youthful and soft well into

middle age. Some male dwarves with fey ancestry cannot grow a beard at all, which can be a source of shame. Feydescended dwarves can find it hard to conceal their feelings, so other dwarves usually view them as uncomfortably expressive. A dwarf with fey ancestry may also yearn to explore the world and its wonders, often creating conflict when the dwarf has honor-bound responsibilities to her clan.

Wanderer: Freed from the confines of duty, certain fey-touched dwarves are stricken with wanderlust. These dwarves are often considered untrustworthy vagabonds by other dwarves but excel at the rigors of traveling. They gain Endurance as a bonus feat, and Climb and Swim are class skills for them. This racial trait replaces hardy.

Elf

Elves have a long history of befriending and working alongside fey, and fey heritage is well understood and usually accepted by elven communities. Elves with fey ancestry have an accelerated tendency to assume the coloration of their surroundings, developing leaf-hued hair or bark-colored

flesh in a single year. Some elves bear long-dormant ties to evil fey; these elves demonstrate morbid or even brutal personalities, seeking bloodshed even when it isn't necessary.

Fey-Sighted: To some elves with fey heritage, magic is a visible presence they have known all their lives. These elves have *detect magic* as a constant spell-like ability, with a caster level equal to their character level. This racial trait replaces elven magic.

GNOME

Gnomes have never been fully untethered from the First World, so all gnomes are, in a very real sense, descended from fey ancestors. Gnomes boasting an unusually strong fey heritage manifest unusual mental characteristics. These gnomes may have vivid recurring dreams of the First World, speak in unknown languages, or weave enchanting stories. **Fey-Tongued:** Gnomes with this trait gain *haunted fey aspect*^{UC} and *speak with plants* instead of *dancing lights* and *speak with animals* as spell-like abilities from the gnome magic racial trait. This racial trait alters the gnome magic racial trait.

HALF-ELF

Already caught between two cultures, fey-touched half-elves seem even more alien to their human and elven relations. At best, these half-elves become charismatic leaders working to overthrow oppressive systems or inspiring artists pushing the bounds of style. At worst, they embrace deceit and cruelty, becoming erratic grifters or demagogues. **Disregarded:** Half-elves with this trait practice magical techniques to conceal their fey features from casual scrutiny. These half-elves treat their caster level as 1 higher when casting illusion spells. Half-elves with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/ day—guidance, innocence^{APG}, lullaby, and mage hand. The caster level for these effects is equal to the half-elf's level. The DC for these spells is equal to 10 + the spell's level + the half-elf's Charisma modifier. This racial trait replaces keen senses.

HALF-ORC

Often outcast, half-orcs with a touch of fey ancestry commonly find themselves drawn to the wilderness, where neither humans nor orcs can bother them. Fey-blooded halforcs may engage in druidic or shamanistic pursuits, tapping into natural magic without need of a teacher. Half-orcs may manifest fey heritage with large or unusual-colored eyes or ears, further marking them as outsiders.

Shamanic Enhancement: Certain half-orcs know rituals to enhance the strength and brutality of their allies. These halforcs gain a +2 racial bonus on Spellcraft checks. In addition, when such a half-orc acquires an animal companion, bonded mount, cohort, familiar, or spirit animal, that creature gains a +2 bonus to Strength, Dexterity, or Constitution, as selected by the half-orc. This racial trait replaces weapon familiarity and intimidating.

HALFLING

Fey-blooded halflings are usually even quicker than the rest of their kin and seem to move and perceive the world around them faster than most other creatures do. These halflings often work to improve halfling lives within their chosen community, or wander to help any halflings they encounter in need.

Fey-Quickened: Some fey-blooded halflings are faster than their kin, yet retain a sharp eye for danger. These halflings gain Run as a bonus feat and a +2 racial bonus on initiative checks. This racial trait replaces fearless and keen senses.

HUMAN

Humans have long been lured by the mysteries of the fey and often blunder into fey machinations or First World lore best left alone. Even humans who disguise their fey heritage are often seen as indefinably "peculiar," yet fascinating, to other humans.

Heart of the Fey: Fey-touched humans enjoy senses and reactions superior to those of their kin. These humans receive low-light vision, gain a +1 racial bonus on Reflex and Will saves, and treat Knowledge (nature) and Perception as class skills. This racial trait replaces skilled.

STORY FEATS

Fey heritage or an encounter with fey creatures can be a lifealtering experience—for good or ill. The following story feats (*Pathfinder RPG Ultimate Campaign* 66) are ideal for characters whose destinies are entwined with denizens of the First World.

CITY-LOCKED (STORY)

Your soul craves travel through wild places, but you are stuck in a sedentary urban life by legal matters, honor-bound duties, or other responsibilities.

Prerequisite: You must permanently dwell in a settlement at least as large as a large town. You must also have a fey ancestor somewhere in your family line, or have The Wanderer background (*Ultimate Campaign* 45).

Benefit: When interacting with NPCs who live in your settlement, you gain a +1 bonus on Bluff, Diplomacy, and Sense Motive checks.

Goal: Complete the tasks to satisfy the terms of the law, matter of honor, or other responsibility, freeing you to leave the settlement without shame.

Completion Benefit: Your newfound freedom inspires your body and mind. You gain a +1 bonus on Dexterity- and Intelligence-based ability checks and skill checks and on Will saving throws.

EMBRACE THE DARK FEY (STORY)

The blood of an evil fey ancestor in your veins lends you aggressive, often bloodthirsty impulses that you strive to keep under control.

Prerequisite: You must have an evil fey such as a quickling^{B2} or redcap^{B2} somewhere in your family line, or you must have the Shameful Heritage background (*Ultimate Campaign* 40).

Benefit: You gain a +2 bonus on Intimidate checks. If you have 10 or more ranks in Intimidate, this bonus increases to +4. You also gain a +2 circumstance bonus on attack rolls made to confirm critical hits.

Goal: Demoralize an appropriate number of creatures using the Intimidate skill.

Completion Benefit: While a creature is shaken because you have demoralized it using the Intimidate skill, your attacks that deal damage to the creature also deal 1 point of bleed damage. Bleed damage from this ability does not stack with itself.

FASCINATED BY THE MUNDANE (STORY)

Your perspective of normality is slightly skewed, and you are easily awed by things such as commonplace tools or mundane activities. You struggle to find your place in a world that seems continually poised to overwhelm your senses.

Prerequisite: You must have a fey ancestor somewhere in your family line, and you must have the Adopted by the Fey, Fey Meeting, or Met a Fantastic Creature background (*Ultimate Campaign* 21, 30, and 24, respectively).

Benefit: You gain a +2 bonus on Charisma-based ability checks and skill checks other than Diplomacy checks.

Goal: You must succeed at your saving throws against five different spells with the emotion^{UM} descriptor or attempts to apply the fascinated condition to you.

Completion Benefit: Your ever-present awe is under your control. Your bonus on Charisma-based skill checks now also applies on your Diplomacy checks. You can increase any morale bonus you receive by 1.



LEGACY OF GNOMES

Despite having survived and even thrived on the Material Plane for millennia since their exodus from the First World, gnomes still exhibit much of the creative energy of their lost homeland. For many gnomes, this manifests as an insatiable drive to invent colorful and potent alchemical wonders. Every gnome, however, must continually explore new ideas and experiences or else succumb to a illness called the Bleaching.

BLEACHLINGS

Ever since their migration from the First World, gnomes have struggled with the relative mundanity of the Material Plane. This is no mere boredom; gnomes who do not regularly experience new things succumb to a racial affliction known as the Bleaching (*Pathfinder Campaign Setting: Inner Sea Races* 89). The Bleaching gradually drains an afflicted gnome of his color—and eventually of life itself. Rarely, a gnome survives the affliction and emerges as a humorless albino. These "bleachlings" are calm and centered, as if having discovered some truth or made a deep connection with the natural world.

Those who wish to begin play as a bleachling can do so with the gnome alternate racial trait below.

Bleachling: Gnomes who have survived the Bleaching are immune to effects of the Bleaching thereafter. These gnomes gain two favored classes: druid, and their choice of any other class. They lose all spell-like abilities granted by the gnome magic racial trait except *speak with animals*, but they can use their *speak with animals* spell-like ability three times per day. This racial ability replaces obsessive and alters gnome magic.

FEATS

Bleachlings have access to the following feats.

EERILY CENTERED

Little can shake your peaceful temperament.

Prerequisites: Bleachling racial trait, gnome.

Benefit: You gain a +4 racial bonus on saving throws against spells and effects with the emotion^{UM} descriptor. Effects with the fear descriptor or that grant you a morale bonus affect you for only half the normal duration (minimum 1 round), and such effects that you can activate on yourself (such as a barbarian's rage) require you to expend daily uses or rounds of those abilities at twice the normal rate.

Wild Speaker

The Bleaching enhances a gnome's ability to communicate with the natural world.

Prerequisites: Bleachling racial trait, gnome.

Benefit: You can use your *speak with animals* spell-like ability at will.

FEY ALCHEMY

As a place of boundless growth and variety, the First World is the source of potent yet unpredictable alchemical inventions.

FIRST WORLD INNOVATOR (ALCHEMIST ARCHETYPE)

The First World's energies slowly leak into the Material Plane, haphazardly infusing mundane reagents with unpredictable power. Those who can harness these unusual substances—called primal reagents—walk a fine line between genius and catastrophe.

Primal Reagents (Su): By spending 10 minutes patrolling his surroundings after recovering his daily extract slots, a First World innovator can gather a number of doses of primal reagents equal to half his alchemist level + his Intelligence modifier. Primal reagents retain their potency until the next time the First World innovator regains his extract slots. As part of the same action used to consume an extract, imbibe a potion, throw a bomb, or drink his mutagen, the First World innovator can expend 1 dose of primal reagents for additional effects as described below.

Bomb: Expending 1 dose can change either the bomb's damage type or its damage dealt. When changing the damage type, the bomb deals acid, cold, electricity, or fire damage (determine the type randomly) instead of its normal damage. When changing the bomb's damage dealt, the bomb's die size increases by one step (for example, increasing 1d6 to 1d8), but it deals 1 less point of damage per die rolled.

Extract or Potion: Expending 1 dose increases the caster level of the extract or potion by 1.

Mutagen: Expending 1 dose grants the First World innovator an additional effect for the duration of the mutagen, determined at random (by rolling 1d4): halve all benefits provided by the mutagen; imbibing the mutagen immediately either heals 1d4 points of ability damage to one ability score (if applicable) or restores a number of hit points equal to 2d8 plus the First World innovator's alchemist level; the mutagen grants the First World innovator his choice of the benefits of the lingering spirit^{UM}, preserve organs^{UM}, or spontaneous healing^{UM} alchemist discoveries; or the mutagen grants the First World innovator his choice of the benefits of the feral mutagen, tentacle^{UM}, vestigial arm^{UM}, or wings^{UM} alchemist discoveries. He cannot select a discovery if he does not meet its prerequisites.

At 6th level, the alchemist can expend multiple doses of primal reagents to apply multiple effects. When throwing a bomb, he can expend 2 doses to change both the bomb's damage type and damage dealt. When imbibing an elixir or potion, he can expend an additional number of doses equal to the extract's or potion's spell level to increase its caster level by 2 instead of 1. When imbibing a mutagen, he can expend 2 doses to roll twice for additional effects, applying both results.

At 10th level, whenever the First World innovator or would use a dose of primal reagents to alter the damage type of a bomb, the bomb deals acid, cold, electricity, fire, force, or sonic damage (determine the type randomly) instead of its normal damage. Additionally, whenever the First World innovator would use a dose to gain an additional effect for a mutagen, he may roll 1d6 for the effect, adding to the list of options above: the mutagen grants immunity to poison and paralysis; or one numeric benefit of the mutagen (such as the natural armor bonus) selected by the First World innovator increases by 1d3.

This ability replaces the Brew Potion, poison use, swift poisoning, and poison immunity class features.

Limited Bombs (Su): A First World innovator can use a number of bombs per day equal to half his class level + his Intelligence modifier (minimum 1) per day.

This ability alters the bombs class feature.

Refined Reagents (Su): At 2nd level, whenever the First World innovator expends a dose of primal reagents to roll a die to apply a randomized outcome to his bombs or mutagen, he can expend 1 additional dose to ignore the result and roll again; he must take the second result.

This ability replaces poison resistance.

ALCHEMIST DISCOVERIES

Pioneered by gnomes, the following alchemist discoveries often appeal to First World scholars. Non-gnome First World scholars often travel great distances to study with the gnomes who developed a given discovery, but even then, these scholars must be exceedingly patient to avoid being thwarted by the capriciousness of their teachers.

Fey Mutagen (Su): The alchemist gains the ability to create a fey mutagen, a mixture that lends him some of the grace and power of the First World. When imbibed, a fey mutagen grants a +2 alchemical bonus to the alchemist's Dexterity and Charisma, a –2 penalty to his Strength, and DR 2/cold iron. This otherwise works like the standard mutagen class feature and interacts with other effects as though it were a mutagen.

Grand Fey Mutagen (Su): The alchemist's fey mutagen now grants a +6 alchemical bonus to Dexterity and Charisma, a -2 penalty to his Strength, DR 10/cold iron, and the druid's woodland stride class feature. In addition, he can choose not to allow spells and effects to affect him if they would not

be capable of affecting both his original creature type and the fey creature type. An alchemist must be at least 16th level and must have the greater fey mutagen discovery before selecting this discovery.

