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Wilderness Origins



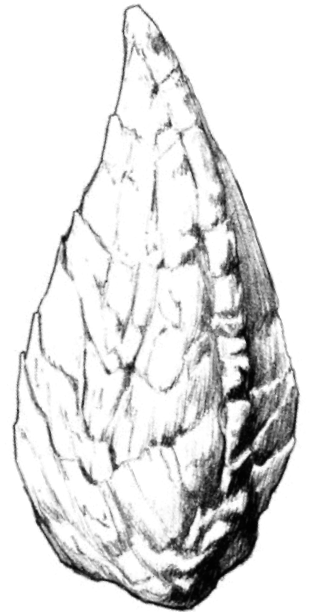
A cluster of these were growing near a pool of bright-green fluid. Coincidence, or is there a greater relationship?



The ghostblossom comes by its name honestly. Pressed a few samples for study.



The natural weight of the vines and wooden slats should render this gathlain wing incapable of flight.



Could this possibly be a ghoran seed?



The local leshys have been observing me as I work.



Resembles an ordinary lotus save for the dark petal tips and sickeningly sweet smell.



Development Leads • Eleanor Ferron and Luis Loza
Authors • Kim Frandsen, Sasha Lindley Hall,
Violet Hargrave, Andrew Mullen, Jessica Redekop,
Mikhail Rekun, Sean K Reynolds, and Rodney Sloan
Cover Artist • David Alvarez
Interior Artists • Michele Giorgi, Beatrice Pelagatti, and
Bryan Syme

Creative Directors • James Jacobs, Robert G. McCreary,
and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and
Amanda Hamon Kunz
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Jason Keeley, Luis Loza,
Ron Lundeen, Joe Pasini, Michael Sayre, Chris S. Sims,
and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
Managing Editor • Judy Bauer
Senior Editor • Christopher Carey
Editors • James Case, Leo Glass, Lyz Liddell, Adrian Ng,
Lacy Pellazar, and Jason Tondro
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick
Production Artist • Tony Barnett
Franchise Manager • Mark Moreland
Project Manager • Gabriel Waluconis

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
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Warehouse Team • Laura Wilkes Carey, Will Chase,
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Kevin Underwood
Website Team • Brian Bauman, Robert Brandenburg,
Whitney Chatterjee, Erik Keith, and Andrew White

ON THE COVER



Dirt flies and the earth trembles as Zova defends the forest from the destructive predations of a ravenous rock troll, in this rocking cover by David Alvarez!



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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at pfrd.info.

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 5</i>	B5
<i>Advanced Player's Guide</i>	APG	<i>Occult Adventures</i>	OA
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM
<i>Bestiary 4</i>	B4	<i>Ultimate Wilderness</i>	UW

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7120 185th Ave NE, Ste 120
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Introduction



Some adventurers think of nature as simply the scenery that rolls past as they travel from the city they call home to whatever ancient ruin or system of caves they've been tasked to investigate, but the wilderness is its own world with its own life and rules. *Pathfinder Player Companion: Wilderness Origins* explores new options for characters with strong ties to nature, unlocking secrets for those born within the wild and for those who choose to live outside of civilization.

WILD ORIGINS

The following are a number of potential origins for characters who truly embrace the wilderness: those who study the wonders of the natural world, those who protect it, and those who embrace its power and fury as their own. Each of these backgrounds comes with a new trait suitable for adventurers who were raised in similar environments or circumstances.

Desert Traveler: Many people live their lives on the road, from traveling merchants to troupes of entertainers, or drifters who don't want to stay in one place long enough for their troubled pasts to catch up with them. Sometimes such travelers wander inhospitable paths, including the dangerously hot and dry deserts of northern Garund. Most casual explorers of these deserts just worry about the heat and a lack of water, but caravan drivers and scouts from Katapesh and Osirion know that there's just as much to fear from the sudden sandstorms that whip up on cloudless days.

Windspeaker (Region, Desert): You have a keen sense for weather patterns, and you always know 8 hours in advance when naturally occurring winds will reach high speeds.

Desnan Wanderer: Sometimes a life far from civilization is less about avoiding major settlements and more about the constant quest to find new cities to visit and explore. Devout followers of Desna spend their lives in constant pilgrimage, riding from city to city or setting out across great grassy plains on foot with only the stars to guide them.

Follower of the Stars (Religion, Desna): You gain a +4 trait bonus when using Survival to navigate under clear skies.

Forest Outlaw: Not all who dwell outside the confines of civilization do so by choice. The people of Nirmathas are trained to take shelter in the woods in times of great peril. With a decent guide, a small population can live off the land, foraging for berries and other edibles, hunting small game, and building temporary shelter from fallen branches. Living among the trees offers many advantages, including limitless places to hide or from which to ambush a dangerous pursuer.

Guerrilla Tactics (Combat): You gain a +2 trait bonus on Stealth checks and Initiative checks in forests.

Jungle Farmer: Some believe that the wild and dense jungles of the Mwangi Expanse are as far from civilization as one can get, home only to dangerous beasts and clever hunters. While it's certainly true that dangers exist, the heavy rainfall means that those who live among the dense trees

and raging rivers can live off the land as farmers, cultivating abundant harvests of fruit to sell in bustling markets or trade with workers laboring in dangerous mines.

Fruit Merchant (Region, Jungle): When bartering for mundane items like food, water, and clothing, you can purchase supplies for 10% less and sell them for 10% more.

Mountain Climber: Even the wealthy and comfortable can find themselves bored with crowded cities and, struck by the spirit of exploration and the sheer thrill of the climb, seek out high mountain peaks on which to plant their flags.

Surefooted Ascent (Region, Hill or Mountain): You gain a +1 trait bonus on Acrobatics and Climb checks.

Swamp Recluse: For those who really want to be left alone, nothing beats following a river to its end. It's hard to find an environment less likely to attract visitors than a fetid swamp or sprawling wetlands where tall dry grass conceals countless ponds and bogs. Too wet to easily start a fire, too unstable to easily build any permanent structures, and frequently infested with stinging insects or venomous snakes, such locales provide a perfect place for a reclusive witch or an eccentric oracle to make a home for herself.

Strong Stomach (Region, Swamp): You gain a +2 trait bonus on saving throws against poison, and you can safely eat raw fish and game without any effort spent cooking or cleaning them.

Tundra Walker: Perhaps the bravest explorers in Golarion are those who cross over the Crown of the World, establishing trade and immigration between people who would otherwise live worlds apart. Only a few make such perilous journeys, but the arctic tundra is still home to hunters, hermits, and others who've adapted to the yearlong ebb and flow of daylight.

Sharp Eyes (Region, Tundra): You are immune to the dazzled condition.

Waterfront Resident: In the absence of civilization, roads to follow, or towering monuments that can guide a traveler to the destination, life instead clings to waterways and coastlines. A river cuts through every obstacle in its path, and plants and animals alike benefit from living along the water's edge. Many great cities have been built on the edge of a river, but anyone who wants to get away from it all can still follow these rivers towards their sources and thrive on the waterfront.

Beachcomber (Region, Coastal or River): You have a knack for finding what you need as it washes ashore. Once per week, if you spend 8 hours in a single day searching along a shoreline, you can attempt a Survival check. You find any combination of mundane objects whose value in gold pieces is less than or equal to the result of the check, in a usable (if somewhat waterlogged) condition.

RULES INDEX

The following rules options in this book are detailed on the indicated pages. A number of new options are grouped together by type or theme. Rules elements that are new to this book that are required as prerequisites are marked with an asterisk (*).

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Shifters

Shifters are as diverse as the creatures of the natural world they emulate, knowing that this diversity brings strength, a fact seen throughout the wilds of the Inner Sea region.

SHIFTER ASPECTS

Shifters draw power from their connections to certain animal types, which guide their shifter aspect and wild shape class features. Shifters with a vermin aspect, such as dragonfly or spider, assume these major aspects with *vermin shape II* (*Pathfinder RPG Ultimate Magic* 246) rather than *beast shape II*. For more information about the shifter class, see page 26 of *Pathfinder RPG Ultimate Wilderness*.

BOAR

Those with the aspect of the boar are famously stubborn.

Minor Form: You gain Diehard as a bonus feat. At 8th level, you add your Hit Dice to your Constitution when determining the negative number of hit points at which you die.

Major Form: Your shape changes to that of a dire boar (*Pathfinder RPG Bestiary* 36). While in this form, you gain low-light vision, the scent ability, a gore attack (1d8), and a base speed of 40 feet. At 8th level you gain Improved Natural Attack (*Bestiary* 315) with your gore attack, and you gain powerful charge (+1d8 on your gore attack). At 15th level, you gain 1 additional hit point per Hit Die you have, and you gain Awesome Blow (*Bestiary* 314) as a bonus feat.

CROCODILE

The crocodile lurks in the water, unseen until it lunges forth with its powerful jaws.

Minor Form: You gain a +2 competence bonus on Swim checks and grapple combat maneuver checks. This bonus increases to +4 at 8th level and +6 at 15th level.

Major Form: Your shape changes to that of a crocodile (*Bestiary* 51). While in this form, you gain a swim speed of 30 feet, low-light vision, a bite attack (1d8) with the grab ability, and a tail slap attack (a secondary natural attack that deals 1d12 points of damage). At 8th level, once per minute as a free action, you can increase your land speed by 20 feet for 1 round. At 15th level, you gain Improved Natural Attack (*Bestiary* 315) with your bite attack, and when you successfully grapple a foe, you can knock your grappled foe prone.

DOLPHIN

The aspect of the dolphin imparts clever mastery of the seas. Shifters with this aspect also embody the size and ferociousness of large dolphins, such as orcas.

Minor Form: You gain a +4 competence bonus on Knowledge checks to identify creatures' abilities and weaknesses. This bonus increases to +6 at 8th level and +8 at 15th level.

Major Form: Your shape changes to that of a Large dolphin (*Bestiary* 88), but your space is 10 feet instead of 5 feet. While in this form, you gain a swim speed of 60 feet,

blindsight with a range of 10 feet, low-light vision, a bite attack (1d8), and the ability to hold your breath for a number of minutes equal to 6 times your Constitution score before you risk drowning. At 8th level, the range of your blindsense increases to 20 feet. At 15th level, the range of your blindsense increases to 60 feet and your swim speed increases to 80 feet.

DRAGONFLY

The aspect of the dragonfly offers the ability to make quick, darting attacks at foes.

Minor Form: You gain an enhancement bonus of +10 feet to your base speed when charging. This bonus increases to +20 feet at 8th level and +30 feet at 15th level.

Major Form: Your shape changes to that of a giant dragonfly (*Pathfinder RPG Bestiary* 2105). While in this form, you gain a fly speed of 60 feet (average), darkvision with a range of 60 feet, and a bite attack (2d6) with the grab ability. At 8th level, you gain Flyby Attack as a bonus feat, and your fly speed improves to 60 feet (good). At 15th level, your fly speed increases to 80 feet (perfect), and if you charge while flying, you gain a +4 bonus on grapple combat maneuver checks for 1 round.

ELECTRIC EEL

The aspect of the electric eel imparts the ability to charge attacks with electricity and to slip effortlessly out of danger.

Minor Form: Your attacks deal 1 point of electricity damage in addition to their normal damage. This additional electricity damage increases to 1d3 at 8th level and 1d6 at 15th level.

Major Form: Your shape changes to that of an electric eel (*Bestiary* 119). While in this form, you gain a swim speed of 30 feet, low-light vision, electricity resistance 5, a bite attack (1d6), and a tail attack (a secondary natural touch attack that deals 1d6 points of electricity damage). At 8th level, your electricity resistance increases to 10 and you gain a +4 racial bonus on Escape Artist checks. At 15th level, on a critical hit with your tail attack, the creature struck must succeed at a Fortitude save (DC = 10 + half your shifter level + your Constitution modifier) or be stunned for 1d4 rounds.

MANTIS

The aspect of the mantis imparts uncanny patience and unsettling speed.

Minor Form: You gain Lunge as a bonus feat. At 12th level, your reach increases by 5 feet.

Major Form: Your shape changes to that of a giant mantis (*Bestiary* 200). While in this form, you gain darkvision with a range of 60 feet, a +2 racial bonus on initiative checks, and two primary claw attacks (1d6) with the grab ability. At 8th level, you can always act in the surprise round, but if you fail to notice your foes, you act last, regardless of your initiative result (you act in the normal order in subsequent rounds). At 15th level, whenever you roll for initiative, you can roll three times and use any one of the results.

OCTOPUS

The octopus is a cunning hunter, able to contort its malleable body with ease.

Minor Form: You gain a +4 competence bonus on Escape Artist checks. It increases to +6 at 8th level and +8 at 15th level.

Major Form: Your shape changes to that of an octopus (*Bestiary* 219). While in this form, you gain the aquatic subtype, a swim speed of 30 feet, low-light vision, a bite attack (1d3), a tentacles attack (no damage) with the grab ability, and Multiattack as a bonus feat. At 8th level, you gain the jet ability (200 feet). At 15th level, you gain the ability to produce an ink cloud (see below) and deal an amount of bludgeoning damage with your tentacles attack equal to the damage dealt by your shifter claws.

Ink Cloud (Ex): While within water, you can emit a 10-foot-radius sphere of ink once per minute as a swift action. This ink provides total concealment and persists for 1 minute.

SCORPION

The aspect of the scorpion invokes a hidden menace with a poisonous sting.

Minor Form: You gain a +2 competence bonus on Stealth checks and grapple combat maneuver checks. This bonus increases to +4 at 8th level and +6 at 15th level.

Major Form: Your shape changes to that of a giant scorpion (*Bestiary* 242). While in this form, you gain darkvision with a range of 60 feet, tremorsense with a range of 10 feet, two primary claw attacks (1d6) with the grab ability, and a secondary sting attack (1d6). At 8th level, the range of your tremorsense increases to 20 feet, and you gain a +4 racial bonus on Climb and Perception checks. At 15th level, when you make an attack of opportunity with your sting attack or maintain a grapple and deal damage with your sting attack, that attack also applies the following poison.

Poison (Ex): Sting—injury; *save* Fort DC = 10 + half your shifter level + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength damage; *cure* 2 consecutive saves.

SPIDER

The spider is a patient hunter, sensing foes that struggle in its webs.

Minor Form: You gain a +2 competence bonus on Climb checks, Stealth checks, saving throws against web effects (magical or otherwise), and checks to break free of webs. This bonus increases to +4 at 8th level and +6 at 15th level.

Major Form: Your shape changes to that of a giant spider (*Bestiary* 258). While in this form, you gain darkvision with a range of 60 feet, tremorsense with a range of 10 feet, a climb speed of 30 feet, the web special attack, and a bite attack (1d6). At 8th level, you gain a +4 racial bonus on Perception checks, and the range of your tremorsense increases to 20 feet. At 15th level, you gain Improved Natural Attack (bite), and the range of your tremorsense increases to 30 feet.

SHIFTER ARCHETYPES

Some shifters embrace a different aspect, such as vermin, or associate more closely with draconic beings or the fey of the First World.

DRAGONBLOOD SHIFTER

Dragonblood shifters draw upon the inherent strength and majesty of the true dragons, gaining a measure of their powers from their association.

Draconic Aspect (Su): A dragonblood shifter can temporarily imbue her body with draconic majesty as a swift action. When activating this ability, the shifter must select one of the chromatic or metallic dragon types from the table on page 6. Her draconic aspect abilities grant resistances and deal a type of damage based on the chosen dragon type. While shifted into this form, she gains the scent



ability and energy resistance 5 against the energy type that corresponds to her selected dragon type. She can maintain this form for a number of minutes per day equal to 3 + her shifter level. The duration does not need to be consecutive, but it must be spent in 1-minute increments. The shifter can select a different dragon type every time she uses this ability, but she must end her current draconic aspect and activate this ability again in order to change her chosen dragon type.

