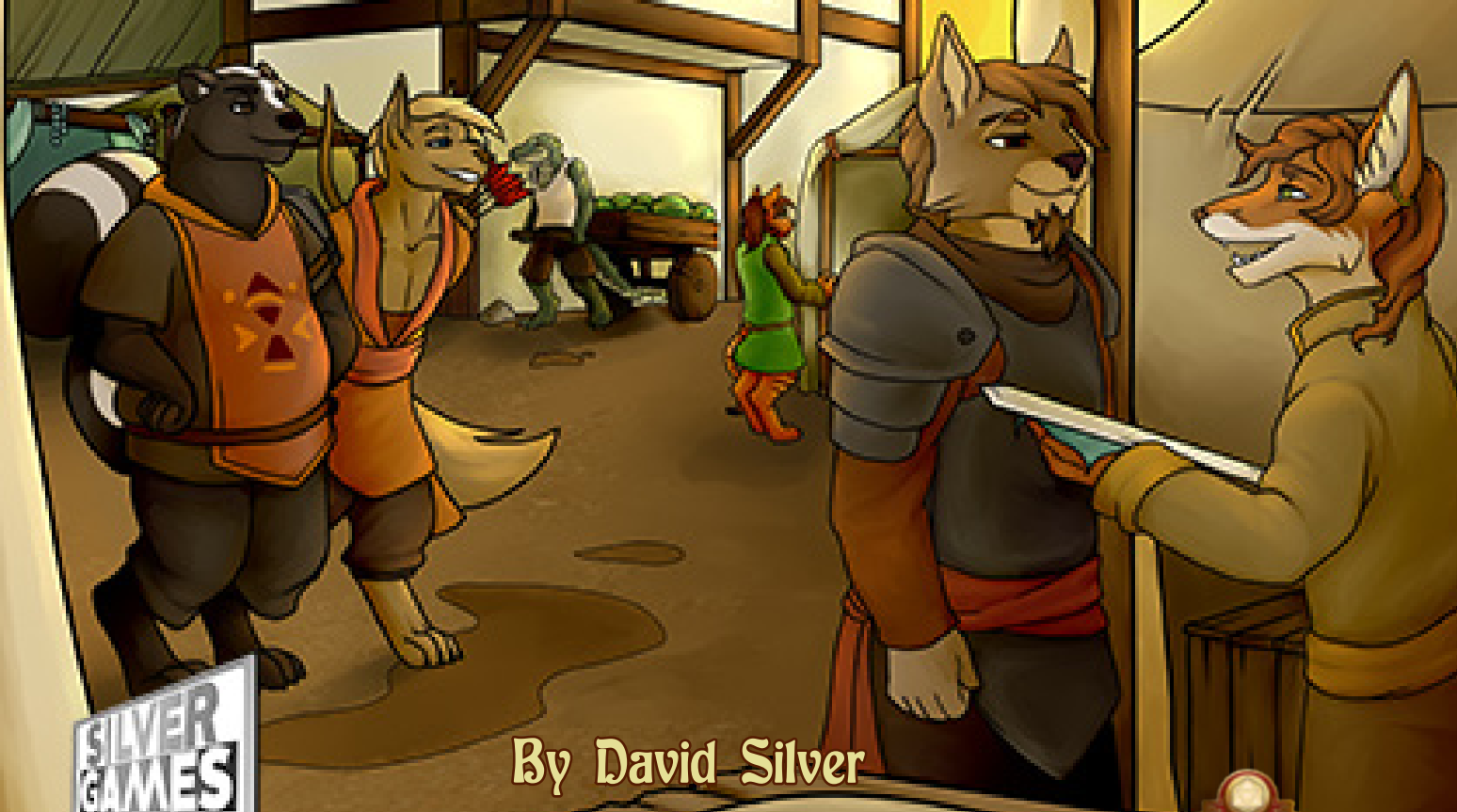


Ponyfinder

Untamed Lands



By David Silver



Ponyfinder

Untamed Lands

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Pathfinder



Pathfinder
Second Edition



5th Edition

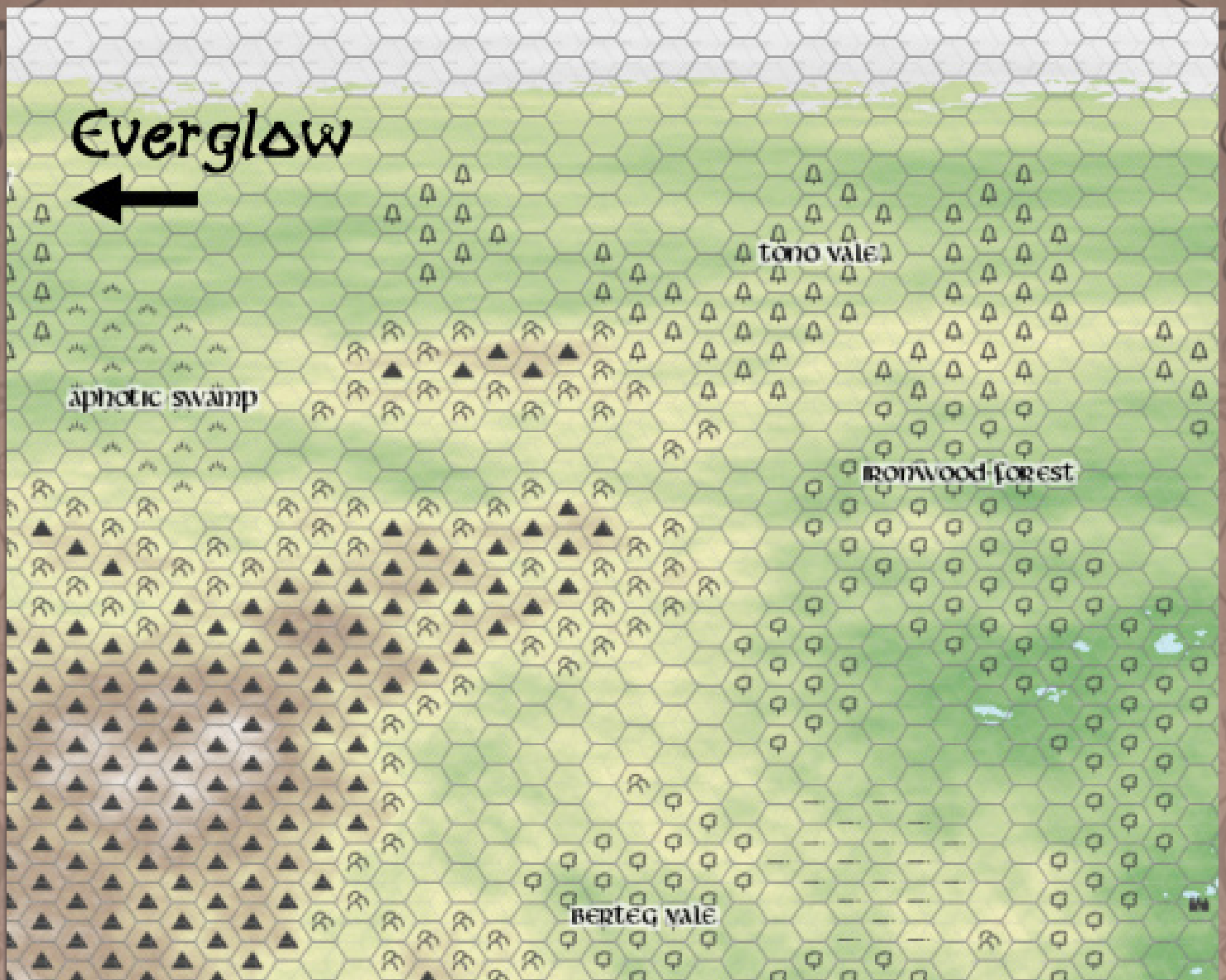


Starfinder



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Towards the Rising Sun

Beyond Humanity

Just east of Everglow proper, the territories of the empire give way into orcish and human lands. Great kingdoms wage eternal wars, struggling for supremacy that can only be paid for with blood. If one follows the Greywall Mountains, keeping it south or north of them directly, they will run into a land where there are no great cities, fertile and lush, but seemingly ignored by the very nations that spill the life of their fellow people for the right to claim just such a place.