Greater Fey Mutagen (Su): The alchemist's fey mutagen now grants a +4 alchemical bonus to Dexterity and Charisma, a –2 penalty to his Strength, DR 5/ cold iron, and the druid's woodland stride class feature. An alchemist must be at least 12th level and must have the fey mutagen discovery before selecting this discovery.

ALCHEMICAL ITEMS

The following are useful additions to any fey-fixated alchemist's toolkit.

CHROMA GRENADE	PRICE 75 GP
CHRUMA GRENADE	WEIGHT 2 lbs.

This metal canister contains alchemical reactants separated by parchment and a slow-burning fuse. Lighting the fuse is a move action; 1d3 rounds later, the chroma grenade explodes, spewing luminescent sparks and gases that fill a 10-foot-radius area. Creatures in the area are dazzled and take a –2 penalty on saving throws against illusion (pattern) spells for 3 rounds (DC 15 Will negates). A chroma grenade can be thrown as though it were a splash weapon with a range increment of 10 feet. Crafting this item requires a successful DC 25 Craft (alchemy) check.

VINE TUBE

PRICE	40	GP
WEI	GH1	r —

This sealed copper tube contains a packet of alchemical fertilizer and several sprouted seedlings from the First World. Once shaken and opened as a standard action, the tube exudes a multitude of vines that spill into an adjacent square for 3 rounds. Left alone, these vines create an area of difficult terrain in the square, but a creature holding the tube can shape the vines as they emerge into a crude tool, piece of furniture, or other object of wood or rope weighing 20 pounds or less with a successful DC 10 Craft (baskets or carpentry) check. The vine construct lasts for 10 minutes before crumbling to pieces. Crafting this item requires a successful DC 25 Craft (alchemy) check.



LEGACY OF GATHLAINS

A miles-tall tree has stood for millennia in the First World, curiously immutable in a land of constant transformation. Where its seeds land, they grow into gathlains, little fey creatures with symbiotic plants sprouting from their backs. Some say this tree and its widely disseminating progeny, themselves a microcosm of the infinitely variable life that is the First World, are a forgotten experiment of the gods.

While the specific physiology of each gathlain depends on where it germinates, gathlains exist in a symbiotic relationship with the vines whose natural fibers seamlessly integrate with the sinew of their shoulder muscles, the transition of flesh to plant so gradual that it is impossible to distinguish a dividing line between the two. The seeds from which gathlains issue find best purchase in the rich soil of temperate forests, and such gathlains usually bear strong vines with thin connective webbing that serve as leafy wings. Many other varieties of gathlains exist, however, based on whether the gathlains sprouted in rocky soil, on wind-swept cliffs, or in more unusual locales of the First World.

Gathlains are gregarious creatures consumed with a wanderlust imparted, they say, from their prebirth time as drifting seeds. Rarely attached to a single place or person for long, gathlains explore the world in search of new experiences. Gathlains pepper other creatures they meet with intensely personal questions, the answers fueling further questions or good-natured japes. The nimble fey think nothing of investigating the belongings of a new acquaintance, pawing through packs and pockets with apparent indifference to concepts of property or propriety.

Gathlains often seek out gnomes, feeling a kinship with the whimsical race, though many gnomes find gathlains too capricious even for their liking. Whereas gnomes tend to translate their curiosity into talents and professions, gathlains invest enormous amounts of energy into learning as much as they can about a subject, only to discard their accomplishments without any apparent practical gain. Mockingfey (*Pathfinder RPG Bestiary 6* 189) are among the few creatures that can tolerate gathlain company for any extended amount of time (and vice versa) as they both enjoy pranks and tactless humor.

Gathlains travel to Golarion through breaches from the First World, and are most common in forests and fey-rich regions such as the Mwangi Expanse, Verduran Forest, and forests in the River Kingdoms. Gathlains also gravitate toward trade routes and crossroads across Golarion, drawn by the interesting interchanges of culture that take place in such areas (as well as by the boundless opportunities to make mischief there).

ALTERNATE RACIAL TRAITS

The following racial traits can be selected instead of typical gathlain racial traits. Consult your GM before selecting any of these new options.

Body Thorns: Gathlains that mature in particularly hostile environments develop thorns on their vines to protect them from overeager herbivores. A gathlain with this racial trait is considered to be wearing masterwork armor spikes when not wearing armor or bulky clothing, and it is proficient with armor spikes. These thorns can be sundered or destroyed as if they were a worn object (hardness 1, 5 hp), but grow back 1 week later. This racial trait replaces the spell-like abilities racial trait.

Bower Born: Some gathlain seeds find their way to the Hanging Bower, the realm of the alluring Eldest known as the Green Mother. Gathlains grown in the Hanging Bower sprout beautiful but delicate hibiscus flowers on their vines and emit a seductive pheromone. Gathlains with this trait gain a +2 racial bonus on Diplomacy and Handle Animal checks. This racial trait replaces natural armor.

Photosynthetic Vision: Occasionally the tendrils of a gathlain's symbiotic vines wrap around the gathlain's face like a leafy mask. The vines supplement the gathlain's vision with photosynthetic receptors. Gathlains with this racial trait gain a +2 racial bonus on Perception checks. Photosynthetic vision replaces low-light vision.

Sticky Tendrils: When a gathlain seed finds itself taking root in an environment that warps and changes erratically, the resulting gathlain learns to cling tenaciously with its vines. The gathlain can cling to walls and even ceilings as long as the surface has handholds, and it is treated as being constantly under the effects of a nonmagical spider climb spell (except that the gathlain may not cling to smooth surfaces). The gathlain's vines provide only the ability to glide rather than true flight; the gathlain takes no damage from falling, as if subject to a constant nonmagical feather fall spell. While in midair, a gathlain can move up to 5 feet horizontally for every 1 foot it falls, at a speed of 60 feet per round. The gathlain cannot gain height with its wings, but instead coasts in other directions as it falls. If subjected to strong winds or any other effect that causes it to rise, the gathlain can take advantage of this updraft to increase the distance it can glide. This racial trait replaces the gathlain's fly speed.

Symbiotic Imbalance: Occasionally the conditions for a gathlain seed's growth heavily favor the plant portion of its body, causing more nutrients to go to the building of its vine wings and fewer to developing the gathlain's legs. These gathlains have larger wings than normal. They have a base speed of 20 feet and a fly speed of 40 feet (average). This racial trait alters the gathlain's speeds.

FAVORED CLASS OPTIONS

The following options are available to all gathlains who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add 10 minutes to the duration of the alchemist's mutagens.

Bard: Add a +1/2 bonus on the bard's Perform (comedy) checks.

Investigator: Add a +1/3 bonus on inspiration rolls applied to Bluff and Knowledge checks.

Kineticist: Increase the amount of burn cost reduction when using the kineticist's gather power ability by 1/6 point (the minimum burn cost of o still applies).

Mesmerist: Increase the number of mesmerist tricks the mesmerist can use per day by one-third.

Oracle: Add one spell known that is an enchantment spell from the sorcerer/wizard spell list. This spell must be at least one level below the highest spell level the oracle can cast. That spell is treated as one level higher unless it is also on the oracle spell list.

Rogue: Add a +1/2 bonus on Stealth checks while in forests and swamps.

Sorcerer: Choose a bloodline power from the fey or verdant^{APG} bloodlines that the sorcerer can use. The sorcerer treats her class level as though it were 1/2 higher (to a maximum of +4) when determining the effects of that power.

GATHLAIN FEATS

Gathlains have access to the following feats tied to their unique physiologies and irrepressible personalities.

BIOLOGICAL LATTICE

You have practiced storing items in and retrieving them from the tangled vines on your back.

Prerequisites: Gathlain, racial fly speed.

Benefit: As a move action, you can store an item you are carrying in your vines. While you are holding an item in your vines, you lose your fly speed. You can retrieve the stored item as a swift action or drop it as a free action, immediately regaining your fly speed in either case.

Hydroponic Adaptation

You can change your wings to instead be effective underwater.

Prerequisites:

Gathlain, racial fly speed.

Benefit: Once per day as a full-round action, you can lose your fly speed to gain a swim speed of 30 feet as you reconfigure your symbiotic vines to help you move underwater. This effect lasts for 1 hour, or until you end it as a full-round action.

Step of the Flighty Fey

Your spell-like ability taps the magic and resilience of the First World.

Prerequisites: Gathlain, *feather step*^{APG} spell-like ability.

Benefit: A creature under the effect of your *feather* step spell-like ability gains DR 1/cold iron for the duration of the effect. If you have at least 8 Hit Dice, the creature instead gains DR 2/cold iron, and if you have at least 16 Hit Dice, the creature instead gains DR 3/cold iron.

STRANGE YIELD

Your vines produce fruit with helpful properties.

Prerequisites: Craft (alchemy) 5 ranks, gathlain, racial fly speed.

Benefit: Once per day as a full-round action, you can withdraw a small fruit from your symbiotic vines. Roll d% to determine a Common Potion or Oil on Table 7–17: 1st-Level Potions and Oils on page 371 of *Pathfinder RPG Ultimate Equipment*; the fruit functions as the result of that

roll. After 24 hours, the fruit loses its magic.



TOUCHED BY THE FIRST WORLD

In certain areas of Golarion, such as Darkmoon Wood or the Grungir Forest, the veil between the Material Plane and the First World blurs and thins. Here, the First World's capricious and fluid nature seeps into the Material Plane, altering the land in unpredictable ways and allowing curious fey to cross over from the First World. Fascinated by mortal creatures, fey seek them out and enjoy causing them mischief or delight. This section presents new rules to reflect benevolent or whimsical fey influences.

FEY-TOUCHED CREATURE (CR +0 OR +1)

Fey-touched creatures are descended from inhabitants of the First World and often possess striking features compared to their normal counterparts, such as bright coloration or a cunning visage. The fey-touched creature's First World ancestor needn't be a fey specifically, and even magical beasts, First World gnomes, and other non-fey inhabitants of the fecund, magical plane can produce fey-touched heirs generations after their initial dalliance with residents of other planes. Some fey-touched creatures thus claim

to be descended from the legendary Tane and even the godlike Eldest, though these claims are likely unfounded—such claims themselves intentional or accidental manifestations of the creature's hereditary First World influence.

A fey-touched creature's CR increases by 1 only if the base creature has 5 or more Hit Dice. The fey-touched creature template can be applied only to living creatures. A fey-touched creature's quick and rebuild rules are the same. Spellcasters with ties to the fey (such as sorcerers with the fey bloodline) can summon fey-touched creatures with summon monster spells and take fey-touched creatures as improved familiars at 3rd level, similar to selecting celestial or infernal familiars.

Rebuild Rules:Sensesgainslow-lightvision;Defensive Abilitiesgains+2bonuson Willsavesand DR as noted on the table;SRgainsSR

CR +5; **Special Qualities** change shape (a single fixed Small or Medium humanoid form, *alter self*), woodland stride (as the druid ability).

FEY-TOUCHED CREATURE DEFENSES

Hit Dice	DR	
1-4	—	
5-10	5/cold iron	
11+	10/cold iron	

PRANKED (ORACLE CURSE)

Capricious fey constantly bedevil you, playing pranks on you such as tying your shoelaces together, hiding your gear, making inappropriate noises or smells at formal events, and mimicking your voice to tell embarrassing lies. In addition to any social consequences of

such mischief, you take a -4 penalty on initiative checks. Furthermore, whenever you attempt

to retrieve a stored item from your gear, there's a 25% chance that you fail to find it with that action. Add *faerie fire* and *ghost sound* to your list of spells known. At 5th level, add *glitterdust* and *minor image* to your list of spells known. At 10th level, add *confusion* to your list of spells known as a 5th-level spell. At 15th level, add *project image* to your list of spells known. A possessed oracle^{UM} can select this curse in place of the haunted curse.

maunited curse.

WHIMSY (ORACLE MYSTERY)

Whimsy oracles gain powers from capricious fey tricksters.

Deities: Green Mother, Lantern King, Ng, Shyka.

Class Skills: An oracle with the whimsy mystery adds Bluff, Disguise, Perform, Sleight of Hand, and Stealth to her list of class skills.

Bonus Spells: faerie fire (2nd), hideous laughter (4th), shamefully overdressed^{UI} (6th), major image (8th), lesser entice fey^{UI} (10th), mislead (12th), entice fey^{UI} (14th), irresistible dance (16th), greater entice fey^{UI} (18th).

Revelations: An oracle with the whimsy mystery can choose from any of the following revelations. Assumed Form (Sp): You can change your appearance at will, as disguise self with a caster level equal to your oracle level. At 7th level, you can instead physically transform, as alter self. At 11th level, this ability lasts until you dismiss it or use it again, allowing you to keep it active while you sleep.

Capricious Misdirection (Sp): Your ever-changing nature allows you to misdirect aura-reading divinations with ease. You are constantly under the effects of a *misdirection* spell, except that you can take a standard action to select a creature or object within 60 feet to serve as the target of detection spells used against you until you select a different creature or object. You must be at least 7th level to select this revelation.

Feywise (Ex): Your whimsy grants you protection from fey mischief. You gain the resist nature's lure druid class feature. In addition, you gain a +2 bonus on Perception, Sense Motive, and Survival checks against fey. You must be at least 3rd level to select this revelation.

Flicker (Sp): You can flicker from sight for a short time, allowing you to escape or set up a prank. As a swift action, you can disappear for 1 round per oracle level. This ability functions as *invisibility*. You can use this revelation a number of times per day equal to half your oracle level (minimum 1).