Dragon Type	Energy Type
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold
Brass	Fire
Bronze	Electricity
Copper	Acid
Gold	Fire
Silver	Cold

At 5th level, the energy resistance granted by the dragonblood shifter's draconic aspect increases to 10.



At 10th level, the energy resistance granted by the dragonblood shifter's draconic aspect increases to 15, and she gains a breath weapon of her energy type that deals 1d6 points of damage per shifter level within a 30-foot cone. A target can attempt a Reflex save (DC = 10 + half the dragonblood shifter's level + her Charisma modifier) to reduce damage by half. The dragonblood shifter can use her breath weapon once per day.

At 15th level, the energy resistance granted by the dragonblood shifter's draconic aspect increases to 20, and she can use her breath weapon twice per day.

At 20th level, the dragonblood shifter becomes immune to the energy type that corresponds to her selected dragon type while in her draconic aspect. In addition, she gains spell resistance equal to 10 + her shifter level, and she can use her breath weapon three times per day.

This replaces shifter aspect and all improvements to shifter aspect.

Wyrmsifter (Su): At 9th level, a dragonblood shifter can push her form closer to that of a true dragon. She gains a +2 racial bonus on saving throws against sleep and paralysis effects. She does not gain the wild shape ability until 9th level. When using the ability, she takes on the form of a true dragon; this ability functions as *form of the dragon I* instead of *beast shape II*. A dragonblood shifter can use wild shape for a number of minutes each day equal to her shifter level + her Wisdom modifier. This duration doesn't need to be consecutive, but it must be spent in 1-minute increments. For abilities that function based on uses of wild shape, each minute of wild shape counts as a use.

This alters wild shape and replaces chimeric aspect.

Improved Wyrmsifter (Su): At 14th level, a dragonblood shifter's ties to her draconic abilities grow stronger. Her bonus on saves against sleep and paralysis effects increases to +4. Her wild shape ability now functions as *form of the dragon II*, and she can use it for a number of minutes each day equal to twice her shifter level + her Wisdom modifier, though it still must be used in 1-minute increments.

This replaces greater chimeric aspect.

Greater Wyrmsifter (Su): At 20th level, a dragonblood shifter's tie to her draconic abilities reaches its peak. She becomes immune to sleep and paralysis effects. She can use wild shape to transform into a dragon for a number of hours each day equal to her shifter level + her Wisdom modifier. This duration does not need to be consecutive, but it must be spent in 1-hour increments. For abilities that function based on uses of wild shape, each hour of wild shape counts as a use.

This replaces final aspect.

FEYFORM SHIFTER

Feyform shifters are intimately linked to the First World, and can draw from it to gain otherworldly powers.

Fey Aspect (Su): A feyform shifter can take on a First World aspect and assume fey traits as a swift action.

While in this form, she gains low-light vision (or darkvision with a range of 30 feet, if she already has low-light vision) and DR 1/cold iron. Her body outline becomes indistinct; she is treated as though she has concealment, except that she cannot use this concealment to attempt Stealth checks. She can maintain this form for a number of minutes per day equal to 3 + her shifter level. The duration does not need to be consecutive, but it must be spent in 1-minute increments.

At 5th level, the feyform shifter's DR increases to 2/cold iron, and she grows a pair of butterfly-like wings that grant her a fly speed of 30 feet with average maneuverability.

At 10th level, the feyform shifter's DR increases to 5/cold iron, and she gains a +4 bonus on saving throws against enchantment spells and effects.

At 15th level, the feyform shifter's DR increases to 7/cold iron, and her fly speed maneuverability increases to good.

At 20th level, the feyform shifter's DR increases to 10/cold iron. She becomes resistant to movement-impairing effects (as *freedom of movement*) and gains spell resistance equal to 10 + her level.

This alters and replaces all improvements to shifter aspect.

Fey Shape (Su): At 4th level, a feyform shifter can use her wild shape ability to become a fey creature. The fey shifter must spend at least one use of wild shape to transform into a fey creature; this ability functions as *fey form I^{UW}*, except that it lasts for only 1 minute per use of wild shape spent. Using fey shape or reverting back is a standard action that does not cause attacks of opportunity. At 8th level this ability instead functions as *fey form II^{UW}*. At 10th level this ability functions as *fey form III^{UW}*, and at 14th level it functions as *fey form IV^{UW}*.

This alters wild shape.

Fey Shifter (Su): At 9th level, a feyform shifter gains a second shifter aspect, chosen from the animal aspects normally available to shifters. When she uses her shifter aspect ability to take on her fey aspect, she can choose a second aspect and assume the minor form of that aspect, alongside her fey aspect, allowing her to combine her fey aspect with the animal aspects available to her.

This modifies chimeric aspect.

Greater Fey Shifter (Su): At 14th level, a feyform shifter gains a third aspect. When she uses her shifter aspect ability to take on her fey aspect, she can choose two aspects and assume the minor form of each aspect, alongside her fey aspect.

This modifies greater chimeric aspect.

Final Aspect (Su): At 20th level, a feyform shifter gains access to a fourth aspect. When she uses shifter aspect, she can assume the minor forms of all her aspects in addition to her fey aspect, and she can use her major and minor forms at will.

This alters final aspect.

SWARM SHIFTER

Swarm shifters channel the essence of the basest and most overlooked animals, vermin.

Vermin Aspect (Su): As a swift action, a swarm shifter can transform into a swarm of vermin. While in her vermin form, she gains a +2 bonus to natural armor. Her size increases by

one size category (as *enlarge person*, except her reach does not increase to 10 feet), but she can occupy the same space as a creature of any size. She must still attack a target as normal, even if occupying the same space as her target. She can maintain this form for a number of minutes per day equal to 3 + her shifter level. The duration does not need to be consecutive, but it must be spent in 1-minute increments.

At 5th level, a swarm shifter becomes immune to bull rush, grapple, and trip combat maneuvers while in vermin form. At 10th level, the swarm shifter's bonus to natural armor increases to +4 while in vermin form.

At 15th level, a swarm shifter gains the distraction universal monster ability (*Bestiary* 299) while in vermin form.

At 20th level, the swarm shifter becomes immune to critical hits and flanking while in vermin form, but unlike a normal swarm, doesn't become immune to normal weapon damage.

This replaces wild shape, shifter aspect, and all improvements to shifter aspect.

Swarmer (Su): Starting at 4th level, while a swarm shifter is in her natural form, she can transform her hands into living vermin as a swift action at will. This grants her a touch attack that deals 1d6 points of piercing damage and counts as an area attack for the purpose of overcoming the damage reduction of swarms. She doesn't add her Strength modifier as a bonus on damage rolls for this attack. This damage increases by 1d6 at 7th level and every 4 levels thereafter (maximum 6d6 points of damage at 20th level). A swarm shifter can't use her normal shifter claws while her hands are transformed in this way.

At 10th level, a swarm shifter can use this ability to automatically deal her touch attack damage to foes that she is grappling.

At 15th level, a swarm shifter can use this ability while in her vermin form to automatically deal her touch attack damage to foes within her squares.

Swarm Flow (Su): At 9th level, when a swarm shifter uses her vermin aspect ability, she gains a swarm ability from the list below. She can select a different ability each time she uses her vermin aspect ability.

Crawling: The swarm shifter gains a climb speed equal to her base speed.

Flying: The swarm shifter gains a fly speed equal to her base speed, with good maneuverability.

Undulating: The swarm shifter gains a burrow speed equal to her base speed.

This replaces chimeric aspect.

Greater Swarm Flow (Su): At 14th level, when using her vermin aspect ability, a swarm shifter also gains a greater swarm ability from the list below. She can select a different ability each time she uses her vermin aspect ability.

Crawling: The swarm shifter gains tremorsense with a range of 60 feet and a +4 bonus on Perception checks.

Flying: The swarm shifter's claws change to venomous stingers that deliver poison on each attack. (*Poison:* injury; *save* Fort DC = 10 + half the swarm shifter's level + her Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d3 Dexterity damage; *cure* 2 consecutive saves).

Undulating: Whenever the swarm shifter is subject to a critical hit, she gains fast healing equal to 1/3 her level for a number of rounds equal to 3 + her Wisdom modifier.

This replaces greater chimeric aspect.

Final Aspect (Su): At 20th level, a swarm shifter becomes an embodiment of swarms and can cast *swarm skin*^{APG} as a spell-like ability at will with a caster level equal to her character level. She can separate into up to five swarms, regardless of the number of levels required per swarm. When transforming into swarms with this ability, the swarm shifter still selects swarm abilities granted by the swarm flow and greater swarm flow abilities to apply to her swarm forms. The chosen swarm abilities apply to all swarms.

This modifies final aspect.

ALTERNATE NATURAL ATTACKS

A shifter can draw on her chosen animal aspect to transform her hands into deadly weapons, as represented by the shifter's claws class feature, but not every animal has prominent claws. The following list provides alternate natural attacks for the shifter claws class feature. Each time the shifter activates her shifter's claws ability in her natural form, she can manifest one of the alternate natural attacks listed below for any of her chosen aspects, or those that relate to her archetype. Each alternate natural attack replaces one of the shifter's claw attacks. The shifter can gain up to two different alternate natural attacks with this method. These alternate natural attacks modify only the damage type of the shifter's natural attacks and otherwise function exactly as the shifter claws class feature.

Bat: Bite (B, P, S), wing (B).

Bear: Bite (B, P, S).

Bull: Gore (P), hoof (B), slam (B).

Boar: Gore (P), hoof (B).

Crocodile: Bite (B, P, S), tail slap (B).

Dinosaur, Deinonychus: Bite (B, P, S), talon (S).

Dolphin/Orca: Bite (B, P, S), slam (B).

Dragon (Dragonblood Shifter Archetype): Bite (B, P, S), tail slap (B), wing (B).

Dragonfly: Bite (B, P, S), wing (B).

Electric Eel: Bite (B, P, S), tail slap (B).

Falcon: Bite (B, P, S), talon (S).

Fey (Feyform Shifter Archetype): Bite (B, P, S), sting (P).

Frog: Bite (B, P, S).

Lizard: Bite (B, P, S), tail slap (B).

Mantis: Bite (B, P, S).

Monkey: Bite (B, P, S).

Mouse: Bite (B, P, S).

Octopus: Bite (B, P, S), tentacle (B).

Owl: Bite (B, P, S), talons (S).

Scorpion: Pincers (B), sting (P).

Snake: Bite (B, P, S), tail slap (B).

Spider: Bite (B, P, S).

Stag: Gore (P), hoof (B).

Swarm (Swarm Shifter Archetype): Bite (B, P, S), pincers (B), sting (P).

Tiger: Bite (B, P, S).

Wolf: Bite (B, P, S).

Wolverine: Bite (B, P, S).

FAVORED CLASS OPTIONS

The following favored class bonuses are available to shifters of less common races. Each of these rewards replaces the normal reward for taking a level in a favored class.

Catfolk: Add 1/5 to the damage dealt when using the shifter claws ability.

Dhampir: Add a +1 bonus on wild empathy checks to improve the attitude of bats, rats, and wolves.

Drow: Add a +1/2 bonus on Climb checks.

Gathlain: Add a +1 bonus on Knowledge (nature) checks relating to plants and flying animals.

Gripli: Add a +1 bonus on Survival checks to follow tracks through swamps.

Kitsune: Add 1/4 to the number of minutes the shifter can assume her minor form each day.

Kobold: Add a +1/4 bonus on Stealth checks while in the shifter's minor or major form.

Orc: Add 1/5 to the damage dealt when using the shifter claws ability.

Ratfolk: Add a +1 bonus on wild empathy checks to influence animals and magical beasts that live underground.

Tiefling: Add a +1 bonus on wild empathy checks to improve the attitude of fiendish creatures.

Undine: Add a +1 bonus on wild empathy checks to influence animals and magical beasts with the aquatic subtype.

Vanara: Add a +1/2 bonus on Acrobatics checks to jump and a +1/2 bonus on wild empathy checks.

Vine Leshy: Add a +1 bonus on Knowledge (nature) checks relating to plants.

SHIFTER FEATS

Shifters are able to undergo savage transformations that combine multiple major aspects or imbue their natural attacks with the special abilities of the weapons they wield.

CHIMERIC ADEPT

You can improve your bestial form by enhancing it with the abilities of another animal.

Prerequisites: Chimeric aspect class feature, wild shape class feature.

Benefit: When you transform using the wild shape ability, you can gain the abilities of one of the minor forms of another of your chosen aspects as well.

CHIMERIC MASTER

Your mastery over your ability to transform into an animal allows you to meld two of your major forms into one.

Prerequisites: Chimeric Adept*, greater chimeric aspect class feature, wild shape class feature.

Benefit: When you transform using the wild shape ability, you can gain the benefits of a second major form of another of your aspects. This additional major form grants

you all of the abilities it would normally grant, except for any natural attacks, new movement types, or bonuses to movement. When using wild shape to gain two major forms in this way, you do not gain the minor form granted by the Chimeric Adept feat.

ELEMENTAL CLAWS

You empower your claws with elemental energy.

Prerequisites: Con 13, Wis 13, base attack bonus +8, wild shape class feature.

Benefit: When you attack with a natural weapon, select one of the following energy types: acid, cold, electricity, or fire. If you hit, the attack deals its normal damage plus 1d6 points of damage of the chosen energy type. You must declare that you are using this feat before you make your attack roll (a failed attack roll ruins the attempt). You can attempt one elemental claws attack per day for every 4 levels you have, and no more than once per round.

GREATER WEAPON SHIFT

In animal form, your natural attacks are as deadly as the weapons you were holding.

Prerequisites: Improved Weapon Shift*, Weapon Shift*, base attack bonus +8, wild shape class feature.

Benefit: When you apply a melee weapon's damage type and properties to your natural attacks using the Weapon Shift feat, your natural attacks also gain an enhancement bonus on attack and damage rolls equal to the enhancement bonus (if any) of the weapon.

IMPROVED WEAPON SHIFT

When you change forms, your natural attacks take on not just the physical properties of your weapons, but their magical abilities as well.

Prerequisites: Weapon Shift*, base attack bonus +6, wild shape class feature.

Benefit: When you apply a melee weapon's damage type and properties to your natural attacks using the Weapon Shift feat, your natural attacks also gain the weapon special abilities of the weapon, such as the *flaming* special ability. Improved Weapon Shift does not apply the *dancing* special ability or any special abilities limited to thrown or ranged weapons, and it does not apply the weapon's enhancement bonuses to your attacks.

RAKING CLAWS

Your claws cause bleeding wounds.

Prerequisites: Base attack bonus +8, shifter, wild shape class feature.

Benefit: Whenever you deal piercing or slashing damage with your primary natural weapons, your opponent takes 1d6 points of bleed damage at the start of his turn each round, in addition to the damage dealt by the attack. Bleed damage

can be stopped with a successful DC 15 Heal skill check or any magical healing.

WEAPON SHIFT

Your melee weapons meld into your animal form.

Prerequisites: Wild shape class feature.

Benefit: When you use your wild shape ability, any melee weapons you are wielding and proficient with meld into your new form. Select one of these weapons; while in your new form, your natural attacks deal the same damage type as that weapon. Your natural attacks also gain all of the weapon's properties (such as disarm), other than the double weapon property and the fragile weapon property; moreover, when using this feat to grant the trip property to your natural attacks, you gain a +2 bonus on combat maneuver checks to trip an enemy, but you cannot drop your weapon to avoid being tripped due to a failed trip attempt. Weapon Shift does not apply a magic weapon's enhancement bonus to your natural attacks, nor does it grant your natural attacks any of a weapon's magical special abilities.