They are known to those around them as the Untamed Lands, where the only man that can live easily are those that are filled with the fury and

wisdom of nature itself. These are tales, however. The humanity that dwells there are the beast folk, imbued with the essence of animals of all kinds. They managed to defend this corner of the world for themselves, to make it an undesirable target for others. There were easier targets, and that was enough.

Though other varieties of humanity are not forbidden from the Untamed Lands, they are the strange ones there, reversing the roles the beast folk have to face in the rest of the world. Despite their communal desire to keep their region sovereign and intact, several factions vie for power and dominance. Like the animals they resemble, there cannot be peace without a clear pecking order.

A Diverse Land

From the Berteg Vale's temperate forests to the icy stretches further north are all considered the

Untamed Lands, bordered on its eastern side by the Ironwood Forest. Chilly Swampy marshland (the aphotic swamps) runs along the north-west-erly side of the domain and a small desert lays on the south-easterly corner, to speak nothing of Graywall Mountains that dominates most of the western directions.

All of this means that many climates can be found within the Untamed Lands. Though they lack any tropical or hot places (the desert being quite dry, but temperate in temperature, with blazing summers and frigid winters), the Untamed Lands can support a wide variety of beasts and with them, the beast folk gladly spread through it, many enjoying climates that are close to what their bestial kin would enjoy.

For Every Rule

Though many of their inhabitants enjoy living free, either alone or in tight-knit family structures, there are some settlements of note, where a variety of beastfolk of wildly different origins and appearance congregate. It is from these places that the defense of the region tends to issue forth if a problem is not handled by the local families that lay claim to a place.

It is also these places that center the learning and growth of the beast folk, as a people. If one wants a cub raised in an art too complex to simply advise them, they are sent to a city to find a proper tutor or, if their parent has the means, an instructor is directly hired. They also become centers of magic and lore, and the people of the region will flee to the closest settlement if spell-casters are required for a calamity.

Through the Ages

Before the Empire

Before the pony empire, the Untamed Lands existed. It came to be around the time of the height of the feline empires. Unlike them, they withstood the test of time, and would continue to jealously guard their corner of the world against all comers. It is theorized that the Author was pleased that her creations had made something for themselves, but clearly she was not satisfied, as she brought the ponies into being in a clear vote that they, the beast folk, were not perfect in her eyes. She thought she could do better.

During this time, the beast folk were barely more civil than their enemies claimed they were not. They lived rough lives, protecting what was theirs and doing little else. It was that or be overwhelmed, but, step by step, they began to grow, as a people. The smallest tribes are starting to sprout, where hundreds of beast folk could call home in close quarters, but the cities and the unified identity of the region were not quite born yet. That would take time.

Empire

It was a time of upheaval throughout the world. While the empire thought it was the only thing going on, the only reason they were not overwhelmed from the start was due to the developing and strengthening nation of the Untamed Lands. Though the region had long been called that, derisively and covetously, the beast folk had taken it up proudly, laying claim to what was once a slur as a badge of honor. They were untamed people, and would never bend their heads to the many powers arrayed, ready to force the issue.

With a unified and organized army, they raided their neighbors in the grand tradition that had been practiced on them, but they did not seek new lands. They crushed militias and routed armies while making their signal clear to humans and orcs both, they were no longer willing to suffer at their leisure. It is during this time that enduring pacts were agreed upon, creating the unified defense of the region that all people would contribute towards, to keep the Untamed Lands in the capable hands of the beast folk.

Post-Empire

The passing of the empire was not noticed by the beast folk, but the ripples of that event and others surrounding it could not be ignored. The irresponsible elves that had seized weather magic caused many years of foul weather across the world. With it came famine, though the region flooded rather than drying, so drought, at least, was not a concern. As the humanoids pressed west into the weakened empire and began carving it, attacks on the Untamed Lands abated.