Misdirection Mastery (Su): You gleefully evade attacks and confound foes with your capricious misdirection. You receive Misdirection Tactics^{UI} as a bonus feat. At 10th level, you receive Misdirection Redirection^{UI} as a bonus feat, and at 15th level you receive Misdirection Attack^{UI} as a bonus feat. You do not need to meet the prerequisites to receive these feats. You must be at least 3rd level to select this revelation.

Pure Whimsy (Su): Once per day, you can release a stream of errant chaos from the First World as a standard action. When you do so, identify a target within 90 feet and generate a random effect as from a *rod of wonder* (or, at the GM's discretion, another random or unusual effect of similar power). The DC of any required saving throw is 10 + half your oracle level + your Charisma modifier, and no effect from this ability persists for more than 1 day. You can use this ability once per day at 7th level and one additional time per day for every 4 levels beyond 7th. You must be at least 7th level to select this revelation.

Versatile Comedy (Ex): The powers of whimsy infuse your comedy with the ability to awe and befuddle. You can use your total Perform (comedy) bonus in place of your Bluff and Intimidate bonuses.

Whimsical Prank (Su): As a standard action, you can call upon fey to play a prank on a creature within 30 feet as a dirty trick^{APG} combat maneuver. Resolve this attempt as normal, except that it doesn't provoke attacks of opportunity, you use your oracle level in place of your Combat Maneuver Bonus, and you add your Charisma modifier in place of your Strength or Dexterity modifier. No save is allowed against this attempt, but a creature affected by this revelation cannot be the target of this revelation again for 1 day. Whimsical Step (Su): Once per day as a move action, you can teleport up to 10 feet per oracle level. You can use this ability once per day at 7th level and one additional time per day for every 4 levels beyond 7th. You must be at least 7th level to select this revelation.

Woodland Caprice (Su): Your fey powers allow you to move easily through woodland environments. You gain woodland stride, as per the druid ability. At 7th level, you also gain the trackless step druid class feature and can similarly conceal the tracks of any allies within 30 feet that you choose.

Final Revelation: Upon reaching 20th level, you become a fey trickster in the flesh. Your type changes to fey and you gain low-light vision, immunity to poison, and DR 10/ cold iron.

FIRST WORLD MINSTREL (BARD ARCHETYPE)

Most cultures tell stories of people stolen away by the fey, only to return years later, forever changed. The First World minstrel was changed in such a way by the fey, and his performances channel the mysterious powers of the First World.

Fey Magic: A First World minstrel adds *summon nature's ally* spells to his spell list instead of the equivalent *summon monster* spells.

This ability alters the First World minstrel's spell list.

Wild Empathy (Ex): A First World minstrel gains the wild empathy druid class feature, using his bard level as his druid level for this ability.

This ability replaces bardic knowledge.

Bardic Performance: A First World minstrel gains the following types of bardic performance.

Echoes of the First World (Su): A First World minstrel infuses himself or a single willing ally within 30 feet with the strange magic of the First World, granting the target one of the special abilities from the fey creature template (see *Pathfinder RPG Bestiary* 3 116) other than change shape for 1 round. For every 3 levels beyond 1st the First World minstrel has, he can target one additional ally or add an additional special ability to one of his targets. This is a polymorph effect that relies on audible components.

This ability replaces inspire courage.

Gremlin's Luck (Su): A First World minstrel of 8th level or higher can use his performance to inflict bad luck on a target within 30 feet for 1 round. Whenever the target rolls an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A target that succeeds at a Will save (DC 10 + half the First World minstrel's level + his Charisma modifier) negates the effect and is immune to this ability for 24 hours. This is a mind-affecting effect that relies on audible components.

This ability replaces dirge of doom.

Resist Nature's Lure (Ex): At 2nd level, a First World minstrel gains the resist nature's lure druid class feature.

This ability replaces well-versed.



FEV-SCARRED

Not all fey are playful and reclusive. In certain parts of Golarion, fey are an active menace, threatening other creatures and twisting the land with disfiguring magic. Mortals dwelling in these blighted areas live in fear—or learn to fight back.

FEY-SCARRED LANDS

Some of the regions known to harbor wicked fey are described below. Each description includes one or more alternate racial traits which can be selected in place of the indicated racial traits.

DARKBLIGHT

While much of the Fangwood is home to fey who tolerate or even welcome respectful visitors, its heart is rotten, corrupted by the malign dryad Arlantia. Her magic poisons the deepest part of the Fangwood, twisting it into a corrupted region called the Darkblight. Humanoids living in the area must be wary for signs of Darkblight contagion. Nosophobia (gnome racial trait): Gnomes are humanoid, rather than fey, and are therefore not particularly susceptible to the Darkblight contagion afflicting the fey of the Fangwood. Nevertheless, many gnomes grow up fearing its taint and are obsessive about training their bodies to stave off illness of all kinds. These gnomes gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases. This racial trait replaces obsessive.

TANGLEBRIAR

Shortly before the elves returned to Kyonin during the Age of Enthronement, the demon lord Treerazer discovered their abandoned forested realm and claimed it as his own. When the elves came back, they confined the demon lord to a swampy region called Tanglebriar, but they have been unable to banish him completely. Tanglebriar is now a morass of demonic corruption and a beacon for evil fey.

Vigilance (elf racial trait): Some elves train to fight against demons and evil fey with a zeal that leaves them little time to hone their magic traditions. Elves with this racial trait gain a +2 dodge bonus to AC against attacks by chaotic creatures. This trait replaces elven magic.

UPPER KORIR RIVER

The lands along the Upper Korir River are plagued by fanatical fey cultists. These fey believe that the verdant region was somehow banished from the First World in ages past, and that wiping out humanoid life there will allow the land to return. Recognizing that they can't take on the local Zenj populace directly, the fey rely on deceit, impersonating elders to trick the Zenj into destroying themselves. These fey infiltrators poison relations between families, tempt tribesfolk to break taboos, and undermine elder councils. In response, the Zenj have learned to be skeptical when encountering even benign-seeming supernatural powers.

> Imposter-Wary (human racial trait): Humans trained to spot fey masquerading as their kin gain a +2 racial bonus on saving throws against illusion spells and effects, 1 free rank in Sense Motive at 1st level, and 1 additional rank in Sense Motive whenever they gain a level. This racial trait replaces skilled.

Alert for Betrayal (half-elf racial trait): Some halfelves' skepticism of apparent allies makes them cynical and stubborn. These half-elves gain a +2 racial bonus on saves against illusion spells and effects. Perception and Sense Motive are class skills for them. This racial trait replaces adaptability.

FEYKILLER (HUNTER ARCHETYPE)

Some hunters in fey-plagued regions are dedicated to tracking down and eradicating these threats. They use their connection to the natural world to ground their senses and fight corrupted First World intrusions.

Animal Focus (Su): A feykiller emulates animals that grant her the ability to unmask fey trickery. She adds the following choices to her animal focus ability instead of the bear, frog, monkey, mouse, and snake choices.

Crow: The creature gains a +4 competence bonus on Knowledge checks to identify the abilities and weaknesses of creatures. This bonus increases to +6 at 8th level and +8 at 15th level.

Goat: The creature gains a +2 competence bonus on saving throws against enchantment spells and spell-like abilities. This bonus increases to +4 at 8th level and +6 at 15th level.

Mongoose: The creature gains a +2 competence bonus on grapple combat maneuver checks and on saving throws against poison. These bonuses increase to +4 at 8th level and +6 at 15th level.

Shark: The creature gains a +4 competence bonus on Survival checks to track a creature that has taken damage from the hunter or her animal companion in the past 24 hours. This bonus increases to +6 at 8th level and +8 at 15th level.

Turtle: The creature gains a +2 enhancement bonus to its natural armor bonus. This bonus increases to +4 at 8th level and +6 at 15th level. (A creature without natural armor has an effective natural armor bonus of +0.)

This ability alters animal focus.

Iron Talons (Ex): Through training and prayer, a feykiller imbues her animal companion with an enhanced ability to fight fey. One of the animal companion's natural attacks, as selected by the feykiller, is treated as cold iron for the purpose of overcoming damage reduction. At 7th level, all of her animal companion's natural attacks are treated as cold iron.

This ability replaces wild empathy and speak with master.

Resist Nature's Lure (Ex): At 4th level, a feykiller gains the resist nature's lure druid class feature whenever her animal companion is within 60 feet.

This ability replaces improved empathic link.

Grounded (Su): At 17th level, a feykiller gains a +4 insight bonus on saving throws against illusion and enchantment effects, and she is immune to illusion and enchantment effects created by fey. This ability functions only when her animal companion is within 60 feet.

This ability replaces one with the wild.

FEY-HUNTING SPELLS

The following spells are used by those who combat fey in many parts of the Inner Sea region.

COLD IRON FETTERS

School conjuration (creation); Level cleric 5, inquisitor 4, occultist 5, ranger 3, shaman 5, sorcerer/wizard 5, summoner 4, witch 5
Casting Time 1 standard action

Components V, S, M/DF (miniature cold iron shackle) Range medium (100 ft. + 10 ft./level) Target one creature

Duration 1 round/level (D)

Saving Throw Reflex negates; Spell Resistance no

Cold iron shackles materialize around the target's limbs, reducing each of the target's movement speeds by half. Any flying target has its maneuverability worsened by two steps (from good to poor, for example, to a minimum of clumsy maneuverability). Additionally, if the target has DR/cold iron or DR/cold iron and magic, it is unable to use supernatural or spell-like means of movement (such as *dimension door, teleport*, or tree meld) for the duration of the spell.

IRON SPINE

School transmutation; Level cleric 4, magus 3,

sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (cold iron ingot)

Range medium (100 ft. + 10 ft./level)

Target one living creature **Duration** 1 round/level

Saving Throw no; Spell Resistance yes

You launch an ingot of iron at the target. If you succeed at a ranged touch attack, the target's skeleton or exoskeleton turns into jagged shards of cold iron. Whenever the target moves, it takes 1d6 points of piercing damage and is sickened for 1 round as metal spines stab into its flesh. This damage is subject to damage reduction, but it overcomes damage reduction as though it were a weapon of cold iron and magic. A creature affected by this spell can choose to remain motionless to avoid taking damage. Creatures with DR/cold iron or DR/cold iron and magic affected by this spell are nauseated instead of sickened. This spell has no effect on a creature that has neither a skeleton nor a hard carapace.

MORTAL TERROR

School enchantment [fear, mind-affecting]; Level antipaladin 2, bard 2, cleric 2, inquisitor 2, mesmerist 2, psychic 2, shaman 2,

sorcerer/wizard 2, warpriest 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level

Saving Throw Will partial (see text); Spell Resistance yes

You imbue the target with an exaggerated sense of its own mortality and a drive for self-preservation. The target is shaken, and the first time each round the target takes damage (including the first round of the spell's duration), it must succeed at another Will save or its fear level increases by one step (from shaken to frightened, and from frightened to panicked). If the target fails a saving throw against this effect while panicked, it is transfixed in terror and is helpless for the remainder of the spell's duration. If the target succeeds at the initial Will save, it is shaken for 1 round but its fear level cannot be further increased by this spell's effects during that round.



SCIONS OF THE TRAITOR

The Eldest rarely interact with the inhabitants of the Material Plane, but Count Ranalc has always been an exception among his eclectic peers. Ranalc maintained a complicated relationship with the archmage Nex across the centuries that wavered between a rivalry and an alliance. Untold years ago, a group of Eldest banded together to banish Ranalc to the Shadow Plane. The reasons for this exile are obscured by history, myth, and the Eldest's secretive natures, but Ranalc's power was such that he has continued to retain influence even in exile. Count Ranalc's followers maintain that the other Eldest betrayed him because of his plans to elevate a powerful nymph lover to the status of Eldest, though other theories place Ranalc as the mastermind of a massive assassination plot. Followers of other Eldest point to the moniker Ranalc acquired at the time-the "Traitor"-as evidence that Ranalc instigated some great crime against his peers that they could not counter with a traditional course of action.

In the millennia since Count Ranalc's banishment, his faith has splintered into myriad branches due to internal scheming and betrayals. Those who provide aid and shelter to exiles and those who scheme under cover of darkness to betray their most trusted confidants pray to Ranalc the Traitor for guidance. The following new rules are well suited for characters with an allegiance to Count Ranalc.

ANKOU'S SHADOW (SLAYER ARCHETYPE)

Ankous are terrifying, winged fey assassins dispatched by the greatest lords of the First World to eliminate rivals. Some mortals emulate ankous to become the perfect assassins; others believe themselves to be ankous incarnated in mortal shells on a deep cover mission. In either case, an ankou's shadow practices the deadliest skills of the First World's most feared enforcers.

Shadow Double (Sp): An ankou's shadow can take a full-round action to create a single, quasi-real, shadowy duplicate. This shadow double remains in his square, mimicking his movements as a single *mirror image*, except that it lasts until it is destroyed or he chooses to dismiss it as a swift action. This ability does not stack with the *mirror image* spell or with similar abilities, such as the copycat ability of the Trickery domain.