Gathlains

Gathlains are Small fey creatures with a capricious outlook and an insatiable curiosity. They grow from tiny seeds cast into the winds by a massive progenitor tree in the First World, the whimsical realm of the fey. Each gathlain is shaped by the terrain in which her seed lands, the nourishment her seed receives as it grows, and the supernatural energies imparted into the seed by the progenitor tree; as a result, gathlains show surprising diversity in appearance and abilities. For more information about gathlains, see page 9 of *Pathfinder RPG Ultimate Wilderness*.

ALTERNATE RACIAL TRAITS

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

Arboreal Vitality: Some gathlains draw exceptional nourishment from any kind of tree through their wings, although their wings are much more delicate. A gathlain with this racial trait has a fly speed of only 20 feet (poor maneuverability) but gains fast healing 2 for 1 round whenever he is adjacent to a living tree larger than he is. The gathlain can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

This modifies the gathlain's fly speed.

Fey Resilience: Even gathlains who leave the First World can retain a bit of the supernatural resilience shared by many fey. A gathlain with this racial trait gains DR 1/cold iron. This DR increases by 1 for every 5 HD the gathlain has.

This replaces the spell-like abilities racial trait.

Natural Bounty: Some gathlains command natural plants in a different way, with their control increasing as they grow more powerful. Once per day, a gathlain with this racial trait can cast *goodberry* as a spell-like ability. When the gathlain's character level reaches 9th, he can cast *plant growth* (overgrowth only) as a spell-like ability once per day, and at 13th level, he can cast *heroes' feast* as a spell-like ability once per day. The gathlain's caster level for these abilities is equal to his character level.

This replaces the natural armor and spell-like abilities racial traits.

Soaring Agility: A gathlain whose seed spends a long time drifting through the air before coming to rest grows with a natural aerial agility. Gathlains with this racial trait gain a +1 dodge bonus to AC against attacks originating from at least 20 feet below the gathlain.

This replaces natural armor.

Whimsical Outlook: Some gathlains can use their unusual mentality as a defense against efforts to control their minds. Once per day when a gathlain with this trait attempts a Will saving throw, he can roll the saving throw twice and use the better result. He must decide to use this ability before attempting the saving throw.

This replaces the spell-like abilities racial trait.

FEATS

Gathlains have access to the following feats tied to their unusual anatomy and connection to the natural world.

CHERRY BLOSSOM SPELL (METAMAGIC)

You can infuse your spells with the ability to cripple your targets with old age or regress them to the folly of youth.

Benefit: When a living creature takes damage from the affected spell, that creature also takes 2 points of damage to Strength, Dexterity, and Constitution or 2 points of damage to Intelligence, Wisdom, and Charisma (your choice). If the spell does not normally allow a save, the target can attempt a Fortitude save to negate the effect. Ageless or immortal creatures are immune to this effect. This is a magical aging effect, but it does not alter the creature's true age—it merely simulates the effects of old age on the flesh or the reversion to a more infantile mental age. A cherry blossom spell uses up a slot 3 levels higher than the spell's actual level. Spells that don't deal damage don't benefit from this feat.

DRYAD'S APPRENTICE

You have learned secrets of woodworking from dryads.

Prerequisites: Cha 13, gathlain.

Benefit: You can cast *wood shape* as a spell-like ability at will, but only on a piece of wood no larger than 1 pound. You gain a +4 bonus on Craft checks involving wood, and you are always treated as if you had masterwork artisan's woodworking tools when attempting such checks.

DRYAD'S ATTENDANT

Dryads trust you to bear their power and their bond.

Prerequisites: Cha 15, Dryad's Apprentice*, character level 9th, gathlain.

Benefit: You can cast *meld into stone* as a spell-like ability once per day with a caster level equal to your character level, except that you instead meld with wood. You can remain melded with the wood for up to 24 hours. If you meld with a dryad's bonded tree, the dryad can treat you as her bonded tree for a number of days equal to your Charisma modifier (minimum 1) after you leave it; the dryad retains her bond to her tree during this time as well.

MIGHTY BOUGHS

Your wings are particularly strong and sprout sharp barbs.

Prerequisites: Str 15, character level 11th, gathlain.

Benefit: You gain two wing attacks. These are secondary natural attacks that deal 1d3 points of slashing damage (or 1d4 if you are Medium).

STRENGTH OF WOOD

You can draw strength from your woody vines to infuse your flesh with arboreal resilience.

Prerequisites: Con 13, gathlain.

Benefit: Once per day as a move action, you can harden your flesh to gain DR 5/slashing for 1 minute. If you have 11 or more Hit Dice, this increases to DR 10/slashing. Additionally, while under this effect, you gain a +2 bonus on saving throws against paralysis, polymorph, sleep, and stunning effects.

SINUOUS VINES

Your vines can wrap around foes you grapple.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike, base attack bonus +6, gathlain.

Benefit: You gain a +2 bonus on combat maneuver checks to grapple, and your wings count as a free hand for the purpose of grappling a foe. You can maintain a grapple with your wings and still make attacks with your other limbs. You cannot fly while maintaining a grapple with your wings.

TREANT'S CALL

You have learned some words of the mystic language treants use to call trees to their defense.

Prerequisites: Cha 17, ability to cast *speak with plants*, character level 13th, gathlain.

Benefit: You can cast *liveoak* once per day as a spell-like ability, but its duration is only 10 minutes.

ARCHETYPE

This archetype is typically only taken by gathlains. With GM permission, other races can take it as well.

SWORN OF THE ELDEST (INQUISITOR ARCHETYPE)

Sworn of the Eldest are gathlains who have pledged their loyalty to one of Eldest of the First World. Although the Eldest rarely have adherents as other deities do, they still occasionally require mortal agents to advance their aims. Sworn of the Eldest consider their chosen Eldest to be akin to powerful patrons or fey royalty and serve them faithfully.

Whimsical Worship (Ex): A sworn of the Eldest uses her Charisma modifier, rather than her Wisdom modifier, to determine all class features and effects relating to her inquisitor class, including her spells, cunning initiative, and true judgment abilities.

Deity: A sworn of the Eldest must select one of the Eldest (*Ultimate Wilderness* 130) as a deity and must select a domain or subdomain of that Eldest for her domain ability; she cannot be devoted to an ideal or philosophy.

This alters domain.

Disarming Discernment (Ex): A sworn of the Eldest adds her Charisma modifier on Sense Motive skill checks, in addition to her Wisdom modifier.

This replaces monster lore.

Feytongue (Ex): A sworn of the Eldest receives a morale bonus equal to half her inquisitor level (minimum +1) on Bluff and Diplomacy checks.

This replaces stern gaze.

Feywatcher (Ex): Resistant to the tricky ways of other fey, a sworn of the Eldest gains the resist nature's lure druid class feature.

This replaces solo tactics.

Magic of the Eldest: At 3rd level and every 3 levels thereafter, a sworn of the Eldest gains a bonus spell slot of the highest spell level she can cast, and she learns the corresponding spell listed for her domain as a bonus spell known. She can use this bonus spell slot only to cast the domain spell of that level.

This replaces all teamwork feats.

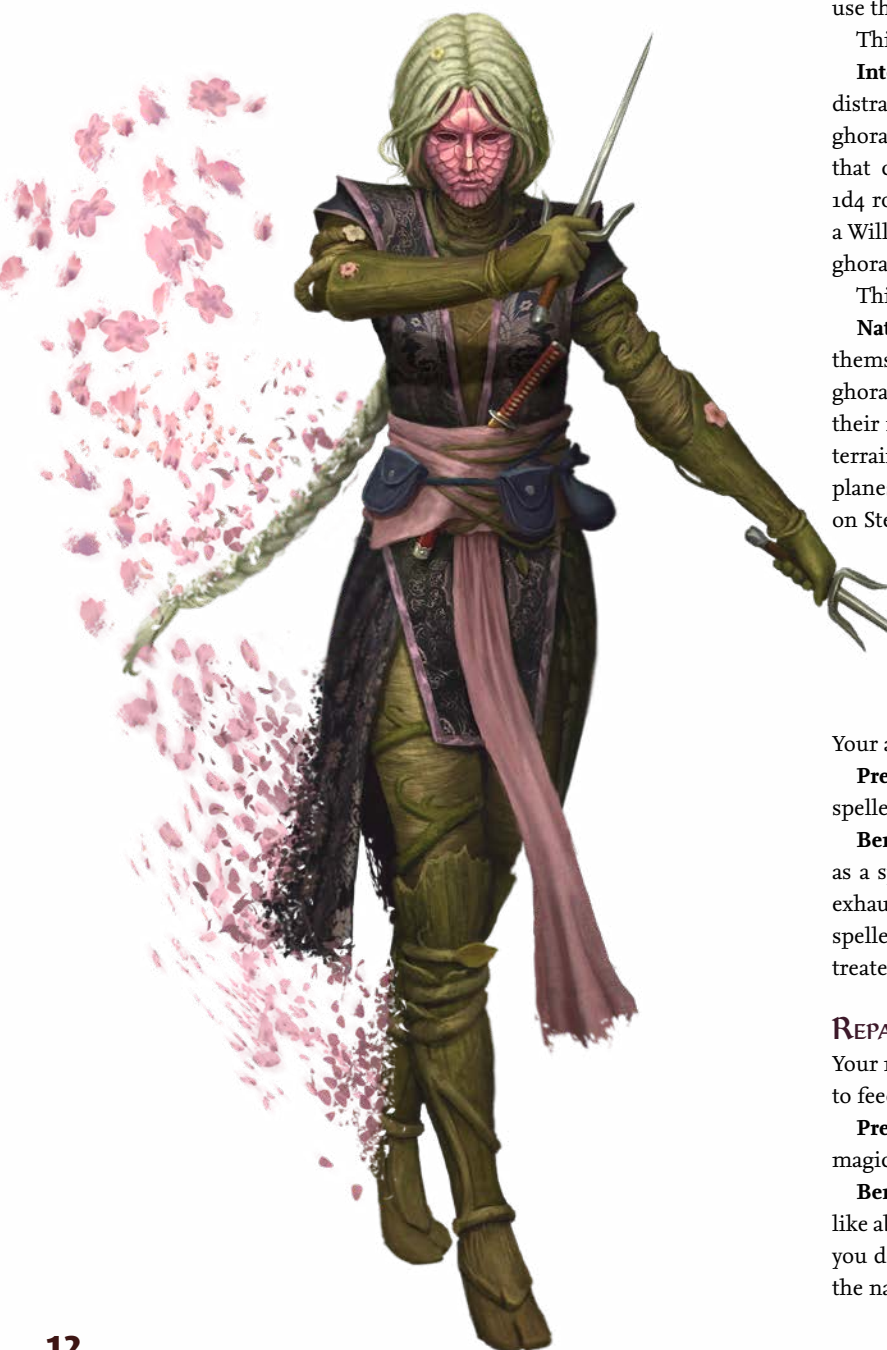


Ghorans

Ghorans were originally moving edible plants designed to survive and thrive in the magical wastelands of Nex, created by the druid Ghorus millennia ago following the wars with Geb. After centuries, these plants gained sentience and ended up becoming accepted denizens of Nex. For more information about ghorans, see page 15 of *Pathfinder RPG Ultimate Wilderness*.

ALTERNATE RACIAL TRAITS

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



Fecund Earth: Ghorans were created to provide nourishment to creatures, but Ghorus also intended for the ghorans to help the land around them to grow and thrive. Once per day, a ghoran with this racial trait can cast *plant growth* as a spell-like ability with a caster level equal to the ghoran's character level.

This replaces past-life knowledge and nature magic.

Magical Absorption: Many ghorans are resistant to magic or able to dispel it. Some ghorans even gain nourishment from absorbing magic. Whenever such a ghoran succeeds at a saving throw against a spell or spell-like ability, she regains 1 hit point per level of the spell, though this affects the ghoran only if she is above 0 hit points. A ghoran can use this ability a number of times per day equal to her level.

This replaces past-life knowledge and nature magic.

Intoxicating Aroma: Some ghorans have an incredibly distracting scent. Once per day, as a spell-like ability, a ghoran with this racial trait can emit an intoxicating aroma that causes creatures within 30 feet to be fascinated for 1d4 rounds. Each target creature within range can attempt a Will save (DC = 10 + half the ghoran's character level + the ghoran's Charisma modifier) to negate the effect.

This replaces natural magic.

Natural Camouflage: Some ghorans evolve by reseeding themselves in different locations. With each new seed, these ghorans take on some of the traits of the areas surrounding their new growth. Ghorans with this racial trait choose one terrain from the ranger's favored terrain list other than planes, urban, or water. These ghorans gain a +4 racial bonus on Stealth checks when in their chosen terrain.

This replaces natural armor.

FEATS

Ghorans have access to the following feats.

GREATER SPELLEATER

Your ability to defeat magic has grown stronger with use.

Prerequisites: Cha 13, character level 5th, ghoran, spell eater racial trait^{UW}.

Benefits: Once per week, instead of casting *dispel magic* as a spell-like ability, you can cast *greater dispel magic*. This exhausts your daily use of *dispel magic* granted by the spell eater racial trait. In all other respects, this ability is treated as the spell eater racial trait.

REPAST OF HEROES

Your natural spells are significantly increased, enabling you to feed and heal others.

Prerequisites: Con 15, character level 8th, ghoran, natural magic racial trait.

Benefit: Once per week, you can cast *heroes' feast* as a spell-like ability with a caster level equal to your character level. If you do so, you lose access to the spells normally granted by the natural magic racial trait for the next 48 hours.

SPELLMIRROR

Spells that are cast at you are sometimes deflected, courtesy of your natural resistance.

Prerequisites: Cha 13, character level 6th, ghoran, spelleater racial trait^{UW}.

Benefit: Once per day, you can use the *dispel magic* spell-like ability granted by your spelleater racial trait as an immediate action to attempt to counterspell. If your counterspell attempt is successful, the spell rebounds back upon the original caster, taking effect as if the spell had been cast upon that creature. This exhausts the daily use of *dispel magic* granted by the spelleater racial trait.

SPELLS

Ghorans have access to the following spells, which they originally learned from their progenitor, Ghorus.

PINECONE BOMB

School evocation; **Level** druid 2, ranger 3, shaman 2, witch 2

Casting Time 1 standard action

Components V, S, M (a pinecone)

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

Area 10-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

Created by Ghorus when he was working to create the ghorans, *pinecone bomb* infuses a small pinecone with power, causing it to detonate with explosive force when thrown. You throw the pinecone at a target or point within range and it detonates immediately upon landing, dealing 1d6 points of piercing damage per 2 caster levels you have (maximum 5d6) to each creature caught in the spread.

WOODLAND RUNE

School abjuration; **Level** druid 3, ranger 3, shaman 3, witch 3

Casting Time 10 minutes

Components V, S

Range 0 ft.; see text

Effect one rune

Duration permanent until discharged (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

Created by Ghorus as a safety measure to limit his enemies' movements, this spell allows you to inscribe a powerful rune on any surface. *Woodland rune* triggers when any non-plant creature (apart from the caster) moves within 30 feet of the rune. When it's triggered, roots and branches sprout from the ground, catching all creatures within a 30-foot burst of the rune and hindering their movement as if they were moving through heavy undergrowth (*Pathfinder RPG Core Rulebook* 246), though it does not provide concealment. Plant creatures and creatures under the effect of *woodland stride* or *freedom of movement* are not affected by this spell. In all other respects, this spell functions as *symbol of death*.