This did not last. Once all the land had been parceled that could be, the kingdoms that remained were stronger, and there were yet more of them, both orcs and humans capable of splintering and fracturing with a skill that amazed the beast folk. The weather began to recover, but with it, the attacks resumed by strengthened neighbors.

The Untamed lands shrank, losing territory, but they never let the flames in their hearts gutter out. The Untamed Lands was not lost to the aggression, only diminished.

Ashes

Should the world descend into the ashes, the Untamed Lands is not spared its wrath. The expanding wave of annihilation wipes the entire region clean in one awful moment, leaving those who survived against the odds to scramble for survival. Perhaps owing to their uncivil origins, the beast folk reform into family units and later into tribes just a little faster than the rest of the world. By the time the other regions are starting to emerge from the ashes, the beast folk have built small cities of their own, each with lovingly tended plant life.

Rather than scrambling to preserve the pre-ashen plants, the beast folk decided that things had changed, and the only true way to live was to grow with them. They gently sought out and encouraged the growth of ash-hardened fruits and vegetables, paying little mind of what was once considered appetizing. With new recipes and new methods, they scraped a new life from the ashes, embracing the changed world rather than struggling eternally against it.

Still wary of invasion, the people of the Untamed Lands remain ready to repel all they do not recognize. One would be well advised to approach with weapons in sight, but not in

hand. Hands raised is even better, empty and away from the plainly visible weapons. They will tolerate traders, knowing the value of their produce, and wanting the metal goods from beyond their borders. Perhaps, in time, they will learn brotherhood with the rest of the torn world.

In a strange turn, the coming of the ash dries the aphotic swamp, and its torment is absorbed by the ash of the area. Rather than drowning in brackish water, one now faces deep pits of ash that will just as eagerly consume those foolish enough to step into it.

Space

Should the world's people arrive ready to venture into space, either having survived the ashes or having avoided such a dark time, the beast folk fracture. Many are eager to see the greater universe, to hunt on unimagined worlds and see the entire universe as the forest through which they stalk and thrive, others withdraw, refusing to leave the ancestral home of the Untamed Lands.

"But it is there. Those are the true untamed lands," some cried, pointing up at the endless stretch of stars with so many new worlds orbiting them. Perhaps there, among the infinite, they would find a place they could call their own without dissenting voices.

Communities

Untamed Lands

TN metropolis

Corruption 0; **Crime** 0; **Economy** 0; **Law** 0;
Lore 0; **Society** -4
Danger 0

DEMOGRAPHICS

Government none

Population 426,423 (80% beast folk, 10%
beast fey, 5% fey, 2% humanoid, 3% other)

MARKETPLACE

Base Value N/A; **Purchase Limit** N/A;
Spellcasting 9th
Minor Items --; **Medium Items** 4d4; **Major
Items** 2d4

The Untamed Lands itself is a great society filled with a huge number of people that all feel they belong more among one another than beyond its borders. Though it is without laws that are upheld everywhere, each individual group or tribe has its own expectations. Being so large and dispersed, one can expect little of the comforts one might expect in most metropolises. Finding items, from minor to major, takes at least 1d4 weeks of asking around and finding a seller. Services are similarly slow unless you happen to be near someone who can provide it (GM discretion).

City Opinions

Beast Folk: Kin, though some are easier to understand than others. It is far easier to trust the most alien of beast kin than the tamest of outsider. They can hear the call that rings through us all.

Big Mao: Another land of the wild and free, but under the rule of a specific beast folk. I would like to see it someday perhaps, but I have my own land to tend.

Everglow Fey: They are beast folk of a different sort, all on all fours more often than two, and they do not see us as kindred, so I see little reason to return the favor.

Humanoids: They come in as many varieties as our own. Beware the orcs, for they think our lands would be better served under their rule, and we disagree, often violently. Beware the humans,

for they think *all* lands would be better served under their rule.

Elves: Once they were our neighbors, an untold time ago. They are gone now, as are most of our thoughts about them.