At 5th level, an ankou's shadow gains a second shadow double. In addition to using these shadow doubles as *mirror images* in his square, he can move his doubles as part of his own move action, dividing his movement between himself and his doubles. When outside his square, shadow doubles do not protect the ankou's shadow as *mirror image* and are limited in the actions they can take. Shadow doubles provide flanking for the ankou's shadow and his allies, but they do not possess teamwork feats or special abilities that alter the effects of flanking or aiding another. As a swift action, the ankou's shadow can direct his shadow doubles to use the aid another action, using his own base attack bonus plus his Intelligence modifier for the roll. Although a shadow double appears to duplicate the ankou's shadow's gear, this gear is part of its form; a shadow double's gear cannot be destroyed, dropped, or stolen. A shadow double disappears if it ventures more than 50 feet from the ankou's shadow or if it leaves his line of sight or effect. A shadow double that is hit by an attack roll or takes any damage is destroyed. The AC of a shadow double is equal to the ankou's shadow's touch AC, and it has the same CMD and saving throw bonuses as the ankou's shadow. Shadow doubles possess evasion if the ankou's shadow does. Mind-affecting effects targeting a shadow double affect the ankou's shadow instead, though he isn't affected twice by effects that target both him and a shadow double.

At 10th level, an ankou's shadow gains a third shadow double. He can divide his actions between his actual body and his shadow doubles, using them as the origin point for attacks or abilities. For example, an ankou's shadow making three attacks as a part of a full attack could make his primary attack from his own body and his other two attacks from two of his shadow doubles.

At 15th level, an ankou's shadow gains a fourth shadow double. In addition to the abilities above, an ankou's shadow can assign the doubles to perform simple tasks on their own, as the *unseen servant* spell, except that the shadow doubles have an effective Strength score of 10.

This ability replaces studied target.

Ankou's Vision (Sp): At 7th level, an ankou's shadow can use *see invisibility*, as per the spell, as a swift action for 1 minute per level per day. This duration does not need to be consecutive, but it must be used in 1-minute increments.

This ability replaces stalker.

Shadow Prey (Ex): An ankou's shadow cannot denote a target as his quarry unless he has a shadow double present, but unlike other slayers, the target does not need to be one of his studied targets.

This ability alters quarry and improved quarry.

Unfettered Shadows (Su): At 20th level, as a standard action an ankou's shadow can unfetter all of his shadow doubles for 1 minute. While unfettered, each shadow double can move and attack as if it were the ankou's shadow without using any of his actions. A creature struck by a shadow double can attempt a Will save (DC 20 + the ankou's shadow's Intelligence modifier) each time it takes damage to recognize the illusion. If it succeeds, the target treats all the shadow doubles as 20% real, as the spell *shadow conjuration*. The shadow doubles cannot use the shadow double ability. The ankou's shadow can use this ability a number of times per day equal to 3 + his Intelligence modifier.

Slayer Talents: The following slayer talents (and rogue talents) complement the ankou's shadow archetype: bleeding attack, fast stealth, slowing strike, and surprise attack.

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the ankou's shadow archetype: assassinate, hunter's surprise^{APG}, and woodland stride.

SHADOW SCION (ROGUE ARCHETYPE)

Count Ranalc's worshipers congregate in the places between dark and light, searching for secrets that might one day free their patron from his mysterious exile. Shadow scions have learned some of these secrets and draw power from the shadows themselves. Many shadow scions are dedicated fetchling (*Pathfinder RPG Bestiary 2* 123) or wayang (*Pathfinder RPG Bestiary 4* 274) devotees of Count Ranalc.

Shadow Dweller (Ex): A shadow scion gains darkvision with a range of 30 feet and a +1 competence bonus on Stealth checks in dim light and darkness. If she already has darkvision, the range of her darkvision increases by 10 feet. At 3rd level, and every 2 levels thereafter, the range of her darkvision increases by 10 feet and her bonus on Stealth checks increases by 1.

This ability replaces trapfinding.

Shadow Strike: At 2nd level, a shadow scion gains Shadow Strike^{APG} as a bonus feat. A character using the unchained rogue class from *Pathfinder RPG Pathfinder Unchained* instead gains Blind-Fight as a bonus feat.

This ability replaces the rogue talent gained at 2nd level.

Shadow Step (Sp): At 8th level, a shadow scion can walk through the Shadow Plane and reappear elsewhere on the Material Plane as a standard action. The shadow scion can travel up to 30 feet per rogue level per day in this fashion, either in a single round or broken up across multiple shadow steps. This movement must be used in increments of at least 5 feet and does not provoke attacks of opportunity. Travel through

the Shadow Plane is imprecise; when the shadow scion arrives back on the Material Plane, she reenters 1 square off target, as per the rules for thrown splash weapons. If this would place her in an occupied square, she instead arrives in the nearest safe location. When the shadow scion arrives on the Material Plane, she is cloaked in shadow and gains concealment as per the *blur* spell for 1 round.

This ability replaces the rogue talent gained at 8th level.

Shadow Speaker (Sp): At 14th level, a shadow scion can spend 1 minute meditating within a patch of dim light or darkness; at the end of the time, she can draw information from the shadows. This functions as *commune with nature*, except that it functions in any terrain to a radius of 100 feet per rogue level, and it cannot reveal information about any object or subject that is not currently in dim light or darkness. The shadow scion can use this ability once per day at 14th level and twice per day at 19th level.

This ability replaces the rogue talent gained at 14th level. **Shadow Master (Su**): At 20th level, whenever a shadow scion is in an area of dim light, she gains DR 10/cold iron and a +2 luck bonus on all saving throws. In addition, whenever she confirms a critical hit against a foe that is in an area of dim light, that foe is blinded for 1d6 rounds.

This ability replaces master strike.

Rogue Talents: The following rogue talents complement the shadow scion archetype: false friend^{ARG}, fast stealth, slow reactions, surprise attack, and underhanded^{UC}.

Advanced Talents: The following advanced rogue talents complement the shadow walker archetype: hide in plain sight^{UC}, improved evasion, slippery mind, and unwitting ally^{UC}.



GROWN OF THE FEASTING FLOWER

For many mortals, danger holds an irresistible allure. The Green Mother embodies nature's attraction and the peril masked by this irresistible seduction. The Green Mother has been represented many ways: as temptress, information broker, and snare for the unwary. She holds no more malice than her sacred predatory plants, but neither is she forgiving. Concerns of morality hold little meaning for her, and she extends that same freedom to her worshipers. Her seductive prowess has littered the planes with her progeny over long millennia. Most of the Green Mother's descendants are unaware of their true heritage but nevertheless rely on their unmistakable allure and influence over growing things. Characters descended from or loyal to the Green Mother are most likely to make use of the following new rules.

GRASPING VINE (SHAMAN ARCHETYPE)

Grasping vine shamans are typically adherents of one of several scattered sects dedicated to the Green Mother. They revere plant life in all its forms, with a special fondness for poisonous or carnivorous plants. Unlike most shamans, a grasping vine is guided by a plantlike creature rather than a spirit animal.

Spirit: Though a grasping vine is not limited to a particular choice of spirit, common selections are Life, Nature, or Wood (*Pathfinder Player Companion: Heroes of the Wild* 26).

Plant Spirit (Ex): A shaman's spirit animal is made of leaves and thorny vines. This plant spirit has the statistics and abilities as a shaman's spirit animal, but it is treated as a creature of the plant type rather than a native outsider.

This ability alters the shaman's spirit animal.

Verdant Magic: A grasping vine adds the following spells to the list of spells she can cast using spirit magic: *entangle* (1st), *barkskin* (2nd), *thorny entanglement*^{ACG} (3rd), *command plants* (4th), *wall of thorns* (5th), *fire seeds* (6th), *animate plants* (7th), *horrid wilting* (8th), and *shambler* (9th).

This ability replaces the spirit magic spells granted by the shaman's spirit.

Greentongue (Sp): At 2nd level, as a standard action, a grasping vine can use *speak with plants* as a spell-like ability. The grasping vine can use this ability a number of times per day equal to half her shaman level. In addition, while under the effects of *speak with plants*, the grasping vine can deliver a *suggestion* (as per the spell) to a single plant creature within 30 feet, ignoring the plant's immunity to mind-affecting effects. The grasping vine can use this ability once per day at 2nd level, plus an additional time per day every 4 levels after 2nd level.

This ability replaces the shaman's hex gained at 2nd level.

Flower's Form (Sp): At 8th level, as a standard action, a grasping vine can assume the form of a Small or Medium plant creature, as per *plant shape I*. At 12th level, this ability functions as *plant shape II*. At 16th level, this ability functions as *plant shape III*. The grasping vine can use this ability for

1 minute per shaman level per day. This duration does not need to be used consecutively, but it must be spent in 1-minute increments.

This ability replaces the shaman's hex gained at 8th level.

SEDUCER (WITCH ARCHETYPE)

These charismatic witches, often devotees of the Green Mother, rely on their otherworldly charms to achieve their aims. A seducer focuses on enchantments, turning enemies into friends and friends into toys for her amusement.

Patron: A seducer must select deception, enchantment^{UM}, plant (*Pathfinder Player Companion: Heroes of the Wild* 11), thorns (*Heroes of the Wild* 13), or trickery as her patron.

Otherworldly Allure: A seducer's power comes from her allure. She uses her Charisma rather than her Intelligence score for the purpose of all class features and effects related to her witch class, such as bonus spells per day, the maximum spell level she can cast, and save DCs of her spells and hexes.

Fey Charm (Su): A seducer gains the charm hex at 1st level. The save DC of this hex is increased by 1. If the target is (or could be) sexually attracted to the seducer, the save DC is instead increased by 2. If she and the target have had willing sexual relations in the past 24 hours, the save DC is instead increased by 3.

This ability alters the hex gained at 1st level.

Seducer's Kiss (Su): At 6th level, a seducer can kiss another creature as a melee touch attack. The target must succeed at a Will save (DC 10 + half the seducer's level + her Charisma modifier) or be staggered for 1 round. If the target is (or could be) sexually attracted to the seducer, the save DC is increased by 2. If the seducer and the target have had willing sexual relations in the past 24 hours, the save DC is instead increased by 4. Whether or not the creature succeeds at this save, it cannot be the target of this ability again for 1 day. At 10th level, this ability causes the target to become stunned for 1 round, then staggered for an additional round. This is a mind-affecting charm effect.

This ability replaces the hex gained at 6th level.

Garden of Delight (Su): At 8th level, the seducer can create a magical bower once per day. This functions as *tiny hut* with a caster level equal to the seducer's witch level, but the interior is a lush garden. Those who rest for 8 hours within the garden heal at twice the usual rate. In addition, any creature engaging in willing sexual relations with the seducer in this garden gains a +2 morale bonus on saving throws for the next 24 hours. This bonus does not apply on saving throws against the seducer's spells or abilities.

This replaces the hex gained at 8th level.

WITCH HEXES

These new witch hexes are suitable for devotees of the Green Mother, regardless of whether they have selected the seducer archetype.

Mother's Eyes (Su): The witch can see through plant matter, as the greensight universal monster ability (*Pathfinder RPG Bestiary 4* 295), for a number of minutes per day equal to her witch level. These minutes do not need to be consecutive, but must be spent in 1-minute increments.

Seduction (Su): The witch uses enthralling movements to fascinate a single creature within 60 feet that can see the witch. A Will save negates this effect. If the target is (or could be) sexually attracted to the witch, the save DC is increased by 2. The effect lasts for 1 round, but the witch can extend this effect for 1 additional round (up to a total number of rounds equal to her class level) by taking a standard action to continue her enthralling movements. Whether or not the target succeeds at its save, it cannot be the target of this ability again for 1 day. At 8th level, the fascination effect lasts for 2 additional rounds after the witch ceases taking a standard action to maintain it. This is a mind-affecting charm effect.

SHAMAN HEX

The following new hex is appropriate for shaman devotees of the Feasting Flower.

Silkstring Snare (Su): The shaman causes ribbons of spider silk to erupt from the ground beneath a single creature. The target must succeed at a Reflex save or be entangled and anchored in place. The foe can escape the silk as a standard action with a successful Escape Artist or Strength check at the same DC, or by dealing an amount of damage to the silk equal to double the shaman's class level (the silk has hardness o). This hex lasts a number of rounds equal to 3 + the shaman's Wisdom modifier. A creature affected by this hex cannot be affected by it again for 24 hours.

VERDANT SPELLS

The Green Mother's worshipers often use the following spells.

ALLURING SPORES

School conjuration (creation); Level druid 2, shaman 2, witch 2 Casting Time 1 standard action Components V, S, M/DF (a clump of pollen) Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius spread Duration 1 minute/level Saving Throw Fortitude negates; Spell Resistance yes

This spell creates a burst of spores that weaken the mind. Creatures within the area must succeed at a Fortitude save or take a -1 penalty on saving throws against your enchantment spells or effects for the duration of this spell. This penalty increases to -2 for any creature that is (or could be) sexually attracted to you.

STRAND OF THE TANGLED KNOT

School abjuration; Level cleric 1, inquisitor 1, shaman 1, witch 1 Casting Time 1 standard action Components V, S, M/DF (a small knot of twine) Range personal Target you Duration 1 round/level (D)

You mimic tugging at the Green Mother's legendary Tangled Knot to subtly alter your fate. The next single attack made against you takes a -10 penalty. If that attack is a critical hit, it is instead treated as a normal hit.

THIRSTING ENTANGLEMENT

School transmutation; **Level** druid 4, ranger 4, shaman 4 This spell functions as *entangle*, except the plants latch on to targets and drain away their vitality. Any creature that fails a save to avoid becoming entangled or fails a check to break free takes 1d2 points of Constitution damage.