PETAL NINJA (NINJA ARCHETYPE)

Petal ninjas are a secretive clan of ghoran infiltrators, in touch with their plantlike nature to the point where they can

change their forms, allowing them access into places that were previously impossible to reach.

Petal ninja is an archetype available only to ghorans.

Class Skills: A petal ninja gains Heal as a class skill, but does not gain Appraise as a class skill.

This alters the ninja's class skills.

Blossom Shower (Ex): At 2nd level, as a standard action, a petal ninja can spend 1 ki point to create a burst of flower petals in a 15-foot radius centered on a point within 20 feet. A blossom shower lasts for a number of rounds equal to half the petal ninja's level (minimum 1 round).

When activating a blossom shower, the petal ninja forgoes a number of sneak attack dice to determine the shower's effects, as noted below. These sneak attack dice are unavailable for the duration of the blossom shower and are regained when the effect ends. If an effect requires a saving throw, the DC is equal to 10 + twice the number of sneak attack dice expended + the petal ninja's Charisma modifier. The petal ninja can choose to create a lesser effect even if she expends more dice than required. For example, she can expend 4 sneak attack dice, but impart the effect of 3 sneak attack dice. The shower does not affect the petal ninja herself, apart from the concealment granted by using 1 sneak attack die.

1 *Sneak Attack Die:* Creatures within the radius gain concealment (20% miss chance).

2 *Sneak Attack Dice:* As 1 sneak attack die, except each creature in the radius must succeed at a Will save or be dazzled for 1d6 rounds.

3 *Sneak Attack Dice:* As 2 sneak attack dice, except creatures are sickened on a failed save.

4 *Sneak Attack Dice:* As 2 sneak attack dice, except creatures are fascinated on a failed save.

5 *Sneak Attack Dice:* As 2 sneak attack dice, except creatures are staggered on a failed save.

6 *Sneak Attack Dice:* As 2 sneak attack dice, except creatures are nauseated on a failed save.

This replaces the ninja trick gained at 2nd level.

Burst of Blossoms (Su): At 4th level, a petal ninja gains the ability to transform into a cloud of blossoms as a standard action. By spending 1 point from her ki pool, a petal ninja can take the form of a cloud of blossoms, becoming insubstantial for 1 round, as *gaseous form*. While insubstantial she also gains a +4 circumstance bonus on Stealth checks. At 8th level, the duration increases to a number of rounds equal to 1 plus the petal ninja's Charisma modifier.

This replaces no trace, uncanny dodge, and improved uncanny dodge.

Sundial (Su): At 6th level, the petal ninja gains the ability to change the lighting in a 30-foot-radius emanation centered on herself as a move action. For every ki point she spends, the light levels change by one step (from darkness to dim light, normal light, and bright light, and vice versa). This change remains in effect for 1 minute.

This replaces light steps.

Vine Leshys

More than any leshy breed, vine leshys explore Golarion and seek contact with other races. Vine leshys are more independent than their brethren, equally happy to strike out on their own or form a companionable, egalitarian bond with their creators. Their animating nature spirits are more likely to answer a druid's call in natural areas at risk, such as Kyonin's Tanglebriar or the blighted Southern Fangwood of Nirmathas. Vine leshys are found in other peopled woodlands—they have shepherded Galtan refugees through the Verduran Forest, for example—but they are not bound to one terrain. Even Katapeshi traders tell of a band of vine leshys trekking across Casmaron. For more information about leshys, see page 20 of *Pathfinder RPG Ultimate Wilderness*.

ALTERNATE RACIAL TRAITS

The following racial traits can be selected in place of existing vine leshy racial traits. Consult your GM before selecting any of these new options.

Curiosity: Vine leshys bearing gregarious spirits are more suited to learn about other cultures. They always treat Diplomacy and Linguistics as class skills, and they gain a +2 racial bonus on Diplomacy and Linguistics checks.

This replaces pass without trace and plantspeech.

Lashvine: Some vine leshys can sprout whip-like appendages. These individuals gain proficiency with whips and scorpion whips. As a free action, the vine leshy can turn one hand into a lashvine. A lashvine is a primary natural attack that deals 1d3 points of bludgeoning damage. A lashvine cannot hold items, wield weapons, or perform fine manipulation.

This replaces change shape and verdant burst.

Seasoned Spirit: Long-lived vine leshys are less flexible, but they have established stronger bonds with the natural world. These leshys can spend an hour in concentration to cast *speak with plants* as a spell-like ability with a caster level equal to their character level.

This alters plantspeech and replaces climber and unassuming foliage.

Writhing Eye: Some vine leshys can grow thin vines that serve as sensory organs. Growing or controlling the vine is a full-round action that provokes attacks of opportunity. The

vine can extend up to 15 feet and is small enough to pass through a keyhole. A leshy can perceive, using all of her senses, within 20 feet of the vine's tip.

This replaces darkvision and low-light vision.

RACIAL FEATS

The following feats can be selected by vine leshys; some of these feats are also available to other plant creatures, such as ghorans.

BOUNTEOUS BODY

Your body produces magical fruits of greater power.

Prerequisites: Character level 5th, grapevine^{UW} or natural magic racial trait.

Benefit: You can spend 1 hour in concentration to grow a number of fist-sized fruits equal to one-third your character level. Eating a fruit grants the benefits of a *lesser restoration* spell. Fruits lose their magical potency after 24 hours. This ability is usable once per week plus one additional time per week equal to your Constitution modifier (minimum 0).

KUDZU INVASION (COMBAT)

In addition to obscuring creatures' vision, your vines crush their bodies.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Kudzu Grappler^{UW}, base attack bonus +6 or monk level 6th, vine leshy.

Benefit: When you blind a creature using your Kudzu Grappler feat, you can also deal your unarmed strike damage to it.

KUDZU TAKEOVER (COMBAT)

Your magical nature infuses your vines, further obscuring grappled foes' vision—even for opponents with enhanced senses.

Prerequisites: Dex 13, base attack bonus +6 or monk level 6th, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Kudzu Grappler^{UW}, Kudzu Invasion*, vine leshy.

Benefit: Opponents blinded by your Kudzu Grappler feat increase their miss chance against creatures they attack by 20%. If the opponent has means of ignoring blindness, such as blindsight,



they instead treat other creatures as if these creatures had normal concealment (20% miss chance).

Normal: All opponents are considered to have total concealment (50% miss chance) against blinded creatures.

VERDANT STEP

You can travel between magic plants and plants with which you have an affinity.

Prerequisites: Con 13, character level 7th, plant type.

Benefit: Once per day, you can step into an adjacent plant with which you share affinity, then exit from a plant of the same kind. This functions as *tree stride* with the following changes: the duration is 1 round; the transport range is 200 feet per character level; transporting yourself is a standard action; and a ghoran using this ability can pass through any living tree, while a vine leshy can pass through any living vine. You can also enter any magically created or enhanced plants, such as those produced by *wall of thorns* or plants affected by *entangle*, then exit from either another similar plant or a plant with which you have an affinity.

Special: The GM determines plant affinity for non-ghoran and non-vine leshy plant creatures.

VERDIVANT (CAVALIER ARCHETYPE)

Some vine leshys' spirits are vibrant enough to project this animus beyond their own bodies. Called verdivants, these leshys explore the world atop unique companions formed from the leshy's vines and animated by their nearly boundless energy. Both mount and rider brim with new growth, sporting bright flowers, whipping tendrils, clouds of pollen, and other manifestations charged with nature's power. This archetype is typically available only to vine leshys, but with the GM's permission, other races can take it as well.

Plant Mount (Ex): A verdivant buds off and cultivates his vines into an animal form, imbuing them with limited intelligence. The verdivant selects a mount appropriate for his size as normal, but this mount is a plant with the leshy subtype and has the same immunities as a vine leshy.

A verdivant can absorb and regrow his plant mount. This can either replace a slain mount or change a mount's form; the new form must still be a suitable mount the verdivant is capable of riding. Either function takes 1 week, after which the newly regrown mount immediately benefits from its special abilities.

At 4th level, regrowing a mount takes only 24 hours.

This alters mount and replaces expert trainer.

Effloresce: At 2nd level, a verdivant can use a standard action to create efflorescences, explosive growths fed by his animating spirit. A verdivant can use this ability three times per day, plus one additional time per day for every 4 cavalier levels he has beyond 2nd. A verdivant can apply effloresces to himself, or his plant mount if it is adjacent. Efflorescences last for 1 round per cavalier level, and a

verdivant can have at most two efflorescences in effect at a time. A verdivant can end an efflorescence during his turn as a free action.

At 6th level, a verdivant can effloresce as a move action. At 12th level, a verdivant can effloresce as a swift action, and he can have two efflorescences in effect simultaneously. At 17th level, a verdivant can effloresce twice as part of the same action.

At 2nd level, a verdivant can use the following efflorescences.

Shieldvines (Ex): Allies within 10 feet do not provoke attacks of opportunity when leaving threatened squares; this increases to 20 feet at 9th level.

Floatflower (Ex): Allies within 10 feet ignore the effects of nonmagical difficult terrain. At 9th level, they also gain the effects of *air walk* while within 10 feet of the verdivant.

At 5th level, a verdivant gains the following efflorescences.

Innervating Pollen (Ex): The verdivant and his allies within 30 feet gain a competence bonus either on attack rolls or to saving throws (the verdivant's choice; all allies gain the same benefit) equal to one-third the verdivant's cavalier level.

Bolsterbloom (Su): The verdivant and his allies within 30 feet gain fast healing 1; this fast healing increases by 1 at 9th level, and again at 14th and 17th levels.

At 9th level, a verdivant gains the following efflorescences.

Charged Blossoms (Su): Choose an energy type: acid, cold, electricity, or fire. The verdivant and his allies within 10 feet gain energy resistance 10 to the chosen energy type. At 14th level this affects allies within 20 feet, and the energy resistance increases to 20.

Slipstrands (Su): The verdivant and his allies within 10 feet are affected by *freedom of movement*; this increases to 20 feet at 17th level.

At 14th level, a verdivant gains the following efflorescences.

Ambrosia (Su): The efflorescence temporarily suppresses enchantments, transmutations, and curses on the verdivant and his allies within 30 feet, as *break enchantment* with a caster level equal to the verdivant's cavalier level. Affected creatures ignore the effects of such conditions for the duration of the efflorescence, after which the conditions' full effects resume. The duration of suppressed conditions continues to elapse while the condition is suppressed.

Luckleaf (Su): When attempting a d20 roll, allies of the verdivant within 30 feet of him can roll twice and use the better result; each ally can benefit from this ability only once per efflorescence. Luckleaf can be activated once per minute.

This replaces tactician, banner, greater tactician, greater banner, master tactician, and bonus feats.

Sinuuous Steps (Ex): At 3rd level, a verdivant and his plant mount gain the woodland stride druid class feature. In addition, they do not take any penalty to AC after making a charge attack.

This alters cavalier's charge.

Enchanting Wildflowers

Some of the most powerful magic on Golarion is connected to the petals of unassuming flowers. While most scholars of magic concern themselves with theory and experimentation, those willing to explore the wilds in search of rare plants make some of the most fascinating new discoveries and learn to create the most exotic of dangers.

MAGIC PLANTS

While most plants with magical properties require careful refinement or distillation to unlock their power, a rare few scattered throughout the world need only be found for their magic to be unlocked. For more information on magic plants, see page 247 of *Pathfinder RPG Ultimate Wilderness*.

AMBROSIAL LOTUS		PRICE 25,000 GP
SLOT none	CL 12th	WEIGHT 50 lbs.
AURA strong enchantment		

A creature who consumes an *ambrosial lotus* must succeed at a DC 17 Will save or be overtaken by such a state of total bliss so as to be almost oblivious to the world around him. The creature's Intelligence and Charisma scores drop to 1, and the creature can no longer cast spells, understand language, or communicate. These effects are permanent unless removed with a *heal*, *limited wish*, *miracle*, or *wish* spell.

An ambrosial lotus stalk grows one flower per day during its 13-week growing period in spring.

CONSTRUCTION REQUIREMENTS	COST 12,500 GP
Cultivate Magic Plant ^{UW} , <i>feeblemind</i> , cultivator must have 10 ranks in Knowledge (nature)	

CLEANTHISTLE		PRICE 7,200 GP
SLOT none	CL 9th	WEIGHT 50 lbs.
AURA moderate conjuration		

The needles of this bitter, black herb grow in Numeria and are used to alleviate the effects of radiation poisoning. A creature that drinks tea made from the needles of *cleanthistle* is affected by a *neutralize poison* effect (CL 9th) except that the effect can neutralize only the oldest poison affecting the creature.

A *cleanthistle* stalk has a single 26-week growing period, through spring and summer. During this period, enough needles for a single dose of tea regrow 4 days after being harvested. The needles remain potent enough to brew for 1 week after being harvested.

CONSTRUCTION REQUIREMENTS	COST 3,600 GP
Cultivate Magic Plant ^{UW} , <i>neutralize poison</i> , cultivator must have 5 ranks in Knowledge (nature)	

GHOSTBLOSSOM		PRICE 10,500 GP
SLOT none	CL 10th	WEIGHT 50 lbs.
AURA moderate enchantment		

The eyes of those who chew these pale white flowers widen and turn a milky white. The flowers send the user into a furious rage similar to that of a barbarian, granting a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. These effects remain active for as long as she chews the flower, up to 1 minute. A creature can begin chewing *ghostblossom* as a move action and can continue to chew as a free action every round.

A *ghostblossom* vine flowers once daily through a single 13-week growing period every summer.

CONSTRUCTION REQUIREMENTS	COST 5,250 GP
Cultivate Magic Plant ^{UW} , <i>rage</i> , cultivator must have 3 ranks in Knowledge (nature)	

GRAVEBANE PETALS		PRICE 16,000 GP
SLOT none	CL 3rd	WEIGHT 50 lbs.
AURA faint necromancy		

When packed tightly within the mouth of a corpse or undead creature, the deep red petals of the gravebane flower prevent any decay, as if the corpse were under the effects of *gentle repose*, and they completely mask any stench with a sickly sweet fragrance. These effects persist for 1 month.

A single bush grows one new flower each day, and it takes 1 month to accumulate enough *gravebane petals* to preserve a single corpse. The plant has a 52-week growing period.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
Cultivate Magic Plant ^{UW} , <i>rage</i> , cultivator must have 3 ranks in Knowledge (nature)	

FLOWER HEXES

Witches who favor flower magic often use these new hexes.

Floating Lotus (Su): The witch can conjure a large lotus flower that floats by her side for a number of minutes per day equal to her level. This duration doesn't need to be consecutive, but must be spent in 1-minute increments. While summoned, the witch can use the lotus to cross water as if she was affected by *water walk*. She can also use the flower for short bursts of flight, gaining a +10 enhancement bonus on Acrobatics checks when attempting high jumps and long jumps. This bonus increases by 10 at 5th level, and again at 9th level.

Heralding Bloom (Su): A witch can compel a plant within 30 feet to spread a message, which must be 25 words or fewer and in a language the witch speaks. This message can't contain verbal spell components, command words, or other magical effects. An intelligent plant that's targeted can attempt a Will save to negate the effect. If the save fails, the plant is magically compelled to "speak" this message in an audible voice, repeating it each time one or more intelligent creatures to whom the message has not yet been repeated comes within range, until 24 hours after the hex has been placed. The plant under the effect of the hex does not gain any special intelligence from this hex or gain any ability to

understand the message if it does not normally understand the language the message is delivered in, and it is in no way otherwise compelled to act in any way it would not normally. A witch can have a number of heralding blooms active equal to her witch level + her Charisma modifier.