Dwarves: Their lands are underground, and they mostly keep to themselves. Our paths rarely cross, so there isn't much to say about them. At least they do not seek more land. Or if they do, they can dig underneath us for it and avoid a fight.

Plot Seeds

- Human or orc invaders strike from the east or west respectively, testing the Untamed Lands' defenses and plunging the PCs into the middle of the conflict.
- Whispers of secrets of the beasts able to do many miraculous things, from staving off age to banishing otherwise terminal illnesses lure the PCs to the region.
- An abandoned fortification of another race, now within the reach of the Untamed Lands, has something the PCs want, but the locals would rather they stayed away.
- Strange dreams draw the PCs towards a coven of beast folk witches with the promise of a new life, if only they could prove their worthiness.
- Beast folk have mustered an attacking force, ready to lay siege to an accompanying town or fortress, bringing the fight back to the humans or orcs.

Tono Castle

LE metropolis

Corruption -4; **Crime** -3; **Economy** -2; **Law** +2; **Lore** -1; **Society** -3
Danger 0

DEMOGRAPHICS

Government Autocrat (Commander)

Population 214,678 (90% beast folk, 5% beast fey, 2% fey, 1% humanoid, 2% other)

NOTABLE NPCs

Ronald Claw, commander of Tono Castle (LE male lion beast folk cavalier 16)

Pierces Heaven, arcane master (NE female snake beast folk arcanist 17)

MARKETPLACE

Base Value N/A; **Purchase Limit** N/A;
Spellcasting 9th

Minor Items --; Medium Items 4d4; Major Items 2d4

Located just to the southwest of Tono Vale, Tono Castle is perched atop a hill, allowing it to oversee great distances to all sides, a fact that its owners take advantage of. Operating under the philosophy that the attacks from the outside will never stop, the beast folk are better rallied together behind defensive walls and with those prepared to fight at the front than to cower in individual huts. To further this philosophy, agents radiate outwards from Tono Castle, proselytizing the benefits of living there.

When words do not suffice, there are raiding forces ready to engage. Though a community is given the chance to come willingly first (barring sudden tragedy creating a dire deficit of workers), such mercies are not afforded when the armed fighters arrive. Kidnapping and looting, such military forces relocate everyone they can get their hands on and take their things with them, for their safety. Those who are too old to be useful are simply left behind, often to die without a community around them.

Within the city, the population is broken into four broad castes. There are those who were born or immigrated willingly. There are those who were forced to come, often subjected to second-class status and considered beneath most others. There are those who trade, practicing artisans or those who come and go from other places, and there are those who fight. Forced residents are not allowed to serve in the local armed forces, the position considered far too above them.

While old converts are abandoned when taking by force, the old and crippled are well taken care of within the castle. There are no hungry mouths permitted in the wall. Food, water, shelter, and medical needs are assumed privileges to any that live in Tono castle. A member seeking to move in will be allowed to bring older friends or family with them without issue, but are expected to make up for the weight of their presence with their own labor. Financial transactions, especially those of trade, are taxed heavily, but crime is kept almost non-existent, and few are those who feel unsafe within its solid walls.

The treatment of the forced is insidious. It is publicly accepted that those who belong to this caste 'deserve' it. Such a person is expected to perform their duty without complaint. In return,

they are fed, clothed, housed and cared for, though not as well as anyone of any other caste. Skilled slaves are treated better than those who practice simple menial duties. In any event, those who refuse to do their part suffer communal scorn. They are called lazy and criminal, their punishment comes swiftly and publicly to discourage others who would consider such acts.

City Opinions

Beast Folk: We are the oppressed, attacked from all sides and never safe. That is why this city came to be. With tall walls of unyielding stone, we keep away those that would do us harm, while ensuring the safety of kin without filter. All should come to us, where we can ensure their safety.

Big Mao: Smart beast folk who understand the importance of a society that can defend itself at any moment, where no citizen feels 'above' defending the community as a whole. They are respectable people, and are welcome here.

Everglow Fey: Strange and colorful, they bring trade at times, and some even join us. So long as they work, they are welcome.