BENEATH THE TOWERING TWINS

Standing several hundred feet tall, the Eldest called Imbrex takes the form of two identical statues of androgynous, vaguely reptilian humanoids clasping hands. Although the twin statues residing in the sprawling city of Anophaeus do not appear to be alive, the entity occasionally communicates using a booming psychic voice or strange dreams that take on physical forms. Rarely, the unborn carried by residents of Anophaeus are affected by coming into proximity with the statues. These "children of the Twins" often develop mysterious powers later in life. The following new rules are suited for characters descended from these children or loyal to Imbrex.

TWINNED SUMMONER (SUMMONER ARCHETYPE)

Reflecting the connected nature of Imbrex, a twinned summoner and his eidolon appear identical save for any obvious differences, such as evolutions or equipment.

Twinned Eidolon: The twinned summoner's eidolon is restricted to the biped base form. An unchained summoner's eidolon is instead restricted to the twinned eidolon subtype (see below). If the summoner's natural size is smaller than Medium, the twinned summoner's eidolon must be Small. This ability may require a different base form or subtype to match the twinned summoner's natural form, at the GM's discretion, if the twinned summoner is not a bipedal creature.

Teamwork Feats (Ex): At 4th level and at 12th level, a twinned summoner gains a bonus teamwork feat. He must meet the prerequisites of the selected teamwork feat. The twinned summoner automatically grants all of his teamwork feats to his eidolon. The eidolon doesn't need to meet the prerequisites of these teamwork feats.

This ability replaces shield ally and greater shield ally.

Twinned Transposition (Su): At 6th level, as a standard action, a twinned summoner can swap locations with his eidolon as if each were using *dimension door*, usinfg the twinned summoner's caster level. If the eidolon is out of range, the ability is wasted. If either the twinned summoner or his eidolon occupies more squares than the other, each must occupy one or more squares that were occupied by the other if possible, or as close as possible if not. The twinned summoner can use this ability once per day at 6th level, plus one additional time per day for every 4 levels beyond 6th. At 8th level, he can use this ability as a swift action.

This ability replaces maker's call and transposition.

Twin Summoner (Su): At 16th level, a twinned summoner can touch his eidolon as a standard action, enhancing its similarity to the summoner. The eidolon loses any natural weapons or size increases gained from evolutions, and its Intelligence, Wisdom, and Charisma scores change to match the base scores of the summoner. The eidolon can cast any

> of the summoner's spells known using the summoner's caster level and spell slots. It doesn't gain the benefit of any of the summoner's

items, feats, or other effects that affect spellcasting. The eidolon can keep this form for a number of minutes per day equal to the summoner's class level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The summoner can end this effect as a free action.

This ability replaces the merge forms class feature.

TWINNED EIDOLON (EIDOLON SUBTYPE)

Just like a summoner, a twinned eidolon learns to use weapons and magic. While twinned eidolons are ethically more flexible than most eidolons, they are quite adamant about being treated as equals and not as servants. They demonstrate an eerie consistency with the summoner's manner of thinking, providing similar answers to questions and reacting similarly to startling events. This subtype is restricted to twinned summoners.

Alignment: Any.

Base Form: Biped (limbs [arms], limbs [legs]).

Base Evolutions: A twinned eidolon gains the weapon training evolution. The twinned eidolon also gains the skilled (Disguise) evolution. The racial bonus provided by this evolution is doubled when the eidolon is impersonating the twinned summoner.

At 4th level, a twinned eidolon can cast a summoner spell once per day as a spell-like ability. The spell must be one known by the eidolon's summoner and must be at least 1 level lower than the highest-level spell the summoner can cast. The eidolon must have a Charisma score of at least 10 + the spell level. The caster level for this spell-like ability is equal to the eidolon's Hit Dice minus 2. The save DC is 10 + half the eidolon's HD + the eidolon's Charisma modifier.

At 8th level, a twinned eidolon gains the shared slot evolution (see below).

At 12th level, a twinned eidolon gains DR 5/magic. The eidolon also gains the extra feat evolution (see below).

At 16th level, a twinned eidolon gains the skilled evolution and the ability increase evolution, applied to a skill and an ability score of the summoner's choice.

At 20th level, a twinned eidolon gains fast healing 5.

EVOLUTIONS

Any eidolon that serves a twinned summoner and meets the prerequisites can take the following new evolutions. These evolutions cannot be selected with the aspect ability.

1-POINT EVOLUTION

The following evolution costs 1 point from the eidolon's evolution pool.

Shared Evolution (Su): Select a 1-point or 2-point evolution the eidolon has. As a standard action, the eidolon can touch the summoner and transfer the selected evolution to him. This functions as the summoner's aspect ability, and the same limitations apply. The summoner can touch the eidolon as a standard action to return the evolution. The evolution returns to the eidolon automatically if the eidolon is dismissed by the summoner or sent back to its home plane.

2-POINT EVOLUTIONS

The following evolutions cost 2 points from the eidolon's evolution pool.

Extra Feat (Ex): The eidolon gains an extra feat. It must meet the prerequisites of the feat.

Shared Slot (Su): Select a magic item slot. A magic item worn by the eidolon in that slot remains active even if the summoner is also wearing a magic item in that slot. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new slot.

TEAMWORK FEATS

The following new teamwork feats are useful to twinned summoners, cavaliers, hunters, and other characters who favor teamwork tactics.

CONDUIT CASTING (TEAMWORK)

Your magic flows through your ally.

Prerequisite: Spellcraft 3 ranks.

Benefit: Whenever you are within 30 feet of an ally who also has this feat, you can channel your magic through her when casting a spell or using a spell-like ability, provided that she has the spell on her class list or has the ability to cast it as a spell-like ability. The spell cannot have a range of personal. When you finish casting the spell, the ally may spend an immediate action to act as your conduit. Your ally must concentrate to act as the conduit for the spell, just as if she were casting the spell, and the spell is lost if a concentration check is required and she fails (such as from damage, or to cast the spell defensively).

If successfully cast, the spell originates from the ally's space instead of yours. You remain the spell's caster for the purpose of determining the caster level, saving throw DC, and so on, but your ally selects the targets or area affected and makes any required attack rolls for the spell.

Improved Outflank (Combat, Teamwork)

You can easily find openings in your enemies' defenses.

Prerequisites: Outflank^{APG}, base attack bonus +6.

Benefit: Whenever you and an ally who also has this feat are threatening the same foe, you are considered to be flanking that foe if you are adjacent to an unoccupied square from which you would be able to flank the foe with your ally.

Normal: You must be positioned opposite an ally to flank an opponent.

Improved Precise Strike (Combat, Teamwork)

Your precise timing and smooth teamwork allow you to strike a foe where it hurts.

Prerequisites: Dex 13, Precise Strike^{APG}, base attack bonus +4. **Benefit:** Whenever you deal additional damage with Precise Strike, you also deal 1 point of bleed damage. This bleed damage does not stack with itself.

Spell Synergy (Teamwork)

You and an ally can amplify the effects of beneficial spells.

Prerequisite: Spellcraft 5 ranks.

Benefit: Whenever you are adjacent to an ally who also has this feat and both of you are affected by the same spell or spell-like ability, you may amplify the spell's effect on yourself. As an immediate action as the spell affects you and your ally, you can increase the effective caster level of the spell by 3. This increase in caster level doesn't affect the spell's duration or the effects for any target of the spell other than yourself. The increase the spell's caster level.



ILLUMINATED BY THE LANTERN KING

Though usually appearing as a ball of floating light with a booming, merry voice, the Lantern King assumes any form necessary for pursuing his many pranks. The Lantern King is not evil, but rather an agent of chaos and entropy; he insists that the sole purpose of his trickery is to make the First World a less boring place (though few but the Lantern King himself would ever describe the changeable plane in such terms). Nevertheless, his mischief may seem malicious to his victims, regardless of his claimed intent. Many of the Lantern King's followers are shapeshifters, tricksters, or both. Although the Lantern King cares little for his worshipers, he happily lends power to those who want to sow chaos and confusion, especially through deception, disguise, guile, and trickery. The following new rules are well-suited for followers of the Lantern King and descendants of his many shapeshifting acolytes in the First World and beyond.

FEY PRANKSTER (BARD ARCHETYPE)

Sly and mischievous like the Lantern King himself, fey pranksters learn supernatural tricks that can cause their victims to suffer mishaps and accidents.

Mischievous Talent (Ex): A fey prankster adds half her class level (minimum 1) on Bluff, Disguise, Sleight of Hand, and Stealth skill checks, and can attempt Sleight of Hand checks untrained.

This ability replaces bardic knowledge.

Bardic Performance: A fey prankster gains the following types of bardic performance.

Song of Clumsiness (Su): A fey prankster can use this performance to cause enemies within 30 feet that can hear her to suffer seemingly random mishaps. Any enemy in this area that draws a weapon or retrieves an item from a backpack or similar container immediately drops it, and falls prone the first time it enters a square of difficult terrain during its turn. A creature can negate a specific effect with a successful Reflex saving throw (DC = 10 + half the fey prankster's bard level + her Charisma modifier), but an enemy must attempt a separate save for each potential effect during the song of clumsiness (for example, if it draws multiple weapons). Song of clumsiness is an enchantment (compulsion), mindaffecting ability that relies on audible components.

This ability replaces countersong.

Incite Unreliability (Su): A fey prankster can use her performance to manipulate a single target into fighting erratically or haphazardly, as though affected by *lesser* confusion. To be affected, the target must be within 30 feet and able to hear the fey prankster's performance. The effect persists for as long as the target can hear the performance. A target that succeeds at a Will saving throw (DC = 10 + half the fey prankster's bard level + her Charisma modifier) negates the effect and becomes immune to incite unreliability from the same fey prankster for 24 hours. Incite unreliability is an enchantment (compulsion), mindaffecting ability that relies on audible components.

This ability replaces inspire courage.

Embarrassing Satire (Su): At 8th level, a fey prankster's powerful satire raises painful blisters and ugly boils on the face of her target. The fey prankster selects one target within 30 feet to become sickened from the uncomfortable facial boils. The sickened effect continues for as long as the target is within 30 feet and the fey prankster continues the performance, though the boils remain for 1 day afterward. Embarrassing satire is a language-dependent, mind-affecting ability that relies on audible components.

This ability replaces dirge of doom.

Dirty Trickster (Ex): At 2nd level, a fey prankster gains Improved Dirty Trick^{APG} as a bonus feat and counts as having Combat Expertise for the purpose of meeting the prerequisites of feats that have Improved Dirty Trick as a prerequisite.

This ability replaces well-versed.

Master of Mischief (Ex): At 5th level, a fey prankster can take 10 on a Bluff, Disguise, Sleight of Hand, or Stealth skill check (if she has ranks in that skill), even if distracted or endangered. In addition, once per day, the fey prankster can take 20 on one these skill checks (if she has ranks in that skill). She can use this ability one additional time per day for every 6 bard levels she has beyond 5th, to a maximum of three times per day at 17th level.

This ability replaces lore master.

SHAPECHANGER (BLOODRAGER BLOODLINE)

The blood of doppelgangers, faceless stalkers, lycanthropes, or other shapechangers courses through your veins.

Bonus Feats: Dodge, Fleet, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Weapon Focus.

Bonus Spells: Enlarge person (7th), alter self (10th), fly (13th), stoneskin (16th).

Bloodline Powers: Transformative powers in your blood emerge when you bloodrage.

Shifting Aspect (Su): At 1st level, you gain the benefit of the Aspect of the Beast^{APG} feat while bloodraging. As part of the action to enter a bloodrage, you can choose any one of the four manifestations to affect you for the duration of your bloodrage.

Spontaneous Change (Sp): At 4th level, when entering a bloodrage, you can cast a transmutation spell that affects only you as a swift action, provided that the spell's normal casting time is 1 round or shorter. The spell lasts for as long as you continue bloodraging, regardless of the spell's normal duration. You can use this ability only to cast bloodrager spells you know.

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Evolving Aspect (Su): At 8th level, you gain Aspect of the Beast^{APG} as a bonus feat even if you don't meet the prerequisites. As normal for the feat, you must choose one of the manifestations, and you gain its benefits even while not bloodraging. When you enter a bloodrage, you can choose a second manifestation to affect you simultaneously for the duration of your bloodrage.

Beastskin (Su): At 12th level, when entering a bloodrage, you can cause your skin to grow thicker and more bestial. Your damage reduction from your bloodrager levels increases by 2, but it can be bypassed with silver weapons. Your natural attacks (including unarmed strikes) are then treated as silver for the purpose of overcoming damage reduction.

Shed Skin (Su): At 16th level, when your bloodrage ends, you can choose one spell or spell-like ability affecting you and attempt to shake it off as an immediate action. Attempt a dispel check (1d20 + your bloodrager level) as if you were casting *dispel magic*. If you succeed, the effect is dispelled.

True Shapeshifter (Sp): At 20th level, you are immune to all transmutation spells and effects unless you are a willing target. You can also use *greater polymorph* at will as a spell-like ability with a caster level equal to your bloodrager level targeting only yourself. These effects function even while you're not bloodraging.

SHAPECHANGER (SORCERER BLOODLINE)

Channeling the power of your shapeshifting ancestors that you carry in your blood, you gain powers that allow you to change your shape and alter your appearance and physical abilities.

Class Skill: Disguise.

Bonus Spells: Disguise self (3rd), alter self (5th), fly (7th), beast shape II (9th), polymorph (11th), transformation (13th), greater polymorph (15th), frightful aspect^{UC} (17th), shapechange (19th).

Bonus Feats: Combat Casting, Dodge, Extend Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Disguise), Toughness.

Bloodline Arcana: You are very skilled with magic that transforms you. Transmutation spells you cast only on yourself affect you as though your caster level were 1 higher.