Iceplant (Su): This hex grants the witch and her familiar a +2 natural armor bonus and the constant effects of *endure elements*. The effect leaves the witch's skin thick and stiff to the touch.

Leshy Summoning (Su): The witch counts as a plant creature for the purpose of growing leslys. She adds leaf leslys^{B3}, gourd leslys^{B3}, fungus leslys^{B3}, seaweed leslys^{B3}, and lotus leslys^{B3} to the list of creatures she can summon with *summon monster I, II, III, IV, and V*, respectively.

Verdant Familiar (Ex): The witch's familiar's creature type changes to plant, gaining all respective plant traits.

PERFUMER (ALCHEMIST ARCHETYPE)

While most alchemists focus on the flash of loud explosions, full-bodied potions, and dramatically transformative mutagens, others prefer subtlety and elegance. A perfumer alchemist refines extracts to their most pure and rarefied forms to spread on the wind, and would rather share a head-turning aroma at a social than drink a bone-twisting mutagen before a brawl.

Atomized Extracts (Su): A perfumer's extracts are stored in atomizers, rather than bottles or vials, allowing him to spray them at himself or an adjacent ally. The target is considered the imbiber, as if she had drunk an extract prepared with the infusion discovery. As the contents of an atomizer are inhaled, the target must be able to breathe. Atomized extracts are considered extracts for purposes of other abilities, and become inert when not in the alchemist's possession.

This alters extracts and replaces brew potion.

Effervescent Bombs (Su): Rather than deal direct damage, a perfumer's bombs create an effervescent puddle in a 5-foot radius for a number of rounds equal to the alchemist's intelligence bonus (minimum 1). Each creature within this area takes 1d4 points of fire damage immediately and again each round it remains within or enters the puddle. A creature caught in the puddle when it is first created can attempt a Reflex save (DC = 10 + half the perfumer's level + the perfumer's Intelligence modifier) for half damage. The effervescent bombs' damage increases by 1d4 at 3rd level and every odd level thereafter. Effervescent bombs otherwise functions as bombs, and discoveries that apply to bombs apply to effervescent bombs.

This alters bomb.

Pheromones (Su): A perfumer can spend 1 hour to distill a special mixture of exotic pheromones and alchemical reagents and store it in an atomizer. The mixture remains potent until used or until the perfumer distills another pheromone mixture, at which point the first becomes inert and the duration of its effects immediately end. Spraying this mixture on a willing creature as a

standard action grants the target a +4 alchemical bonus to Charisma and a -2 penalty to Constitution for 10 minutes per alchemist level. Additionally, the target creature gains a +2 alchemical bonus on Diplomacy and Bluff checks.

This replaces mutagen. A perfumer can never gain the mutagen, cognatogen^{UM}, or inspired cognatogen^{ACG} ability, even from a discovery or another class.

Persistent Pheromones: At 14th level, the alchemist gains the ability to distill extremely potent pheromones. His pheromone atomizers can be sprayed on up to four different targets before becoming fully used. This allows a perfumer to affect multiple targets with a single atomizer.

This replaces persistent mutagen.



Wardens of the Wild

In the wilds of the world, there is more than can be seen at first glance. The kami (*Pathfinder RPG Bestiary* 3 159) are spirits created by the gods in a bygone era to protect nature, but they have proven themselves quick to adapt, protecting many kinds of environments. Each kami forms a bond with a single part of nature, such as a stream, a road, or an individual animal, which is known as the kami's ward and which it is sworn to protect.

More recently, certain traditions of people, perhaps traditionally tied to nature, have found ways to entreat kami to work to help them in their own goals.

KAMI (EIDOLON SUBTYPE)

Kami eidolons are spirits of nature bound to an unchained summoner (*Pathfinder RPG Pathfinder Unchained* 25). They seek to protect their wards, but because of their summoner's bond, they have more flexibility choosing their wards than most of their kind.

Alignment: Any non-evil. Kami eidolons do not have an alignment subtype, instead having the native subtype.

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

Base Evolutions: At 1st level, a kami eidolon gains the resistance (fire) evolution and the 4-point weapon training evolution (proficiency in martial weapons).

At 4th level, a kami eidolon gains acid resistance 10 and cold resistance 10.

At 8th level, a kami eidolon can declare a ward once per day as a standard action. Its ward must be an object, a plant, or a creature with an Intelligence score of 2 or less, and the ward maintains the designation for 1 hour. So long as a kami eidolon is within 60 feet of its ward, it and its ward gain a +2 sacred bonus on saving throws.

At 12th level, a kami eidolon gains the 4-point version of the fast healing evolution and the merge with ward ability (as the kami subtype ability; *Bestiary* 3 306). A kami eidolon automatically emerges from its ward if they are merged when that object or creature ceases to be the eidolon's ward.

At 16th level, kami eidolons are immune to bleed, mind-affecting, petrification, and polymorph effects.

At 20th level, a kami eidolon increases the fast healing from its fast healing evolution by 2 points whenever it is within 30 feet of its ward; while the kami is merged with its ward, the ward gains the same amount of fast healing.

WARD ASPECTS

When a character in tune with nature comes upon an area that a kami could ward but that is lacking a guardian, she has the option of making that area her ward in a symbiotic relationship. Whenever a character with the animal focus (*Pathfinder RPG Advanced Class Guide* 27) class feature is within 100 feet per class level of one of the wards listed below, she can use the associated ward aspect instead of one of the

normal options for her animal focus class feature. Hunters can apply the benefits of a ward aspect to themselves, but not to their animal companions.

If a character with the animal focus class feature spends 30 minutes meditating while within 10 feet per class level of the ward, she attunes herself to that ward. A character attuned to a ward can use the associated ward aspect while within 1 mile per class level. A character can be attuned to only one ward at a time, but depending on her surroundings, she could choose from among multiple wards. A character with the second animal focus class feature can still only use one ward aspect at a time, no matter how many aspects she has available to her.

The following ward aspects are available to characters who meet the conditions described above.

Road: The creature gains a +10-foot enhancement bonus to its base speed while running, charging, or withdrawing. This bonus increases to +20 feet at 8th level and +30 feet at 15th level.

Shrine: The creature gains a +2 enhancement bonus to Wisdom. This bonus increases to +4 at 8th level and +6 at 15th level.

Tree: The creature gains a +4 competence bonus on saving throws against death effects and effects that deal negative energy damage. This bonus increases to +6 at 8th level and +8 at 15th level.

Waymarker: The creature gains a +4 competence bonus on attack rolls with improvised weapons. This bonus increases to +6 at 8th level and +8 at 15th level.

Well: The creature gains a +2 shield bonus to AC. This bonus increases to +4 at 8th level and +6 at 15th level.

WARD SPIRITUALIST (SPIRITUALIST ARCHETYPE)

While many spiritualists are bound to a departed spirit, a condition more likely to be the result of chance or tragedy than a career choice, there are some individuals who seek out this life. A ward spiritualist ventures into the wilderness and petitions a kami to help her in her travels, either taking an existing ward with her or becoming the kami's new ward.

Kami Phantom (Su): The ward spiritualist's phantom is less powerful than most, but it has an innate connection to its ward. The ward spiritualist's phantom is a kami phantom, functioning as normal for a phantom, except that its base attack bonus is equal to three-quarters its Hit Dice (as a rogue) and its Hit Dice are d8s instead of d10s. Additionally, a kami phantom cannot manifest as incorporeal, only ectoplasmic.

This alters phantom.

Ward Implement (Su): The ward spiritualist gains a single implement school of her choice, as an occultist (*Pathfinder RPG Occult Adventures* 46), along with its resonant focus power and base focus power. The ward spiritualist does not gain additional spells from her ward implement, and it

always starts each day with mental focus invested equal to half her class level (minimum 1).

When she gains her ward implement, the ward spiritualist must choose either to have a physical implement or to be the implement herself. If she chooses to have a physical implement, her spiritualist spells include it as a focus component, and she can change what item is her implement when she regains her spells at the start of each day. Her implement must be an item that can be held in one hand, and it cannot be a manufactured weapon. If the ward spiritualist chooses to be her own ward implement, her spiritualist spells always have a somatic component in addition to their other components; this component does not become an emotion component.

She can remove the focus or somatic component of her spells, but this requires a concentration check with a DC equal to 15 + twice the spell level, which is increased for a thought component as normal.

She gains a focus power for her implement school at 2nd level, and again at 6th level and 12th level. She must meet the prerequisites of these focus powers, treating her spiritualist level as her occultist level for focus power prerequisites. She also treats her spiritualist level as her occultist level for feat prerequisites.

This alters spellcasting and replaces bonded senses, phantom recall, and greater spiritual interference.

Merged Manifestation (Su): At 3rd level, the ward spiritualist learns how to merge her kami phantom with her ward implement. This functions as bonded manifestation, except that she does not choose ectoplasmic or incorporeal. Instead, she gains different benefits depending on whether she has a physical implement or is her own implement.

If she has a physical implement, when using her merged manifestation, her implement functions as a one-handed improvised weapon of appropriate size, and she does not take the usual penalties associated with wielding an improvised weapon. Additionally, it is considered to have a +1 enhancement bonus for the duration of the merged manifestation. This enhancement bonus increases by 1 at 8th level, and again at 13th level and 18th level. At 8th level, and again at 18th level, it deals damage as a weapon one size category larger. At 13th level, her implement also gains the benefits of *spirit-bound blade* (*Pathfinder RPG Occult Adventures* 186) for the duration of the merged manifestation.

If she is her own implement, when using her merged manifestation, she gains the unarmed strike class feature as a 1st level unchained monk (*Pathfinder RPG Pathfinder Unchained* 14). At 8th level, her unarmed strike damage is

that of a 4th-level unchained monk, and she gains flurry of blows as a 1st-level unchained monk. At 13th level, her unarmed damage is that of an 8th-level unchained monk, and her unarmed strikes gain the benefits of *spirit-bound blade* for the duration of the merged manifestation. At 18th level, her unarmed damage is that of a 12th level unchained monk, and she can use flurry of blows as an 11th-level unchained monk.



Wild Companions

Over the centuries, people have learned to domesticate, train, and control a bewildering array of beasts. From the humble farm cat chasing mice to the trained roc flying through the air with a gondola in its claws, animals are put to work in countless ways. Some make their way to the adventuring trade as well, serving as uncanny familiars, steady and sensible mounts, or reliable furred or feathered friends. To those heroes who partner with animals, these beasts are as much a part of the company as any fellow warrior.

COMPANION ARCHETYPES

Animal companions can take the following archetypes.

APEX SPECIES

Some animals have no serious competitors and no real predators. They are masters of their habitats, perfectly evolved to take advantage of their native terrain. They need not be predators, of course—some herbivores are just as lethally suited to their homes.

Native Environment (Ex): An apex species selects a specific terrain type from the ranger list of favored terrains. While in that terrain, the apex species gains a bonus equal to half its level on checks and saves to deal with environmental hazards. An apex species may not select a plane as its native environment.

This replaces share spells.

Favored Terrain (Ex): At 3rd level, the apex species gains the ranger's favored terrain ability for the terrain that matches its native environment, except that the bonus is +1 instead of the ranger's +2. The bonus improves by 1 at 8th, 13th, and 18th levels, but the animal companion does not gain additional favored terrains.

This replaces evasion.

Natural Selection (Ex): At 6th level, the apex species gains an ability based on their favored terrain, as follows:

Cold: The apex species gains cold resistance 5, increasing to 15 at 15th level.

Desert: The apex species gains fire resistance 5, increasing to 15 at 15th level.

Forest, Jungle: The apex species gains a +1 dodge bonus to CMD, increasing to +3 at 15th level.

Mountains, Plains: The apex species gains electricity resistance 5, increasing to 15 at 15th level.

Water, Underground: The apex species gains acid resistance 5, increasing to 15 at 15th level.

Swamp, Urban: The apex species gains a +4 racial bonus on saves against disease and poison. At 15th level, the apex species becomes immune to disease and poison.

This replaces devotion and improved evasion.

Master of the Wild (Ex): At 9th level, the apex species gains an ability based on its favored terrain, as follows.

Cold: The apex species can see through weather conditions (including blizzards, rain, fog, and mist) without penalty,

ignoring any cover or concealment from such effects. If the effect is created by magic, the apex species instead triples the distance it can see without penalty.

Desert: The apex species gains a +4 morale bonus on Will saves against illusion spells and effects.

Forest, Urban: The apex species gains Skill Focus (Stealth) as a bonus feat.

Jungle, Mountains: The apex species gains a climb speed equal to half its base land speed, or increases its existing climb speed by 10 feet.

Plains: The apex species increases its base land speed by 10 feet.

Swamp, Water: The apex species gains a swim speed equal to half its base land speed, or increases its existing swim speed by 10 feet.

Underground: The apex species gains a burrow speed equal to half its base land speed, or increases its existing burrow speed by 10 feet.

This replaces multiattack.

UNEXPECTED INTELLECTUAL

Sometimes, when an insect or other vermin is chosen to be an animal companion, it proves cleverer than expected. On occasion, it proves much cleverer.

Special Requirement: Only vermin companions^{UM} may become unexpected intellectuals.

Genius that Creeps and Crawls (Ex): The unexpected intellectual gains an Intelligence score of 2 and can gain skills and feats. It loses the mindless quality.

This replaces share spells.

FAMILIAR ARCHETYPES

Familiars can take the following archetypes.

ARCANE AMPLIFIER

The secret of the arcane amplifier familiar was first discovered in Irrisen, where the winter witches used white-furred foxes or hares to strengthen their spells. More recently, the practice has spread to Nex and Cheliah, and to haunted Ustalav where necromancers use black-eyed ravens for their spells.

Echo (Su): Once per day when delivering a touch spell, an arcane amplifier can apply the Extend Spell metamagic feat to the spell. An arcane amplifier can use this ability twice per day at 8th level, and three times per day at 13th level.

This replaces Alertness and improved evasion.

Reverberate (Su): At 7th level, once per day when delivering a touch spell, an arcane amplifier can apply either the Empower Spell metamagic feat to the spell or use the Heighten Spell metamagic feat to increase its spell level by 2. An arcane amplifier can use this ability twice per day at 11th level.

This replaces speak with animals of its kind and spell resistance.

Resonate (Su): At 13th level, once per day when delivering a touch spell, an arcane amplifier can apply the Maximize Spell metamagic feat to the spell.

This replaces scribe on familiar.

An arcane amplifier can apply only one metamagic effect to a single casting of a spell using its echo, reverberate, or resonate abilities.

OCCULT MESSENGER

Some familiars are messengers of greater powers than themselves. The witch's familiar comes from her patron and the emissary is the servant of a god, but the occult messenger is envoy of an odder power still.

See the Unseen (Ex): While an occult messenger is within arm's reach, the master gains the Psychic Sensitivity^{OA} feat.

This replaces Alertness.

Teacher from Afar (Ex): When the occult messenger's master uses a psychic skill unlock while the occult messenger is within arm's reach, the master gains a competence bonus on skill unlocks equal to half the occult messenger's level.

This replaces deliver touch spells.

PARASITE

Most familiars are still something akin to normal animals, conduits for power rather than powers themselves. The parasite is one of the more disturbing exceptions.

Infest (Su): As a full-round action, a parasite can infest a willing or helpless target at least two size categories larger than the parasite. This deals 1d6 points of Constitution damage as the parasite burrows through viscera before attaching itself to the target's brain or spinal cord (or equivalent). There, the parasite curls up, with no ability to see or hear anything itself, but with access to its host's senses.

Despite the gaping wound, this process is curiously painless. Assuming that the location of the wound and the resultant blood is not obvious (most parasites infest from the back for this reason), the victim must succeed at a Heal or Sense Motive check opposed by the familiar's Bluff check to notice that something is amiss.

Removing a parasite requires a successful Heal check opposed by the familiar's Stealth check, or a successful casting of *break enchantment* against a DC of 11 + the parasite's level. If successful, the parasite is destroyed. The parasite can leave the host willingly as a full-round action.

If the host is killed, the parasite must succeed at a DC 20 Fortitude save or be killed as well.

This replaces improved evasion and share spells.

Puppeteer (Sp): Beginning at 3rd level, the parasite can attempt to control its host once per day. This functions as *suggestion*. At 7th level, the parasite can use this ability to replicate *dominate person* instead. At 15th level, the parasite can replicate *dominate monster*. The DC for this ability is calculated as if the parasite's master had cast the spell (defaulting to Charisma if the owner has no spellcasting ability).

This replaces deliver touch spells, speak with animals of its kind, spell resistance, and scribe on familiar.

COMPANION FEATS

The following feats are suitable for animal companions, familiars, or the characters who have them.

CHANGELING FAMILIAR

Many familiars are able to turn into other animals, but a few familiars have greater talents, and can transform into humanoid bodies of their own.

Prerequisites: Familiar class feature, caster level 9th, your familiar must have the change shape universal monster ability.

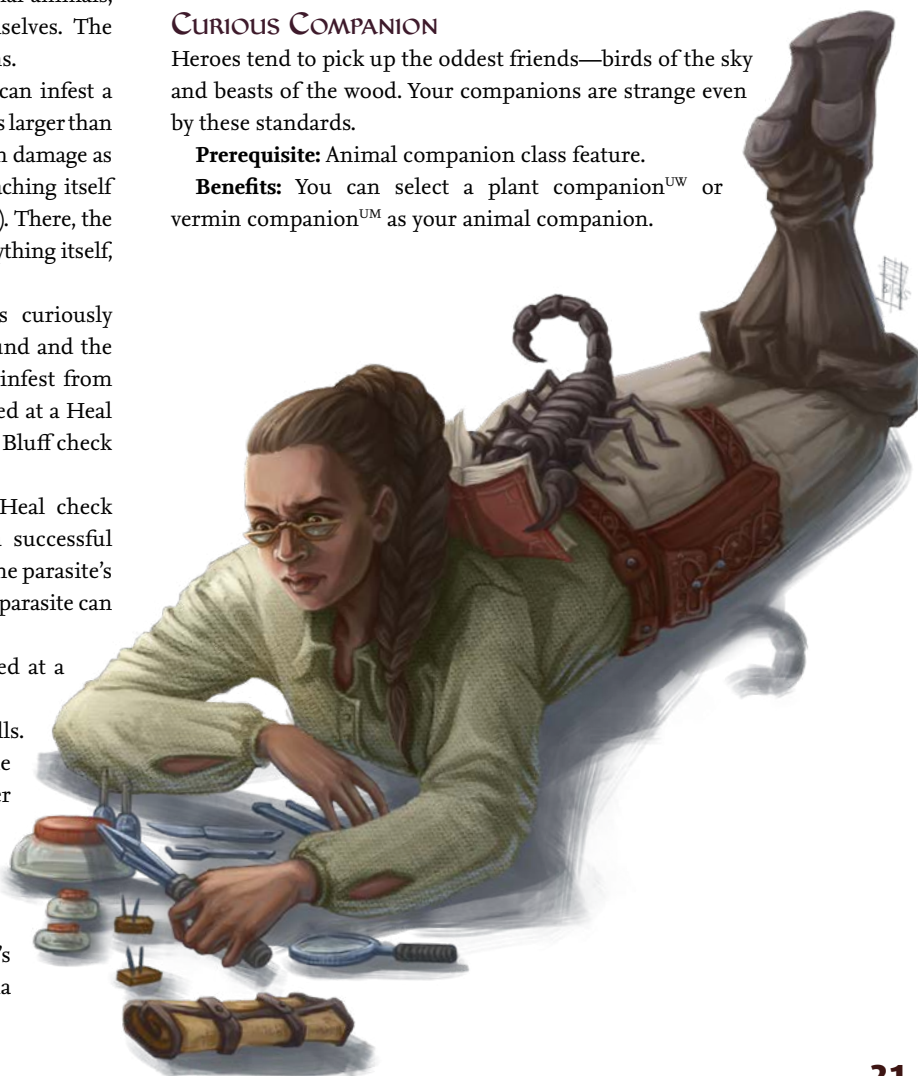
Benefits: Your familiar's change shape universal monster ability can function as *alter self*, and it gains a single alternate form of either Small or Medium size. This form is of a child or teenager of its master's species, and once chosen cannot be changed. Such changeling familiars always bear some kind of visible mark of their original nature, such as a cat's eyes, a serpent's tongue, or small demonic horns. The changeling familiar does not gain any new languages with this transformation, so changeling familiars are often mute.

CURIOUS COMPANION

Heroes tend to pick up the oddest friends—birds of the sky and beasts of the wood. Your companions are strange even by these standards.

Prerequisite: Animal companion class feature.

Benefits: You can select a plant companion^{UW} or vermin companion^{UM} as your animal companion.



FAVORED ANIMAL FOCUS

Your companion is unusually comfortable wearing another (metaphorical) skin.

Prerequisites: Animal companion class feature, animal focus class feature.

Benefits: Choose one animal focus. When you apply that animal focus to your animal companion, the benefits increase by one step. For example, if you are 6th level and choose the bear animal focus, then when you apply the animal focus to your animal companion, it gains a +4 enhancement bonus to Constitution instead of +2.

If you are 15th level or higher, when you apply your chosen animal focus to your companion, it gains the corresponding ability listed below.

Bat: The range of the animal companion's blindsense increases by 20 feet.

Bear: The animal companion's Constitution bonus increases to +8.

Bull: The animal companion's Strength bonus increases to +8.

Falcon: The animal companion's Perception bonus increases to +12.

Frog: The animal companion's bonus to Swim and Acrobatics increases to +12.

Monkey: The animal companion's Climb bonus increases to +12.

Mouse: The animal companion gains Improved Uncanny Dodge, as a rogue of its level.

Owl: The animal companion's Stealth bonus increases to +12.

Snake: The animal companion's attack and dodge bonuses increase to +8.

Stag: The animal companion's speed bonus increases to 30 feet.

Tiger: The animal companion's Dexterity bonus increases to +8.

Wolf: The range of the animal companion's scent ability increases to 60 feet.

Special: You can gain this feat multiple times. Each time you take this feat, you must select a new animal focus.

FRIENDLY FACE

Other animals of your species adore you. No matter how territorial, ill-tempered, wounded, or hungry they are, they see you as a friend, not an enemy. They'll give your two-legged friend the benefit of the doubt as well.

Prerequisite: Animal companion.

Benefits: Other animals of roughly the same kind as you (cats to felines, eagles to raptors, frogs to amphibians, etc.) have their starting attitudes toward you improved by two steps. Their attitudes towards your master are likewise improved by one step.

Special: If your master has the animal focus class feature, this feat also applies to any animals of roughly the same kind as your active animal focus.

HEFTY BRUTE

You might be a different subspecies or simply a well-fed and well-grown beast, but either way you're built on a more massive scale than the rest of your kind.

Prerequisite: Animal companion or familiar.

Benefits: You treat your size as one category larger for the purposes of calculating CMB, CMD, carrying capacity, and any size-based special attacks you use or that are used against you (such as grab, swallow whole, and trample).

SHAPELESS FAMILIAR

A familiar is more than just an animal. It's a spirit and an intelligence, and your familiar can choose to take more than one physical form.

Prerequisites: Familiar class feature, caster level 7th.

Benefits: Your familiar gains the change shape universal monster ability. This ability functions as *beast shape II* and grants access to a single alternate form, which must be the same size as the familiar. Once chosen, this form cannot be changed.



Special: You can gain this feat multiple times. Each time you take this feat, your familiar gains an additional alternate form. If taken by a familiar that already has the change shape universal monster ability (like an imp), this grants a single additional form.

SPARK OF THE UNCANNY

All familiars are more than they seem, but yours wears its skin like an ill-fitting coat.

Prerequisite: Familiar class feature.

Benefits: Your familiar is able to speak a single language that you know.

Special: At 5th level, your familiar takes its true form; you can replace this feat with Improved Familiar.

MOUNT TRAITS

Each of the following entries details a specific breed of riding animal, indicates where to find statistics for its kind, and provides a trait that grants an additional boon to the mount or its rider. The trait granted to a mount counts against a character's total maximum number of traits. If a character replaces his mount, he effectively loses the old trait and gains the new mount's trait.

CLEVER MOUNT

By luck (whether good or bad may be up for debate), your mount is something of an intellectual among its species. It usually knows what to do, but getting it to actually obey your instructions is another matter entirely.

Statistics: Any animal can be a clever mount.

Too Clever by Half: This mount can learn four tricks per point of Intelligence, instead of the typical three. Commanding the mount with the Handle an Animal use of the Handle Animal skill requires a successful DC 15 skill check instead of the usual DC 10, however, as it is willful and easily bored.

KELESHITE TRADE CAMEL

The camels of the Padishah Empire are larger and shaggier than their Qadiran cousins, with two humps and long hair. They are also ill-tempered even by camel standards, with a penchant for spitting when annoyed.

Statistics: Camel (*Pathfinder RPG Bestiary* 2 154).

Nauseating Spit: Once per hour, a Keleshite trade camel can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet as a ranged touch attack. The target must succeed at a Fortitude save (DC = 10 + half the camel's Hit Dice + the camel's Constitution modifier) or be nauseated for 1 round.

LUCKY HOUND

Dogs are sacred to Cayden Cailean, and as a result some of his temples take an interest in rescuing and caring for dogs. While many of these fortunate animals remain at the temple, others are given as gifts to those who have earned the Accidental God's favor. Despite the name, most lucky hounds are not hounds but mutts of unclear heritage.

EXPANDED COMPANION LISTS

Cavaliers, paladins, and rangers all select their companions from a restricted list of druid animal companions. Since their classes were published, however, quite a few new animal companions have made their way into the game. The following lists expand the available animal companion and mount choices for those three classes.

Cavalier: A Medium cavalier can select an axebeak^{B3}, elk^{B3}, giant tortoise^{B4}, giant seahorse^{B4}, or giraffe^{B4} as a mount. A Small cavalier can select an antelope^{B3}, giant weasel^{B4}, kangaroo^{B3}, lizard (giant gecko)^{B3}, ram^{B2}, or stag^{B4} as a mount. The augmented companion^{UW}, bodyguard^{UW}, bully^{UW}, daredevil^{UW}, draconic companion^{UW}, racer^{UW}, and wrecker^{UW} companion archetypes are all particularly appropriate for a cavalier's mount.

Paladin: A Medium paladin can select an elk^{B3}, giant seahorse^{B4}, or giraffe^{B4} as a bonded mount. A Small paladin can select an antelope^{B3}, giant weasel^{B4}, ram^{B2}, or stag^{B4} as a bonded mount. The auspice^{UW}, bodyguard^{UW}, racer^{UW}, and totem guide^{UW} archetypes are all particularly appropriate for a paladin's bonded mount.

Ranger: A ranger can select an antelope^{B3}, baboon^{B2}, elk^{B3}, kangaroo^{B3}, lizard (giant gecko)^{B3}, ram^{B2}, stag^{B4}, trumpeter swan^{B4}, or thylacine^{B3} as an animal companion. If the campaign takes place in an aquatic environment, the ranger can choose a stingray^{B2}. The ambusher^{UW}, bully^{UW}, daredevil^{UW}, feytouched companion^{UW}, precocious companion^{UW}, totem guide^{UW}, tracker^{UW}, verdant companion^{UW}, and wrecker^{UW} archetypes are all particularly appropriate for a ranger's animal companion.

Statistics: Riding dog (*Pathfinder RPG Bestiary* 87).

Blessed Mutt: Lucky hounds gain a +1 luck bonus on saves against spells or effects with the evil descriptor or which originate from evil outsiders or undead.

MINDSPIN MOUNTAIN GOAT

The goats of the Mindspin Mountains are known for being sure-footed climbers, scaling vertical peaks that would give a monkey pause.

Statistics: Ram (*Bestiary* 2 154).

Clamber: Mindspin mountain goats gain a +2 trait bonus on Climb checks, and Climb is a class skill for them.

WARTHOG

Hailing from the Mwangi Expanse, these broad-faced boars are considered unusually ugly, with enormous tusks and large "warts" (in truth, these fleshy facial protrusions are protective ridges). Despite that, those who have worked with them find warthogs easier to deal with than the wild boars of more northerly climes, as warthogs are more prone to flight than aggression.

Statistics: Boar (*Bestiary* 36).

Running Pig: Warthogs are quicker than they look, with a base speed of 45 feet instead of the boar's 40 feet.

Totem Spirits

For the seven clans, or *quahs*, of the Shoanti people in northern Varisia, spirits of the natural world serve as guardians and guides. Every part of nature has a potent spirit, and each individual quah reveres totem spirits that align closely with the clan's way of life.

TOTEMS OF THE QUAHS

Barbarians from the Shoanti quahs, or the rare foreigners initiated into their spiritual mysteries, select totem rage powers associated with the spirits revered by their tribe, as listed below. In addition to the listed totem rage powers, barbarians from the Shadde-Quah (Axe Clan), Sklar-Quah (Sun Clan), and Tamiir-Quah (Wind Clan) often directly revere the elements and take the elemental rage^{APG} chain of rage powers as a reflection of their beliefs, choosing a type of elemental damage that reflects their way of life (cold, fire, or electricity, respectively).

- **Lyrune-Quah (Moon Clan):** Moon totem.
- **Shadde-Quah (Axe Clan):** Elemental totem (water) (*Pathfinder Player Companion: Blood of the Elements* 10).
- **Shriikirri-Quah (Hawk Clan):** Beast totem^{APG}.
- **Shundar-Quah (Spire Clan):** Spire totem.
- **Sklar-Quah (Sun Clan):** Elemental totem (fire) (*Blood of the Elements* 10).
- **Skoan-Quah (Skull Clan):** Spirit totem^{APG}.
- **Tamiir-Quah (Wind Clan):** Elemental totem (air) (*Blood of the Elements* 10).

TOTEM RAGE POWERS

The following totem rage powers include totems for members of the Lyrune-Quah and the Shundar-Quah, as well as a totem suitable to all Shoanti.

Ancestor Totem (Su): The barbarian's insight bonus to her chosen skill increases to +4. The barbarian can now select any skill to receive this bonus, even a Charisma-, Dexterity-, or Intelligence-based skill or a skill that requires patience or concentration; if she selects such a skill, she can use it even while raging. A barbarian must have the lesser ancestor totem rage power and be at least 6th level to select this rage power.

Ancestor Totem, Greater (Su): The barbarian's insight bonus to her chosen skill increases to +6. Once per rage, she can spend one round of rage as an immediate action to reroll a skill check in the chosen skill. She must take the result of the second roll, even if it is lower. A barbarian must have the ancestor totem rage power and be at least 10th level to select this rage power.

Ancestor Totem, Lesser (Su): When she enters a rage, the barbarian selects a skill of her choice, which must be one she can use while raging, such as Climb or Intimidate. While raging, she gains a +2 insight bonus to the chosen skill.

Moon Totem (Su): While raging, the barbarian gains a bonus equal to half her level on Perception checks to pinpoint the location of an unseen creature, and unseen

attackers gain no bonus on attacks against the barbarian. A barbarian must have the lesser moon totem rage power and be at least 6th level to select this rage power.