Bloodline Powers: Your bloodline grants you the following powers.

Hardened Fists (Su): At 1st level, you can make your fists grow large, callused, and gnarled as a free action. Your unarmed strikes deal damage as though you were one size category larger, deal lethal damage, and do not provoke attacks of opportunity. If you have claws, they are affected instead, and they deal damage as though you were one size category larger. You can use this ability for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Mutable Flesh (Su): At 3rd level, once per day when you cast a transmutation spell with a duration of 1 minute per level that affects only you, you can increase its duration to 10 minutes per level. At 9th level, you can increase the duration to 1 hour per level.

Vortex of Flesh (Su): At 9th level, you can momentarily change into an amalgam of erratic geometric shapes once per day, lashing out at every creature in a 20-foot-radius spread around you as a standard action. This attack deals 1d6 points of bludgeoning, piercing, and slashing damage per sorcerer level. If you benefit from a spell or effect that allows you to overcome damage resistance with your natural attacks (such as *magic fang*), this attack ignores

> DR of the same type. Those caught in the area can attempt a Reflex saving throw (DC = 10 + half your sorcerer level + your Charisma modifier) for half damage. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Superior Transformation (Su): At 15th level, you become master of your own shape and

you fully understand the intricacies of all shapechanging magic. You are immune to polymorph effects unless you are a willing target. Once per day when you cast a polymorph spell on yourself, in addition to the normal effects of the spell, you can choose to gain a fly speed of 60 feet (average maneuverability), a swim speed of 60 feet, or an increase to your base land speed of 30 feet.

Amorphous Anatomy (Su): At 20th level, your vital organs shift position, and as a rule they are constantly changing their shape and size to best protect you. You gain immunity to critical hits and sneak attacks. In addition, you gain blindsight with a range of 60 feet and damage reduction 5/—. You automatically recover from physical blindness or deafness after 1 round by growing new sensory organs to replace the compromised ones;

you cannot otherwise regenerate lost body parts.



SERVANT OF THE MELANCHOLY LORD

The melancholic Lost Prince is the Eldest of forgotten things, sadness, and solitude. Dark and brooding just like the lonely, crumbling tower he inhabits, the Lost Prince has a surprisingly large court of devoted followers who share his grim outlook on life, suffer from depression, or spend most of their time alone by choice or circumstance. The Melancholy Lord also serves as a patron for historians and scholars who share his fascination with the forgotten history of the multiverse. A distant figure, the Lost Prince only occasionally interacts with his followers directly. Although devotees are not unwelcome as visitors, he expects them to function principally on their own. He engages with other creatures only rarely, usually in a fruitless attempt to shed some of the loneliness that constantly haunts him. Those that choose to follow the frowning prince despite his stubborn reclusiveness may learn that there is great strength in solitude and that isolation is a terrifying weapon. The following new rules are appropriate for characters descended from, or loyal to, the Lost Prince.

HERMIT (ORACLE ARCHETYPE)

A hermit is a recluse who gained her oracular powers from isolation in a deep desert, on a mountain peak, or in another secluded location. A connection to untraveled places gives the hermit powers to evade his enemies.

Mystery: A hermit must choose a mystery that adds Survival to his list of class skills, such as nature or stone.

Oracle's Curse: A hermit must choose the reclusive curse (below) at 1st level.

Bonus Spells: *Blindness/deafness* (4th), *crushing despair* (8th), *wall of force* (12th), *maze* (16th).

These bonus spells replace the oracle's normal mystery bonus spells at these levels.

Revelations: A hermit must take the following revelations at the listed levels.

Recluse's Stride (Su): Your base speed increases by 10 feet. At 5th level, once per round when leaving a square, you can treat the square as though it isn't threatened by any opponents that you can see. At 10th level, you can teleport a distance equal to your base land speed (as per *dimension door*) as a move action, provided that there are no other creatures within 10 feet of you when you use this ability and no other creatures within 10 feet of your destination. You can teleport a number of times per day equal to 3 + your Charisma modifier. You must take this revelation at 1st level.

Fade from Memory (Su): At 7th level, whenever there are no creatures within 10 feet of you at the end of your turn, you gain 20% concealment until the beginning of your next turn as a free action. At 14th level, you instead gain 50% concealment until the beginning of your next turn. You can use this ability a number of times per day equal to your oracle level. You must take this revelation at 7th level.

Recommended Mysteries: Heavens, life, nature, stone.

RECLUSIVE (ORACLE CURSE)

You are reclusive and paranoid to the point that your allies cannot easily help you in times of stress or unease. Whenever you are in combat, your allies must succeed at a melee touch attack to affect you with touch spells, and you must attempt saving throws to resist all spells cast by anyone other than yourself, even those cast by allies. Instantaneous spells you cast only on yourself affect you as though your caster level were 1 higher.

At 5th level, any spells you cast only on yourself affect you as if they were modified by the Extend Spell feat. This does not increase their level or casting time.

At 10th level, you are immune to charm spells and spelllike abilities.

At 15th level, you gain spell resistance equal to 10 + your oracle level.

SORROW (PSYCHIC DISCIPLINE)

You draw strength from deep feelings of abandonment, loneliness, and sadness, turning these emotions into a powerful weapon or a barrier that protects you.

Phrenic Pool Ability: Charisma.

Bonus Spells: Sanctuary (1st), silence (4th), nondetection (6th), crushing despair (8th), mind fog (10th), eyebite (12th), sequester (14th), maze (16th), imprisonment (18th).

Discipline Powers: Through your powers, you can use overwhelming sorrow to protect yourself and weaken others.

Numb to the Pain (Ex): You gain a morale bonus equal to your Charisma bonus on saving throws against mindaffecting spells and effects. This bonus cannot exceed your psychic level.

Despair (Su): When a creature within 30 feet rolls for an attack, a save against a fear effect, or a skill check, you can flood its mind with a feeling of hopelessness as an immediate action before the roll is made. The target takes a -1 penalty on the roll. The penalty increases by 1 for every 6 psychic levels you have beyond 1st, to a maximum of -4 at 19th level. If the target fails its attack roll, save, or skill check, you regain 1 point in your phrenic pool. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting emotion^{UM} effect.

Wave of Gloom (Su): At 5th level, by expending 1 use of your despair ability as a standard action, you can project a strong feeling of dejection. All creatures within 30 feet of you must succeed at a Will save or take a penalty on attack rolls, saves against fear effects, and skill checks for 1d4 minutes. The penalty is equal to (but doesn't stack with) the penalty provided by your despair ability. The DC of the saving throw equals 10 + half your psychic level + your Charisma modifier. You're immune to your own wave of gloom. This is a mind-affecting emotion^{UM} effect.

Fortress of Sorrow (Sp): At 13th level, you can mentally construct an extraplanar retreat on the Astral Plane. This

ability functions as *lesser create demiplane*^{UM} with a caster level equal to your psychic level, with the following adjustments: you need no focus to create the fortress of sorrow; the demiplane is permanent until dismissed by you; you cannot create more than one demiplane with this ability or add to the plane's area by casting the spell again; the light level on the demiplane is dim, though light sources affect it normally; and you cannot bring other creatures to your demiplane. Once per day, you can enter your demiplane (as *plane shift*), and once per day, you can return in a similar manner, arriving at the same spot you left from (or the nearest available space).

LONER FEATS

The following new feats are intended for characters who have learned to survive on their own, giving them an advantage when no allies are nearby.

CENTERED SPELL (METAMAGIC)

You can make a spell explode around you, leaving a safe zone for yourself at the center of the blast.

Prerequisite: Spellcraft 3 ranks.

Benefit: You can center the area of a spell with an area effect and duration of instantaneous on you, and exclude yourself from the effects of the spell. Your familiar (if any) is also excluded from the effect, provided that it is in your square and at least one size category smaller than you.

A centered spell does not use up a higher-level spell slot than the spell's actual level.

INTROSPECTIVE PERFORMANCE

With no other allies to enjoy your performance, you improvise to make it more inspiring for yourself.

Prerequisites: Perform (any) 3 ranks, bardic performance or raging song class feature.

Benefit: Whenever you are the only creature affected by a bardic performance or raging song that normally affects all allies within a range, any bonuses granted by your bardic performance or raging song are calculated as though your class level were 4 higher. This feat does not allow you to activate a bardic performance or raging song if your actual class level is not high enough to use that performance.

Selfish Channel

You can hoard channeled energy for yourself. **Prerequisite:** Channel energy class feature. **Benefit:** Whenever you channel positive energy to heal creatures, you regain half again as many hit points (+50%) as normal if you're the only creature healed by the channeled energy (either because there are no other living creatures within the area or because you exclude them with Selective Channeling or a similar effect).

Special: If you are healed by negative energy, this feat applies when you channel negative energy and you're the only creature healed by the channeled energy.

UNFETTERED RAGE

When no allies are nearby, you can safely unleash the full extent of your fury.

Prerequisites: Rage class feature, base attack bonus +6.

Benefit: While raging, when you make a full attack with a melee weapon, you can expend an extra round of rage and make one additional attack at your highest base attack bonus, taking a -2 penalty on all of your attacks and a -2 penalty to your AC until your next turn. You cannot use this ability if there are any allies within 5 feet of you or of any squares you threaten. This benefit does not stack with similar effects, such as *haste*.



BORN OF THE THREE

Magdh the Three is the three-faced Eldest of the branching paths of fate and the interplay between possible realities and futures. She is an enticing patron for adventurers because, unlike the distant and reticent Pharasma, Magdh is constantly meddling with fate. Magdh's followers believe in always looking at situations from at least three perspectives and acting with foresight rather than rushing in unprepared. The following new rules are well-suited for characters loyal to the Three.

NORNKITH (MONK ARCHETYPE)

Nornkith hone their bodies and minds to follow the branching threefold paths of fate. Nornkith seek to emulate the fey masters of fate called norns (*Pathfinder RPG Bestiary* 3 202) and eventually ascend to become norns in their own right. **Conviction of Fate (Ex):** A nornkith uses her Charisma, rather than her Wisdom, to determine all class features and effects relating to his monk class.

Forewarned (Su): A nornkith can always act in the surprise round, even if he does not notice her enemies, though she remains flat-footed until she takes an action. In addition, she gains a bonus on initiative rolls equal to half her monk level (minimum +1). At 20th level, a nornkith's initiative roll is automatically a natural 20.

This ability replaces stunning fist.

Shears (Su): Whenever a nornkith makes an unarmed strike, she can cause shimmering silver shears to manifest around the blow, causing the unarmed strike to count as silver for the purpose of overcoming damage reduction. At 7th level, she gains Improved Critical (unarmed strike) as a bonus feat, even if she does not meet the prerequisites.

This ability replaces the bonus feat gained at 1st level.

Resist Death's Lure (Su): At 5th level, a nornkith gains a +4 morale bonus on saves against death effects, energy drain, and negative energy. At 10th level, she gains immunity to energy drain and negative energy.

> This ability replaces purity of body and the bonus feat gained at 10th level.

Fate Weaver (Su): At 11th level, a nornkith can spend 1 ki point as an immediate action to force a creature within 60 feet to reroll one saving throw before the results of the roll are revealed. The creature must take the result of the second roll, even if it's worse than the original roll. Whether the new result is a success or failure, the creature cannot be the target of this ability again for 1 day.

This ability replaces diamond soul.

Snip Thread (Su): At 15th level, as a standard action, a monk can spend 1 ki point to produce a golden thread linked to the fate of a creature within 60 feet and

mimic snipping through the thread with a pair of shears. The target takes 1d6 points of damage per nornkith level and can attempt a Fortitude saving throw (DC = 10 + half the nornkith's monk level + her Charisma modifier) to halve this damage. If the damage would bring the target's hit points to o or below, the nornkith can spend another ki point to sever the golden thread completely; in this case, the target dies and can only be restored to life with *miracle, wish*, or divine intervention. The nornkith can use this ability once per day. This is a death effect.

This ability replaces quivering palm.

Inscrutable (Su): At 19th level, the nornkith is protected by a constant *mind blank* effect with a caster level equal to her monk level. The nornkith can suppress or resume this protection as a standard action.

This ability replaces empty body.

Norn Transformation: At 20th level, a nornkith attains her fey heritage. Her type changes to fey, and she gains DR 10/cold iron.

This ability replaces perfect self.

MAGIC OF THE THREE

The following spells and items are often employed by Magdh's agents. A cleric of Magdh adds *threefold face* and *threefold sight* to her spell list as 3rd-level spells. She also adds *threefold aspect*^{APG} to her spell list as a 4th-level spell, and *moment of prescience* as an 8th-level spell.

THREEFOLD FACE

School transmutation; **Level** medium 3, sorcerer/wizard 3, witch 3 **Casting Time** 1 standard action

Components V, S, M/DF (a three-pointed knot)

Range personal

Target you

Duration 9 minutes

You grow two additional faces set equidistantly around your head, each embodying a different aspect of your personality that you choose (such as kindliness, joy, or wrath). You gain all-around vision and can't be flanked. Effects that would blind you, deafen you, block your mouth, or otherwise affect your face, including beneficial effects that grant you exceptional vision, only affect a single face (for example, it would take three castings of *blindness/ deafness* to blind you). You lose all-around vision if even a single face becomes blind. This spell doesn't grant you additional magic item slots or additional heads. When *threefold face* ends, you gain all the conditions from all three faces, for good or ill.