Moon Totem, Greater (Su): While raging, the barbarian ignores the miss chance for concealment and treats total concealment as concealment. She must have the moon totem rage power and be at least 10th level to select this rage power.

Moon Totem, Lesser (Su): While raging, the barbarian gains darkvision with a range of 30 feet. If the barbarian already has darkvision, the range of her darkvision increases by 30 feet while she is raging.

Spire Totem (Su): While raging, the barbarian takes no penalties for using a weapon to deal nonlethal damage. When dealing nonlethal damage, the barbarian adds a bonus equal to half her barbarian level on her damage rolls. A barbarian must have the lesser spire totem rage power and be at least 6th level to select this rage power.

Spire Totem, Greater (Su): While the barbarian is raging, all allies within 30 feet gain a +2 morale bonus on Will saves. When attempting a Will save against a fear effect, all allies within this area can roll twice and use the better result. A barbarian must have the spire totem rage power and be at least 10th level to select this rage power.

Spire Totem, Lesser (Su): While raging, the barbarian gains a +1 morale bonus on attacks against any creature that has targeted one of her allies with an attack or a harmful spell within the last round.

TRIBE (SHAMAN SPIRIT)

A shaman who selects the tribe spirit strives to protect her allies, whether they be a traditional tribal unit or a chosen group of adventuring companions.

Spirit Magic Spells: *bless* (1st), *shield other* (2nd), *create food and water* (3rd), *spiritual ally*^{APG} (4th), *life bubble*^{APG} (5th), *battlemind link*^{UM} (6th), *vision* (7th), *discern location* (8th), *mass heal* (9th).

Hexes: A shaman who chooses the tribe spirit can select from the following hexes.

Curse of Faltering (Su): As an immediate action when an enemy within 30 feet threatens a critical hit, the shaman can force the creature to reroll its original attack roll with a penalty equal to the shaman's Charisma modifier. The target can attempt a Will save to negate this ability. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. This is a curse effect.

Curse of Isolation (Ex): The shaman makes an enemy within 30 feet keenly feel its status outside the tribe. For a number of rounds equal to the shaman's level, the target gains no benefit from flanking or the aid another action, and it doesn't benefit from morale bonuses. The target can attempt a Will save to negate this ability. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. This is a curse effect.

Steadfast Example (Su): The shaman touches a willing creature and bolsters its mental and emotional defenses. The next time the target attempts a Will saving throw, the subject can use the shaman's Will saving throw bonus instead of his own. The shaman can have only one creature under the effect of this hex at a time, and a creature affected by this hex cannot be affected by it again for 24 hours.

Threatening Coordination Hex (Su): The shaman causes a creature within 30 feet to view the shaman's allies as obstacles. The target treats squares adjacent to the shaman's allies as difficult terrain for a number of rounds equal to the shaman's level, or for 1 round if the target succeeds at a Will saving throw. Whether or not the save is successful, a creature affected by this hex cannot be the target of it again for 24 hours.

Touch of Succor (Su): The shaman can touch a willing creature as a standard action to remove one of the following conditions: fatigued, shaken, or sickened. At 8th level, she adds confused and frightened to the list of conditions she can remove. At 12th level, she also adds dazed, nauseated, and panicked. The shaman can use this ability a number of times per day equal to her shaman level.

Spirit Animal: The shaman's spirit animal has colorations or markings that resemble a totem or important symbol for the shaman's tribe. When the spirit animal successfully performs the aid another action, the bonus it provides increases by 1.

Spirit Ability: A shaman who chooses the tribe spirit as her spirit or wandering spirit gains the following ability.

Tribal Cooperation (Su): The shaman gains a teamwork feat as a bonus feat. She must meet the feat's prerequisites. As a standard action, the shaman can grant one of her teamwork feats to all allies within 30 feet who can see and hear her. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 levels the shaman has. Allies do not need to meet the prerequisites of this bonus feat. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Greater Spirit Ability: A shaman who chooses the tribe spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Tribal Bond (Sp): The shaman and her tribe share a transcendent bond. Once per day when she communes with her spirit animal to regain spells, the shaman can select a number of creatures equal to half her shaman level to serve as her honorary tribe. These creatures can constantly communicate with each other, as *telepathic bond*.

True Spirit Ability: A shaman who chooses the tribe spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Guardian of the Tribe (Su): The shaman can cast a harmless spell with a range of touch on a member of her tribal bond as long as that creature is within 30 feet. The shaman can use

this ability a number of times per day equal to her Charisma modifier (minimum 1). In addition, she is constantly aware of the condition of all members of her tribal bond ability, as *status*.

Manifestation: Upon reaching 20th level, the shaman embodies the strength and unity of her tribe. She gains a bonus on all of her saving throws equal to her Charisma modifier and becomes immune to compulsion spells and spell-like abilities. Once per day as a standard action, she can attempt to revive a creature connected to her by her tribal bond ability who has died within 1 round as *breath of life*, except that the spell can be cast at any range as long as the target is on the same plane, and the target regains a number of hit points equal to 10 × the shaman's level (maximum 200).



Wilderness Magic

The wonders of the natural world inspire awe in most mortals, whether the pristine snow of a distant mountaintop, the thunder of a towering waterfall, or the sweet fragrance of a secluded bower. Those with the closest connections to natural forces not only appreciate the aesthetic pleasures of the verdant world, but also understand nature's potential for adaptive transformation, explosive growth, and primal fury. Whether they hope to live in harmony with nature or channel its destructive power, many seek to harness the magic of the wild.

ARCANIST EXPLOITS

Some arcanists seek to understand magic as one force of the natural world, finding that their inborn powers respond most potently to the plants and animals of the wilderness.



Such students of the wild might choose one of the following exploits, which are available to all arcanists.

Feral Shifting (Su): As a swift action, the arcanist can spend 1 point from her arcane reservoir to gain either a bite attack that deals 1d6 points of damage (1d4 points of damage if she is Small) or two claw attacks that deal 1d4 points of damage (1d3 points of damage if she is Small) for a number of minutes equal to her Charisma modifier (minimum 1). These are primary natural attacks.

Flame Control (Su): The arcanist can spend 1 point from her arcane reservoir to move or extinguish one 5-foot square per arcanist level of an ongoing nonmagical fire. If she chooses to move a portion of the fire, it must be moved to a square contiguous with that fire. If she also expends a spell slot of at least 3rd level when activating this ability, she can attempt to dispel a magical fire effect, as *dispel magic*.

Weather Sage (Su): If she spends 1 point from her arcane reservoir, the arcanist can predict the weather in her current location for the next 24 hours. The arcanist's prediction is always accurate, but it cannot account for spells or supernatural effects that might alter conditions. In addition, she gains a bonus equal to half her arcanist level on Fortitude saves against severe weather for the next 24 hours. She can share this benefit with a number of allies equal to her Charisma bonus.

Wild Stride (Su): The arcanist can spend 1 point from her arcane reservoir to ignore impediments to her movement and vision in natural growth. For 1 minute per level, the arcanist gains the druid's woodland stride ability and can see through plant material as if she had greensight with a range of 60 feet (see the universal monster rule on page 295 of *Pathfinder RPG Bestiary 4*).

Wooden Flesh (Su): The arcanist infuses herself with the toughness of the plant life that she studies. The arcanist can spend 1 point from her arcane reservoir to gain a +2 natural armor bonus and DR/slashing equal to her Charisma modifier (minimum 1) for 1 minute per arcanist level. While this ability is in effect, she counts as both her original creature type and a plant creature for the purpose of abilities and spells.

DISASTER SPELLS

Spellcasters able to call upon the destructive force of natural disasters can use their abilities to defend or exploit the wilderness, but those who meddle with these powers must take the utmost care lest nature's fury overwhelm their ability to control it.

FLASH FLOOD

School conjuration [water]; **Level** druid 6, shaman 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (water-smoothed pebble)

Range 60 ft.

Area cone-shaped burst

Duration instantaneous and 1 round per level; see text

Saving Throw Reflex partial, see text; **Spell Resistance** no

You call forth a fast-moving wave that batters all creatures in its path and leaves the target area flooded. Each creature in the area must succeed at a Reflex save or take 1d6 points of bludgeoning damage per 2 caster levels (maximum 10d6). The wave also attempts a bull rush combat maneuver against all creatures of any size within its area of effect. Attempt a single combat maneuver check and apply the result to each creature within the area. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush attempt doesn't provoke attacks of opportunity.

The area covered by the cone remains inundated for 1 round per caster level. If cast on land, treat the area as a deep bog. If cast on water, the water level within the affected area rises by 5 feet.

ROPE TORNADO

School evocation [air]; **Level** druid 4, magus 4, occultist 4, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a length of twine)

Range 120 ft.

Area 120 ft. line

Duration instantaneous

Saving Throw Reflex negates; **Spell Resistance** yes

A spiraling twister of tornado-force wind surges forth from your palm, unbalancing those it rushes over. Creatures on the ground within the area are knocked prone. A flying creature within the spell's area must instead succeed at a DC 25 Fly check or plummet to the ground, taking the appropriate amount of falling damage. Creatures that are Huge or larger in size gain a +2 bonus on their Reflex saves, while creatures that are Medium or smaller in size take a -2 penalty.

Additionally, the area is subjected to tornado-force winds, extinguishing all nonmagical flames, dispersing clouds, and scattering unattended objects.

SEISMIC FISSURE

School transmutation [earth]; **Level** druid 7, shaman 7

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Effect 10-ft.-by-80-ft. fissure in the earth, 40 ft. deep

Duration instantaneous

Saving Throw Reflex negates; **Spell Resistance** no

With a thrust of tectonic energy, you split the earth. Each creature standing in the area where the fissure opens must

succeed at a Reflex saving throw to avoid falling into the rift. Those standing adjacent to the fissure when it is created must succeed at a Reflex save or be knocked prone by tremors. This spell is effective only when cast on an area of dirt, earth, sand, or stone.

MAGAAMBYAN TELEPATH (PSYCHIC ARCHETYPE)

While most students of the Magaambya in the Mwangi Expanse focus on the blending of arcane and divine magic, followers of Old-Mage Jatembe's more esoteric wisdom instead focus on the occult connection between all living creatures and the resonance between the natural and supernatural world. These Magaambyan telepaths hone their mental abilities to detect such spiritual and eldritch bonds, and attempt to commune with the mind of the jungle or the hearts of its wild inhabitants. Whether seeking information that only nature knows or attempting to impose their will upon the natural world, these psychics employ techniques that few outside of the Magaambya understand.

Primal Spells: A Magaambyan telepath adds one 1st-level spell from the druid spell list to the psychic spell list and her spells known. Each time a Magaambyan telepath gains the ability to cast a new level of spell, she can add one spell of that level from the druid spell list to both the psychic spell list and her spells known. She casts these spells as psychic spells, and once the spells are selected these choices cannot be changed.

This replaces discipline spells.

Nature's Command (Ex): The Magaambyan telepath's mind-affecting spells can affect even plant creatures. When she casts a mind-affecting spell, the Magaambyan telepath can spend 2 points from her phrenic pool to overcome a plant creature's immunity to mind-affecting effects for the purposes of that spell. This ability functions even on mindless plant creatures, but it has no effect on creatures that aren't plants.

At 11th level, when the Magaambyan telepath casts a mind-affecting or language-dependent spell, the psychic can spend 2 points from her phrenic pool to cause the spell to affect creatures of the plant and animal types as if they were humanoids that understood her language.

This replaces the phrenic amplifications gained at 1st and 11th levels.

Know the Land (Sp): At 9th level, the Magaambyan telepath can cast *commune with nature* as a spell-like ability once per day, using her psychic level as her caster level. She can also expend any unused spell slot of 5th level or higher to cast *commune with nature*.

This replaces *telepathic bond*.

Wild Mind (Su): At 17th level, when the Magaambyan telepath gains the telepathy ability, she can also mentally communicate with any animal or plant creature as if it had a language.

This alters telepathy.

Elemental Power

The scorching storms that sweep the Storval Plateau are revered as totem spirits by the Shoanti of the Cinderlands. Every young warrior of the Sklar-Quah (Sun Clan) hopes to one day win the honor of riding through the flaming wake of an emberstorm and becoming one of the clan's burn riders. This fearsome cavalry is legendary for its battle prowess, having mastered the use of horse and flame in battle.

BURN RIDER SPELL

The following spell is common among the burn riders of the Sklar-Quah.

FLAME STEED

School conjuration (creation); **Level** bloodrager 3, cleric 4, druid 4, paladin 3, shaman 4, witch 4

Casting Time 10 minutes

Components V, S

Range 0 ft.

Effect one quasi-real creature suitable for a mount

Duration 1 hour/level (D)

Saving Throw none, see text; **Spell Resistance** no

You conjure a Large, quasi-real creature made of flame. It functions like *phantom steed*, except as follows.

The flame steed is immune to fire and has acid, cold, and electricity resistance 10. If it or its rider is attacked, it automatically exhales a 15-foot cone of smoke and ash on your turn as a free action. Anyone in the cone must succeed at a Fortitude save (DC equal to the spell DC) or become sickened for 1d6 rounds after leaving the area. This smoke acts as *obscuring mist* for the purpose of concealment. The smoke persists for 1 round.

CINDERLANDS ADEPT (KINETICIST ARCHETYPE)

Among the Sun Clan's most noted champions are those who can tame the flames and bend them to their will. These kineticists are skilled riders, able to wield both weapons and fire with deadly skill.

Class Skills: A Cinderlands adept gains Handle Animal and Ride as class skills, but does not gain Stealth and Use Magic Device as class skills.

This alters the kineticist's class skills.

Fire Focus (Su): When a Cinderlands adept gains elemental focus, she must select fire (pyrokinesis) as her chosen element. When she gains the expanded element class feature at 7th and 15th levels, she must select her primary element of fire and does not learn to use a new element.

This alters elemental focus and expanded element.

Galloping Siphon (Su): When a Cinderlands adept gathers power while mounted, she and her mount gain fire resistance 5 for a number of rounds equal to the total value of the burn cost she reduces. This resistance increases to fire resistance 10 at 11th level. The Cinderlands adept and her mount lose this resistance if she dismounts before the duration ends.

In addition, a Cinderlands adept gains Mounted Combat as a bonus feat and a +1 bonus on concentration checks due to riding. This bonus increases by +1 at 4th level and every 4 levels thereafter (up to a maximum of +6 at 20th level).

This alters gather power and replaces the infusion gained at 1st level.

Mount: At 4th level, a Cinderlands adept gains a loyal mount. This ability functions like the druid's animal companion ability (as described in the nature bond class feature), except that the Cinderlands adept always gains a horse or pony (though she can gain additional options at the GM's discretion) and her effective druid level is equal to her burn rider level –3.

This replaces the utility wild talents gained at 4th, 8th, and 12th levels.

KINETICIST TALENTS

The following kineticist utility wild talents are commonly employed by the burn riders of the Sun Clan.

ELEMENTAL EXILE

Element universal; **Type** utility (Sp); **Level** 8; **Burn** 1

Saving Throw Will negates; **Spell Resistance** yes

You transport a single creature you touch to the plane associated with your element. Precise accuracy regarding a particular arrival location on the intended plane is almost impossible. The creature appears 5 to 500 miles (5d%) from your intended destination. Elemental exile transports creatures instantaneously and then ends. The creature must find other means to travel back (such as casting *plane shift* or using elemental exile again).

ELEMENTAL TRANSMISSION

Element earth, fire, or water; **Type** utility (Sp); **Level** 5; **Burn** 0

Saving Throw Will negates; **Spell Resistance** yes

You reach out to a creature with which you are familiar by using a conduit through an elemental plane. By concentrating for 10 minutes, you create one end of the conduit in a manifestation of your chosen element, such as a fire, pool of water, or section of earth, which must be at least 2 feet in diameter. If the creature you are attempting to contact is within earshot of a similar elemental manifestation and on the same plane, the conduit forms successfully, allowing both sides to see a likeness of the other. You can hear and talk to each other, though you cannot perceive anything else from the other side of the connection. If the creature is not within earshot of a similar elemental manifestation, you can maintain your concentration to wait until the creature comes close enough to such a feature. The connection lasts until you stop concentrating on it, use this ability again, or until the creature moves away from the conduit.

ELEMENTAL TRAP

Element utility; **Type** form infusion; **Level** 3; **Burn** 2

Associated Blasts any

Saving Throw Reflex half; see text

You touch an area of natural ground, drawing up elemental energy that roils just below the surface, ready to explode when stepped on. This 5-foot square detonates when triggered by a weight of 10 pounds or more, affecting all creatures within 10 feet of the trap with your simple blast (or composite blast, if you have it). Any creature other than the one that triggered the elemental trap can attempt a Reflex save for half damage. The elemental trap lasts until the next time you use this wild talent or until it triggers. This counts as a magical trap with a Perception and Disable Device DC equal to 10 + your kineticist level + your Dexterity modifier. You can accept 2 points of burn, which cannot be reduced with gather power, to make a new trap without dismissing any previous traps. If you do, the trap lasts until the next time you recover burn.

FIRE CORRIDOR

Element fire; **Type** utility (Sp); **Level** 5; **Burn** 1

You create a passage through a fire or pool of lava. The passage is 5 feet wide and 8 feet high. It is 10 feet long, plus 5 feet longer for every 3 kineticist levels you have. Any heat generated by the fire or lava through which the passage passes is radiated outwards, making the passage comfortable and safe. The passage lasts for 1 hour, though you can end the effect at any time as a free action. If this effect ends while a creature is inside the tunnel, that creature is affected by the fire or lava as normal.

FIRE STEED

Element fire; **Type** utility (Sp); **Level** 2; **Burn** 0

You imbue a willing animal, magical beast, or other creature that can serve as a suitable mount with elemental power from the Plane of Fire, wreathing it in flames for 1 round. You can accept 1 point of burn to increase the duration to 1 round per kineticist level you have. The mount gains fire resistance 10 and its speed increases by 10 feet. Creatures other than you who touch the mount, attack the mount with a natural weapon or unarmed strike, or attempt to mount the creature take 1d6 points of fire damage every round they are in contact with the mount.

GREATER FIRE STEED

Element fire; **Type** utility (Sp); **Level** 8; **Burn** 0

Prerequisite fire steed, improved fire steed

When using fire steed, the mount gains immunity to fire and its speed increases by an additional 10 feet. In addition, when the mount takes a run action, it can run up steep slopes at its normal speed and down steep slopes without its rider needing to attempt a Ride check.

IMPROVED FIRE STEED

Element fire; **Type** utility (Sp); **Level** 5; **Burn** 0

Prerequisite fire steed

When using fire steed, the mount's fire resistance increases to 20 and its speed increases by an additional 10 feet. The mount can move over lava without difficulty or a decrease in speed.

PURIFYING FLAMES

Element fire; **Type** utility (Sp); **Level** 4; **Burn** 1

You use fire to burn poison from within a creature's veins. You must attempt a caster level check (1d20 + your kineticist level) against the DC of each poison affecting the target. Success means that the poison is neutralized, as *neutralize poison*. When you attempt to neutralize poison in this way, you can choose to deal a number of points of fire damage to the poisoned creature equal to the amount of damage you normally take from accepting burn in order to reduce the DC of one poison affecting the target by 2. This reduction remains until the end of your next turn.



Skies and Seas

Though the idea of nature may at first conjure images of dense woodlands and forest environs, the wilds are pervasive and present all across Golarion; whether one looks down to the ground, up in the sky, or beneath the waves, nature is everywhere. This section explores character options focusing on the water, the wind, and the stars above.

CHAMPION OF THE CASCADE (PALADIN ARCHETYPE)

Great civilizations may rise and fall, but water will always mark the places where cities grow. Rivers carve trails through the ground, enabling travel and trade and delivering the fresh water necessary to make agrarian society possible. Champions of the cascade are paladins who defend the freedom and purity of waterways, protecting the very existence of the civilizations they belong to.

Armor Proficiency: A champion of the cascade is proficient with light armor, medium armor, and shields (except tower shields).

This alters the paladin's armor proficiency.

Class Skills: A champion of the cascade adds Acrobatics, Knowledge (geography), and Swim to her list of class skills and removes Knowledge (nobility).

This alters the paladin's class skills.

Swiftsurge (Ex): At 3rd level, a champion of the cascade does not take any penalty on Acrobatics or Swim checks due to her armor check penalty.

This replaces divine health.

Flowing Stride (Su): At 3rd level, whenever a champion of the cascade uses lay on hands to restore hit points to one target, she can grant a willing target the ability to walk on water as *water walk* for 1 minute. At 9th level, this extends to creatures healed by her channel positive energy. At 15th level, healed creatures can walk on water for 24 hours.

This replaces mercy.

Rising Tide (Su): At 5th level, a champion of the cascade's connection to her deity allows her to summon rivers and alter her surroundings. As a standard action, she can change up to two 5-foot squares per paladin level within 100 feet to become freshwater pools with a depth of up to 5 feet per paladin level. The squares must be adjacent to each other. Each creature standing in the area where she first creates the water must attempt a Reflex save (DC = 10 + half the paladin's level + the paladin's Charisma modifier) to jump to the nearest unaffected space and avoid falling into the water. The champion of the cascade can use this ability for 1 minute per paladin level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. The changed squares revert back to their original form after the duration ends, and any creatures in the water are shunted out to the nearest open space.

At 10th level, as a swift action, she may spend 1 minute of her rising tide's duration to create a geyser in any body

of water she has created, lifting an allied creature in that square up to 10 feet per paladin level into the air for 1 round.

This replaces divine bond.

ESOTERIC STARSEEKER (PSYCHIC ARCHETYPE)

The celestial bodies travel through the sky in fixed patterns, and knowledgeable astrologers rely on these stellar constants to make accurate predictions, but the constellations can also be a source of power. An esoteric starseeker is a psychic who focuses her studies on uncovering the secrets of the sky and the constellations of the Cosmic Caravan, able to read the stars as well as she can read minds. For more information on the Cosmic Caravan, see pages 36 and 37 of *Pathfinder Campaign Setting: Occult Mysteries*.

Written in the Stars: An esoteric starseeker can spend 1 hour each night in quiet contemplation of the stars to attune herself to a constellation of the Cosmic Caravan, gaining knowledge of new spells from it. She gains one bonus constellation spell slot for each spell level she can cast, and she can prepare a spell associated with her attuned constellation into that slot. At 11th level, she can attune herself to two constellations, choosing between the spells offered by both constellations when she prepares her constellation spells. Whenever she attunes herself to a constellation, the esoteric starseeker must also weaken her connection to one school of magic of her choice, increasing the casting time for all spells of that school to a full-round action or an additional full-round action, as though she were using a metamagic feat. She can change her attuned constellations and her weakened school each day when she prepares her constellation spells. The Cosmic Caravan and their associated spells are as follows.

The Thrush: *comprehend languages* (1st), *magic mouth* (2nd), *tiny hut* (3rd), *dream* (4th), *remote viewing*^{OA} (5th), *battlemind link*^{UM} (6th), *phase door* (7th), *discern location* (8th), *wish* (9th).

The Lantern Bearer: *liberating command*^{UC} (1st), *glitterdust* (2nd), *guiding star*^{APG} (3rd), *wandering star motes*^{APG} (4th), *true seeing* (5th), *sonic form*^{ACG} (6th), *prismatic spray* (7th), *sunburst* (8th), *meteor swarm* (9th).

The Newlyweds: *charm person* (1st), *enthrall* (2nd), *synesthesia*^{OA} (3rd), *break enchantment* (4th), *reincarnate* (5th), *joyful rapture*^{UM} (6th), *mass synesthesia*^{OA} (7th), *bilocation*^{OA} (8th), *overwhelming presence*^{UM} (9th).

The Bridge: *endure elements* (1st), *resist energy* (2nd), *daylight* (3rd), *fire shield* (4th), *wall of force* (5th), *contagious flame*^{APG} (6th), *reverse gravity* (7th), *create demiplane*^{UM} (8th), *world wave*^{APG} (9th).

The Daughter: *bless* (1st), *hypnotic pattern* (2nd), *heroism* (3rd), *freedom of movement* (4th), *hostile juxtaposition*^{UC} (5th), *cloak of dreams*^{APG} (6th), *greater hostile juxtaposition*^{UC} (7th), *irresistible dance* (8th), *freedom* (9th).

The Rider: *anticipate peril*^{UM} (1st), *acute senses*^{UM} (2nd), *ablative barrier*^{UC} (3rd), *dimensional anchor* (4th), *echolocation*^{UM}

(5th), *blade barrier* (6th), *grasping hand* (7th), *frightful aspect*^{UC} (8th), *ride the lightning*^{UM} (9th).

The Patriarch: *command* (1st), *spiritual weapon* (2nd), *dispel magic* (3rd), *telekinetic charge*^{UC} (4th), *contact other plane* (5th), *find the path* (6th), *mage's sword* (7th), *brilliant inspiration*^{APG} (8th), *gate* (9th).

The Wagon: *expeditious retreat* (1st), *twisted space*^{UC} (2nd), *haste* (3rd), *mirror transport*^{ACG} (4th), *teleport* (5th), *fluid form*^{APG} (6th), *walk through space*^{UC} (7th), *etherealness* (8th), *time stop* (9th).

The Pack: *calm animals* (1st), *animal aspect*^{UC} (2nd), *rage* (3rd), *greater animal aspect*^{UC} (4th), *summon monster V* (5th), *mass bear's endurance* (6th), *summon monster VII* (7th), *animal shapes* (8th), *shapechange* (9th).

The Mother: *identify* (1st), *aid* (2nd), *invisibility purge* (3rd), *stoneskin* (4th), *spell resistance* (5th), *contingency* (6th), *mind blank* (7th), *refuge* (8th), *wall of suppression*^{APG} (9th).

The Stargazer: *know the enemy*^{UM} (1st), *augury* (2nd), *arcane sight* (3rd), *locate creature* (4th), *feeblemind* (5th), *geas/quest* (6th), *arcane sight (greater)* (7th), *moment of prescience* (8th), *dream voyage*^{OA} (9th).

The Stranger: *disguise self* (1st), *invisibility* (2nd), *displacement* (3rd), *riding possession*^{OA} (4th), *prying eyes* (5th), *veil* (6th), *project image* (7th), *maze* (8th), *divide mind*^{OA} (9th).

The Follower: *forced quiet*^{UM} (1st), *darkness* (2nd), *vision of hell*^{UM} (3rd), *enervation* (4th), *waves of fatigue* (5th), *shadow walk* (6th), *simulacrum* (7th), *destruction* (8th), *energy drain* (9th).

This replaces the bonus spells normally granted by the psychic's discipline and the phrenic amplifications gained at 1st and 11th levels.

Major Amplifications: An esoteric starseeker gains this ability at 15th level.

NATURAL ORACLE CURSES

Some oracles are cursed by the darker aspects of

nature, forever surrounded by contagion and rot. They corrupt pure things they touch, and nature itself revolts in their presence.

Putrid: Your presence stagnates water and befouls all liquids carried on your person, including magical items such as potions, and unattended sources of still water within 10 feet. Creatures who drink such a liquid are nauseated for 1 round (though potions and similar liquids still convey their usual benefits as well). Affected liquids remain stagnant for

1 hour after leaving your presence. *Purify food and drink* can cleanse a stagnant potion or water with a successful caster level check (DC = 15 + double the potion's caster level). At 5th level, you become immune to the nauseated effects created by liquids your presence has befouled. At 10th level, your body is covered in noxious slime, and each creature adjacent to you at the beginning of its turn must succeed at a Fortitude save (DC = 10 + half your oracle level + your Charisma modifier) or become sickened for 1 round. At 15th level, your slime coating grants you DR 10/—.

Scourge: You are a blight on the natural world. Bizarre natural hazards develop within a 300-ft radius around you whenever you linger in a natural area for more than 10 minutes, as *lesser curse terrain* (Pathfinder RPG Horror Adventures 114). You cannot choose the hazards or their locations. However, your movement is unimpeded by undergrowth, as a druid's woodland stride ability, as plants wither away in your footsteps. At 5th level, add *feast of ashes*^{APG} to your list of 2nd-level oracle spells known. At 10th level, add *explosion of rot*^{UW} to your list of 4th-level oracle spells known. At 15th level, add *swarm skin*^{APG} to your list of 6th-level oracle spells known.

WAY OF THE WIND AND WAVE

These ki powers are selected by unchained monks whose ki flows in perfect harmony with nature.

Floating Breath (Su): A monk with this ki power can spend 1 point from his ki pool as a swift action to balance on the air, hovering in place, until the end of his next turn.

This power does not allow the monk to fly or otherwise move into the air; he must jump or use some other ability to reach his position. This otherwise functions as *air walk*. A monk must be 8th level before selecting this power.

Racing Current (Su): A monk with this ki power can create a wave to help him maneuver allies upon the battlefield, as if using the spell *slipstream*^{APG}. Using this ability is a move action that costs 2 ki points, and the ability remains in effect for 1 minute. A monk must be 6th level to select this ki power.

Zephyr Blow (Su): By spending 1 ki point as a standard action, a monk with this power can disrupt the wind and create a sharp blast of air, as if using the spell *gust of wind*. The monk's caster level for this effect is equal to his monk level.

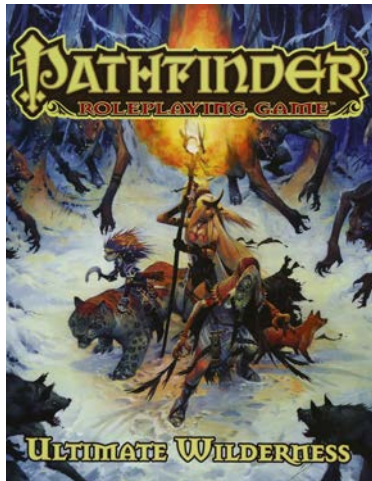


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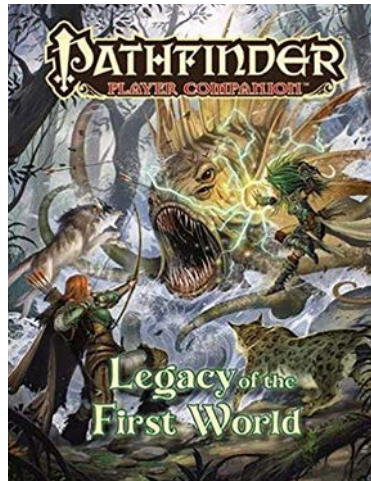
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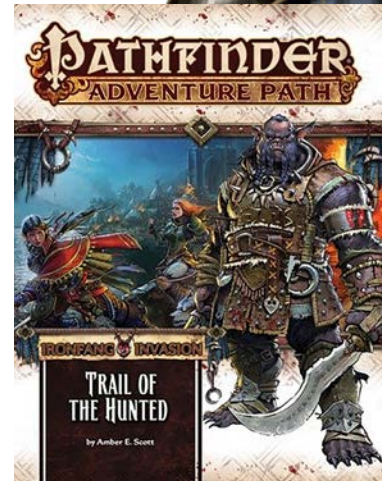
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This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder Campaign Setting, but it can easily be incorporated into any fantasy world.



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