THREEFOLD FORM

School divination; **Level** druid 9, psychic 9, witch 9

Casting Time 1 standard action

Components V, S, F (a green, three-pointed knot made of mithral worth 729 gp)

Range personal

Target you

Duration 9 rounds

You pull forth idealized versions of yourself at various ages from your mind, splitting into three copies of yourself. *Threefold form* functions as *bilocation (Pathfinder RPG Occult Adventures* 158), except there are three of you instead of two, and each of the three bodies is under the effect of *threefold aspect*^{APG} with a different idealized age. Other than the differences from *threefold aspect*, each body shares all other effects with you, as normal for *bilocation*.

THREEFOLD SIGHT

School divination; Level bard 3, medium 3, occultist 3, psychic 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M/DF (a three-pointed knot)
Range personal
Target you
Duration 3 minutes

You view several possible futures at once, allowing you to thread a needle around disasters by taking a middle path. For the duration of this spell, whenever you roll for an attack, saving throw, or skill check, roll three d20 and use the middle of the three rolls (or the highest, if more than one die shows the same highest value, or the lowest, if more than one die shows the same lowest value). If another ability would make you roll an attack roll, saving throw, or skill check twice and take the higher result, roll twice and take the lower result, or reroll, that ability has no effect and *threefold sight* ends immediately.

CHARM OF THE THRICEBORN		PRICE 2,400 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate divination		

A creature carrying this knot-shaped charm for 3 full days becomes its owner until she loses possession of it. A creature can only be the owner of a single *charm of the thriceborn*. At the start of each day, the charm's owner rolls 3d20 and keeps their results as her charmed dice. Once during that day, instead of rolling a d20, the charm's owner can instead use the result of one of the three charmed dice, randomly selected (roll 1d3 to choose).

CONSTRUCTION REQUIREMENTS COST 1,200 GP

Craft Wondrous Item, threefold sight

ROD OF THE THRI	CEBORN	PRICE varies
Lesser rod of the thriceborn		2,500 GP
Rod of the thriceborn		6,500 GP
Greater rod of the thriceborn		19,500 GP
SLOT none	CL 5th	WEIGHT 5 lbs.
AURA moderate divination		

The wielder of this elongated triangular prism can cast up to three spells per day for which the spell's targets must roll three times for their saving throws and take the middle of the three results, as per *threefold sight*. A lesser *rod of the thriceborn* can affect spells up to 3rd level, a *rod of the thriceborn* can affect spells up to 6th level, and a greater *rod of the thriceborn* can affect spells up to 9th level. A *rod of the thriceborn* can't be used in conjunction with metamagic rods or the Persistent Spell feat.

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CONSTRUCTION REQUIREMENTS	COST varies
Lesser rod of the thriceborn	1,250 GP
Rod of the thriceborn	3,250 GP
Greater rod of the thriceborn	9,750 GP

Craft Rod, threefold sight

RIBBON OF THE THREE		PRICE 60,000 GP
SLOT head CL 9th		WEIGHT —
AURA moderate transmutation		

This green ribbon is fashioned in the shape of Magdh's threepointed knot. The wearer gains three faces that each represent a different aspect of her personality, as if constantly under the effect of *threefold face*.

CONSTRUCTION REQUIREMENTS Craft Wondrous Item, threefold face



DEVOTEE OF THE HOODED

Ng the Hooded is the Eldest of the seasons, secrets, and wanderers. He embodies not only the mystery of the open road but also the hazards that tend to arise during travel. Many are drawn to Ng's enigmatic nature, though no one has learned what lies beneath the Eldest's silver hood, nor whether it's truly a face or something more sinister that he hides underneath. Although Ng's followers are usually travelers, they journey with the serious purpose of the devout rather than the carefree wanderlust of those who travel for pleasure. Ng's faithful take care to shroud their faces and tend to guard their secrets well. The following new rules are suitable for characters who share Ng's devotion to secrets and travel.

HOODED KNIGHT (CAVALIER ARCHETYPE)

Some cavaliers wander the lonely roads of the world-any world, including the First World-protecting travelers and acting as their honor guard. Like the Eldest they usually venerate, they wear heavy hoods and rarely show their faces.

Hooded knights are usually members of the order of the blossom (see page 27), the order of the shield, or the order of the sword.

Class Skills: A hooded knight gains Knowledge (geography) and Survival as class skills instead of Climb and Swim.

This alters the cavalier's class skills.

Feytouched Mount: A hooded knight's mount has the feytouched simple template (see page 10) when he is riding it, but it cannot use its change shape ability while being ridden. This ability alters the cavalier's mount.

Hero of the Roads (Ex): When on a road, a hooded knight gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks. These bonuses increase by 2 at 9th and 17th level. The speed of any mount a hooded knight rides is increased by 10 feet at 9th level and by an additional 10 feet at 17th level. By spending 1 minute coaxing his allies' mounts and expending one use of his challenge ability, a hooded knight can grant the same speed increase to the mounts ridden by all allies within 30 feet who can see and hear him. This speed increase to his allies' mounts lasts for 1 hour.

> A hooded knight and his mount can hustle while traveling on a road without taking damage for 2 hours each day, plus an additional 2 hours at 5th level and every 5 levels thereafter (to a maximum of 8 hours at 15th level).

> > This ability replaces tactician.

Champion of the Roads (Sp): At 9th level, a hooded knight gains dimension door as a spell-like ability with a caster level equal to his cavalier level. If the hooded knight is riding a mount, his mount does not count against the number of creatures he brings along with this ability. If the destination is not a road, the hooded knight is shunted to the nearest open space on a road, taking damage as described in the dimension door spell.

The cavalier can use this ability once per day, plus one additional time for every 4 levels beyond

9th, to a maximum of three times per day at 17th level. This ability replaces greater tactician.

Paragon of the Roads (Sp): At 17th level, when a hooded knight uses his champion of the roads ability, he can treat the ability as greater teleport rather than dimension door. The hooded knight's mount and the mounts ridden by any creatures he brings along do not count against the number of teleported creatures.

This ability replaces master tactician.

ORDER OF THE BLOSSOM

Cavaliers of the order of the blossom dedicate their lives to protecting fey, especially those visiting the Material Plane from the First World. These cavaliers might be fey themselves, but even if they aren't, they exhibit the same whimsy and occasionally cruel sense of humor typical of most denizens of the First World.

Edicts: The cavalier cannot refuse a fey's request for aid unless it will interfere with his existing duties, or he believes the fey seeks to directly oppose his other aims and goals. He must strive to prevent gates to the First World from being exploited or corrupted. If the cavalier encounters blighted fey (*Pathfinder RPG Bestiary* 6 46–47) or other corrupted fey, he must strive to destroy them.

Challenge: Whenever an order of the blossom cavalier issues a challenge, the target of the challenge takes a –1 penalty on saving throws against spells and spell-like abilities used by fey or by the cavalier. This penalty increases by 1 for every 4 levels the cavalier has. An order of the blossom cavalier can't issue a challenge against any creature of the fey type unless that creature has the blighted fey template.

Skills: An order of the blossom cavalier adds Disguise and Knowledge (nature) to his list of class skills. An order of the blossom cavalier can attempt Knowledge (nature) skill checks untrained. Whenever an order of the blossom cavalier attempts a Bluff check to feint in combat, he receives a bonus on the check equal to half his cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the blossom gains the following abilities as he increases in level.

Sneak Attack (Ex): At 2nd level, an order of the blossom cavalier can make a sneak attack, as the rogue ability of the same name. At 2nd level, his sneak attack damage is +1d6. This damage increases by 1d6 at 8th level and every 6 levels thereafter. If the cavalier gets a sneak attack bonus from another source, the bonus damage stacks.

Fey Enchantments (Sp): At 8th level, an order of the blossom cavalier learns to use the following spell-like abilities: animal messenger, enthrall, hideous laughter, and suggestion, with a caster level equal to his cavalier level. He can use these spell-like abilities a total of three times per day, in any combination (such as by casting enthrall three times, or animal messenger once and suggestion twice). The saving throw DC for these spell-like abilities is 10 + half the cavalier's level + his Charisma modifier. At 16th level, the cavalier can use his spell-like abilities seven times per day, and he adds charm monster and terrible remorse^{UM} to the list.

Curse of the First World (Su): At 15th level, an order of the blossom cavalier channels pandemonium through his weapon. His melee attacks count as chaotic-aligned for the purpose of overcoming damage reduction. In addition, whenever he confirms a critical hit against a target under an enchantment effect, that target is confused for 1d6 rounds.

Each round the confused creature rolls to determine its action, it rolls twice and the cavalier chooses which result to use. This is a mind-affecting effect.

SECRECY MAGIC ITEMS

Those who venerate Ng the Hooded and others who trade in secrets find the following magic items useful.

CLANDESTINE HORSESHOES		PRICE 6,000 GP
SLOT feet	CL 3rd	WEIGHT 12 lbs.
AURA faint illusion		

If a creature wearing these dull gray horseshoes remains stationary for 1 round, the creature and its rider, if any, gain a +10 bonus on Stealth checks for 1 round. In addition, once per day, the rider of a mount wearing clandestine horseshoes can turn both herself and her mount invisible, as *invisibility*. All four shoes must be worn by the same creature for the magic to be effective.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
Craft Wondrous Item, invisibility	

HOOD OF PRIVACY		PRICE 120,000 GP
SLOT head	CL 15th	WEIGHT 1 lb.
AURA strong abjuration		

This voluminous silver hood shimmers like a scattered handful of diamonds. The hood completely covers the wearer's face, hiding his identity, but does not impair the wearer's senses. The wearer gains a +4 bonus on saving throws against mind-affecting effects. The wearer is immediately aware when someone attempts to gain information about him through a divination spell or effect, such as *scrying*. As a swift action, the wearer can reduce the hood's saving throw bonus by 1 to thwart such a divination attempt, providing whatever false information the wearer desires to the diviner, or even to conceal the information entirely as though the wearer were undetectable to the divination effect. The creature using the divination effect can attempt a DC 26 Will save to learn that the information is fabricated or concealed. Expended bonuses return at a rate of 1 per week.

CONSTRUCTION REQUIREMENTS	COST 60,000 GP
Craft Wondrous Item, detect scrying, mind blank	

WHISPERING GLOVES		PRICE 1,000 GP
SLOT hands	CL 3rd	WEIGHT 1 lb.
AURA faint transmutation		

These supple silk gloves are skintight. As a standard action, the wearer can deliver a complex secret message to a single target that can see the wearer as if she had succeeded at a DC 20 Bluff check. This message is conveyed in a series of rapid, complicated hand gestures that the target automatically understands. Creatures that see the wearer send a message can attempt a DC 20 Sense Motive check to notice that the wearer is delivering a secret message and decipher it.

 CONSTRUCTION REQUIREMENTS
 COST 500 GP

 Craft Wondrous Item, message
 Cost 500 GP



CHILD OF THE WATER LORD

The mighty Ragadahn claims all the waters of the First World as his personal domain. The serpentine beast has progeny scattered across the planes; he is said to have fathered the first linnorms, and several of Ragadahn's devout followers are also his descendants. Ragadahn asks little of his worshipers save that they tremble at his awesome presence and boast of his might. Those who pledge their loyalty to Ragadahn are often motivated by powerful ambition and hope to acquire some of his immense strength. It is not uncommon for the most devout of the Water Lord's progeny to dream of attaining the strength and cunning to best him in battle, which Ragadahn arrogantly encourages. His disciples often gather into loose-knit bands to train and support one another. The following new rules are well suited for Ragadahn's devotees or descendants.

Additionally, as long as she is able to speak, the deepwater rager adds her Constitution modifier to Intimidate skill checks in addition to her Charisma modifier. The following new rules are well suited evotees or descendants. **Spiraling Charge (Ex)**: At 2nd level, a deepwater rager is not required to move in a straight line when she charges, provided that no space she moves into while charging is farther away from her target than the space that she is leaving. The deepwater rager must be able to see her target at the beginning of her charge and cannot use this ability while mounted. This ability replaces uncanny dodge.

Disorienting Grapple (Ex): At 5th level, a deepwater rager becomes an expert in flipping and spinning opponents as they are grappled. An opponent grappled by the deepwater rager gains the sickened condition for as long as it has the grappled condition. When the creature's grappled condition ends, for any reason, it must succeed at an

Acrobatics check (with a DC equal to the deepwater rager's CMD) or fall prone.

This ability replaces improved uncanny dodge.

Crushing Grapple (Ex): At 14th level, a deepwater rager gains the constrict special attack (*Pathfinder RPG Bestiary* 298), which deals an amount of damage equal to the damage her unarmed strike deals.

This ability replaces indomitable will.

Full Lungs (Ex): At 17th level, a deepwater rager does not need to breathe while she is raging.

This ability replaces tireless rage.

DEEPWATER RAGER

(BARBARIAN ARCHETYPE)

barbarians (Pathfinder RPG Pathfinder Unchained).

Deepwater ragers bellow ferociously as they charge their

enemies, tackling them into the raging seas. This archetype

is compatible with both barbarians and unchained

for a number of rounds equal to four times her Constitution

score, and she does not reduce the duration of her held

breath by taking a standard action or a full-round action.

Strong Lungs (Ex): A deepwater rager can hold her breath

Rage Powers: The following rage powers complement the deepwater rager archetype: battle roar^{ACG}, bestial swimmer^{UC}, brawler^{APG}, intimidating glare, raging swimmer, rolling dodge, and terrifying howl.

SERPENT HERALD (SKALD ARCHETYPE)

Warrior bands devoted to Ragadahn are often led by a serpent herald, whose deep roars shake the earth itself. Rumors tell of waves of snakes slithering forth from their nests in awe as these bellowing commanders take on serpentine features.

Serpentine Rage (Su): At 3rd level, a serpent herald can call down Ragadahn's features onto his allies. Allies

affected by the serpent herald's inspired rage ability gain a serpentine aspect of the serpent herald's choice (all affected allies gain the same aspect). The serpent herald may choose from the following aspects: movement (+8 competence bonus on Climb and Swim checks, and targets can take 10 on these checks even when rushed or threatened), scales (+2 natural armor bonus), senses (low-light vision and scent), or a natural bite attack (1d4 damage for a Medium creature plus poison [bite-injury; save Fortitude DC 10 + half the serpent herald's class level + his Constitution modifier; frequency 1/round for 6 rounds; effect 1 Constitution damage, cure 1 save]). This is a polymorph effect; a creature under another polymorph effect, such as wild shape, does not gain the aspect. If the serpent herald grants one of these aspects to himself, he also gains the ability to speak with animals (reptiles and creatures with the aquatic subtype only) for as long as he has the aspect. The serpent herald must have the inspired rage raging song to use this ability.

This ability replaces the rage power gained at 3rd level.

Serpent Shape (Su): At 5th level, a serpent herald gains the ability to use wild shape to take the form of a reptile or an aquatic animal once per day, as the druid class feature. His effective druid level for this ability is equal to his serpent herald level – 1. This doesn't allow him to assume other forms, such as elementals or other kinds of animals. When in animal form, the serpent herald is treated as able to speak normally for the purpose of using raging song, but not for using other abilities that require speech (such as spellcasting).

At 11th level, a serpent herald can use this ability twice per day and gains the benefits of the Wild Speech^{UM} feat while using this ability, treating his druid level as his serpent herald level -1.

At 17th level, a serpent herald can use this ability three times per day. In addition, he gains the supernatural resiliency of a linnorm, gaining the effects of *freedom of movement* while using this ability.

This ability replaces spell kenning.

Rage Powers: The following rage powers complement the serpent herald archetype: animal fury, battle roar^{ACG} knockback, knockdown^{APG}, linnorm death curse (any)^{ACG}, low-light vision, sprint^{UC}, and swift foot.

RAGE POWERS

The following rage powers are mastered in ocean waters.

Master of the Deep (Su): As a standard action, the barbarian commands an aquatic creature to do her bidding. The barbarian selects a creature with the aquatic type within 30 feet and gives a terse command from those listed in the *command* spell. Alternatively, if the creature has an Intelligence of 1 or 2, the barbarian may instead command the creature to attack the closest creature to it as a standard action. The creature must succeed at a Will save (DC equal to 10 + half the barbarian's level + her Strength modifier) or obey the command to the best of its ability on its next turn. Once a creature has attempted a saving throw against master of the deep (successful or not), it is immune to this power for

24 hours. This ability is a mind-affecting effect, but it is not language dependent; the creature need not understand the barbarian giving the command. A barbarian must be at least 8th level before selecting this power.

Suffocating Grip (Ex): While raging, when the barbarian successfully maintains a grapple, she can choke her opponent instead of dealing damage to, moving, pinning, or tying up her opponent. The grappled opponent cannot speak or breathe and must hold its breath or begin suffocating. The grappled opponent can take a breath during any round in which the barbarian does not maintain the grapple. Creatures that do not breathe are not affected by this ability.

Suffocating Grip, Greater (Ex): When the barbarian is using the suffocating grip rage power, the grappled creature cannot hold its breath and immediately begins suffocating. A barbarian must be at least 12th level and have the suffocating grip rage power to select this rage power.

MASTERPIECES

The following masterpieces (*Pathfinder RPG Ultimate Magic* 21) are favored by devotees of the Water Lord.

RAGADAHN'S RAQS BELEDI (DANCE)

Your expressive dance makes your allies much more limber. **Prerequisite:** Perform (dance) 5 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: When you complete this performance, choose one target per bard level to gain the benefits of this masterpiece. An affected creature can move through areas at least half its width with no penalty for squeezing, and can move through a space at least one-quarter its width using the normal penalties for squeezing. This is a polymorph effect.

Use: 1 round of bardic performance per minute of the effect's duration.

Action: 1 minute.

RAGADAHN'S SPIRALING ASCENT (ACT, DANCE)

You can hurl your allies into battle by directing swift winds.

Prerequisite: Perform (act) or Perform (dance) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: Your whirling motions summon a 15-foot-high cyclone into an empty space adjacent to you. This cyclone persists until you stop using bardic performance to sustain it, and extends an additional 15 feet in height each round you sustain it until it reaches a ceiling or other obstacle. As a move action, you can direct the cyclone to harmlessly flow around one willing creature adjacent to the cyclone and move the creature to any other square adjacent to the cyclone at any height the cyclone has reached. This movement provokes attacks of opportunity. The cyclone is immobile once created. Abilities that extend the duration of a bardic performance (such as Lingering Performance^{APC}) affect this masterpiece.

Use: 1 round of bardic performance per round. **Action:** 1 standard action.



TIMEKEEPER OF THE MANY

As the Eldest of time and entropy, Shyka the Many has observed all pasts and futures. Shyka's devotees insist that the Eldest does not merely watch, but also acts to shepherd existence along a stable path. The following new rules are appropriate for characters emulating Shyka's magic, or for those descended from one of Shyka's aspects.

CHRONOMANCER (WIZARD ARCHETYPE)

Time is not an immutable force but an inscrutable phenomenon. Rare arcane scholars known as chronomancers demonstrate the ability to shift themselves in short bursts between the past, future, and alternate presents.

Temporal Pool (Su): A chronomancer gains a reservoir of temporal energy to manipulate the time stream in a variety of ways listed below. This temporal pool has a number of points equal to half his class level + his Intelligence modifier (minimum 1). This pool refreshes once per day when the chronomancer prepares his spells.

Forewarned: The chronomancer can expend 1 point from his temporal pool when he rolls initiative to allow himself or an ally within 30 feet to roll 1d4 and add it to that character's initiative result. At 5th level, the chronomancer can expend 2 points from his temporal pool as an immediate action to apply this benefit to a saving throw he has just rolled (but before the result is revealed). At 10th level, the die size increases to 1d6.

Rewind: As an immediate action after losing a spell due to a failed concentration check or after casting a spell that had no effect (such as due to successful saving throws, a failed caster level check to overcome spell resistance, or other immunities), the chronomancer can expend a number of points from his temporal pool equal to half the spell's level (minimum 1) to immediately prepare the spell again, as if it had not been cast. Any material components expended in the original casting remain expended, as are actions used to cast the original spell.

Accelerate: At 10th level when casting a spell, the chronomancer can expend 2 points from his temporal pool to apply the effects of *haste* to one creature affected by the spell until the end of the chronomancer's next turn.

Complex Contingency: At 15th level, the chronomancer can specify two trigger conditions when casting contingency. In addition, when the chronomancer's contingency would trigger, the chronomancer can expend 1 point from his temporal pool as an immediate action to prevent the contingency from triggering, saving the stored effect for later.

Parallel Self: At 20th level, if the chronomancer is killed, he can immediately expend 10 points from his temporal pool to summon an alternate version of himself from a parallel existence, appearing up to 30 feet away. This alternate version is identical to the chronomancer except he is a member of a random race, determined using the table that accompanies *reincarnate*. The alternate version has half the chronomancer's total hit points (but not any temporary hit points) and those spells the chronomancer had prepared when he died. The alternate version has the same equipment as the chronomancer but does not bear any artifacts the chronomancer was carrying. Any expendable items, charges, or expensive material components the alternate version uses are also expended for the chronomancer. This alternate version remains for 1 minute before the duplicate and its equipment are ripped back to their reality.

This ability replaces arcane bond and the bonus feats gained at 10th, 15th, and 20th levels.

TEMPORAL SPELLS

The following spells invoke Shyka's mastery of time. Clerics of Shyka add *threefold aspect*^{APG} to their spell list as a 4th-level spell. They also add *temporal divergence* and *temporal regression* (see page 31) to their spell list as 8th-level spells.

ALLY ACROSS TIME

School conjuration (summoning); Level bard 2, cleric 2,

inquisitor 2, medium 1, psychic 2, ranger 1, sorcerer/wizard 2 Casting Time 1 standard action

Components V, S

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

Effect one 5-ft. cube of temporal possibility/2 levels

Duration 1 round/level

Saving Throw none; Spell Resistance no

You create one or more 5-foot cubes of temporal possibility where your timeline overlaps with those of your parallel existences. As a free action, you can summon a duplicate of yourself (not including any animal companions, familiars, intelligent items, or other creatures) from an alternate timeline in one of the cubes you can see, which lasts until the end of your turn. This duplicate has your statistics (though its hit points equal your caster level), threatens all squares adjacent to it, and has any teamwork feats you have. Although the duplicate appears with all of the equipment you currently carry, it cannot use any of its equipment and all its equipment disappears when the duplicate does. This duplicate cannot voluntarily move from the space in which it's summoned. During its brief existence, a duplicate can use the aid another action once to assist you, but it cannot take any other type of action. Once a duplicate disappears, the cube of temporal possibility it occupied dissipates.

You can summon only one duplicate before the spell ends. For every 4 caster levels you have beyond 3rd, you can summon an additional duplicate before the spell ends, though you cannot have more than one duplicate in existence at once.

ARMY ACROSS TIME

- **Level** bard 4, cleric 5, inquisitor 4, medium 3, psychic 5, ranger 3, sorcerer/wizard 5
- Effect five 5-ft. cubes of temporal possibility plus one additional cube/level

This spell functions as ally across time as noted above with

two exceptions. First, you can summon one duplicate per caster level before the spell ends. Second, you can have up to one duplicate in existence at a time for every 3 caster levels you have.

TEMPORAL DIVERGENCE

School transmutation; **Level** psychic 7, sorcerer/wizard 7, witch 7 **Casting Time** 1 swift action

Components V, S, M (mithral wishbone worth 100 gp)

Range personal

Target you

Duration instantaneous

This spell allows you to witness two divergent decisions and choose which to pursue. Upon completing this spell, you must immediately choose two other different spells that you could cast at that moment and that each have a casting time of 1 standard action; these spells take effect simultaneously, and you must track all resulting effects, areas of effect, saving throws, and other outcomes separately as if each had been cast normally and the other spell had never happened. Once you've seen how each spell resolves, you must choose which version of reality

occurred, expending the standard action, prepared spell, and material components as necessary. The other spell's results are ignored and do not require an action or expend the prepared spell, spell slot, or material components. If the targets of the spell you did not choose expended any resources or effects to resist your spell, those resources or effects are also not expended. If you cast this spell and do not or cannot immediately follow the instructions described above, this spell has no effect.

For example, after casting this spell, a wizard could cast *temporal stasis* on a demon and *fireball* on a group of orcs. Seeing that the demon succeeds at its saving throw against *temporal stasis* and that the *fireball* kills many orcs, the wizard chooses the *fireball* to take effect. The *temporal stasis* is treated as if it had not been cast, and its spell slot and costly material component are not expended.

Casting this spell more than once in a single day is risky. On the second and subsequent casting in a 24-hour period, you must succeed at a DC 25 Will saving throw or be exposed to a crippling array of possibilities and paradoxes that leave you confused for 24 hours. Whenever this confusion would cause you to attack

the nearest creature, you instead expend your highest-level remaining prepared spell or spell slot, if any, with no effect.

TEMPORAL REGRESSION

School conjuration (teleportation); Level druid 9, psychic 8, sorcerer/wizard 8, witch 8

Casting Time 1 standard action

Components V, S, F (hourglass filled with powdered horacalcum worth 1,500 gp)

Range personal and close (25 ft. + 5 ft./2 levels; see below) **Duration** 1 round/level or until discharged

Saving Throw none; Spell Resistance no

When you complete this spell, note your current location and condition, including your hit point total and any ongoing conditions affecting you as well as their durations (e.g. poison, sickened, ability damage, and spell effects). This spell creates a beacon in space-time that's imperceptible to anyone but you. As a standard action while you are within range of the beacon before the spell's duration expires, you can discharge the spell to transport yourself back to the marked location and restore yourself to the condition you were in when you cast the spell; this does not restore any expended items, charges, or spells you may have used during that time. This

> does not reverse effects for anyone else, and to bystanders it appears as though you teleported to the beacon location and regained conditions you had when the beacon was set. *Temporal regression* strains your body; when the spell is discharged, you gain 1 temporary negative level for every

> > 2 rounds that passed since you cast the spell. These negative levels disappear after 24 hours.

You can discharge the spell to transport yourself back to your beacon as an immediate action instead of a standard action, but doing so utterly and entirely consumes the spell's focus.



NEXT MONTH

Few character choices define an adventurer as much as what equipment, weapons, armor, and tools she chooses to take with her into danger. Whether it takes the form of an alchemical agent usable in times of dire need or a kit of essential gear for everyday uses, equipment can often determine the success or failure of an adventurer's endeavor. With 32 rules-packed pages of new gear of all sorts, new feats, archetypes, spells, and equipment tricks, next month's Adventurer's Armory 2 is a must-have for characters of all backgrounds!

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ATHFINDER CAMPAIGN SETTING



enigmatic Eldest, to the shifting, often hostile geography of the plane, to the secret of the gnomes' exile from their former home in Pathfinder Campaign Setting: The First World, Realm of the Fey.

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