Humanoids: The enemy, humans and orcs and others beside. They are why we build our walls tall and strong, to keep them out. Some come, making motions to trade. We don't turn away their money, but they are watched, for they are why we need to walls at all.

Elves: Humanoids with pointed ears and delusions of superiority. I fail to see the difference really.

Dwarves: Humanoids that at least have better manners. They have their own kingdom to rule and do not seek ours. They are more welcome to trade than most.

Plot Seeds

- Scouts spot the player party as they travel through the region. Friendly missionaries impress upon the PCs the advantages of living in the city. The raiders come a few days later if the first fail to convince them.
- The PCs happen upon a small hut where several elders and sick people are tended to by a lone able beast folk that narrowly avoided capture. They share the tale of the raid that resulted in the mess and ask the PCs to rescue the villagers.
- Invited by a native, the PCs arrive at the

town, welcomed warmly once word of their invitation is had. They are treated well, with subtle pressure applied to consider joining the community.

- Drawn by word of a rampaging monster, the PCs arrive to find a military force of Tono Castle engaged with the beast and subduing it, resolving the issue. When the beast is taken care of, a beast folk emerges to go with the soldiers, their presence the price for the timely assistance.
- Dissidents within the city have become troublesome with threats of subversive demons that could pose a threat to the community as a whole. The PCs are contacted to join the ranks of the serving class to find and destroy the rot from within before it can fester.

Treetop

NG small city

Corruption -3; **Crime** -2; **Economy** 0; **Law** -4; **Lore** +1; **Society** +1

Danger -15

Demographics

GOVERNMENT MAYOR

Population 7,429 (90% beast folk, 10% other)

NOTABLE NPCs

Big Tail, mayor of Treetop (NG female skunk taur beast folk vigilante 10)

Clear Song, captain of the guard (LG male robin beast folk skald 8)

MARKETPLACE

Base Value 4,000 gp; **Purchase Limit** 25,000 gp; **Spellcasting** 6th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

As its name implies, Treetop is perched among the tops of the trees of Berteg Vale, with sprawling walkways and bridges spanning each individual building and a surplus of ladders both wooden and rope to ascend higher up or climb down, with chutes available in places to make travel faster when going down. The town is a jovial place, filled with beast folk who find their life quite idyllic compared to much of the outside world.

The populace is fairly hands-off when it comes to law enforcement, but also have a community understanding of what is right or wrong. A sick or hungry person is given succor without thought, but they have no policing agent, only guards

who protect from outside threats. The idea that a neighbor would act against them just doesn't seem to come to their minds, with many of their homes not even having locking doors.

Their response to troublemakers, if one is unrepentant, is expulsion. Once banned, the person has 12 hours to remove themselves from the community's sight, and they are to be treated as any other monster of the world might.

City Opinions

Beast Folk: Brothers and sisters all, they are welcome to come and go as they please, provided they are polite while they do it. Come and join us for a meal.

Big Mao: Polite, fuzzy, and not against a passing hug when offered properly. What's to complain about? They're a rare sight, but a welcome one.

Everglow Fey: Four legs and no hands makes it hard to climb ladders, but I hear they can manage, somehow. I blame their fey nature. If one is so far away from home, they can find a comfortable place to relax for a moment here.

Humanoids: Wet blankets by and large. It's not that we dislike them... directly... but they tend to not react well around us, and we will not compromise who we are to make them happy.

Plot Seeds

- Big Tail is convinced one of the PCs is related to her. Non-matching species does little to dissuade her of the fact and she becomes fixated with figuring out the link that may or may not actually be there.
- The PCs arrive just in time to find a corpse. Others stumble upon the scene with horror and Clear Song arrives shortly after, ready to arrest the PCs and see them summarily banished.
- The Shadow, Big Tail's alter ego, seeks out the PCs during the night, whispering of a plot to harm the town and seeking their assistance to foil it.
- The PCs arrive or simply are in the city during a merry celebration that paralyzes the city's productivity in favor of revelry.
- A group of beast folk arrive with tales of a distant battle they are fleeing from, creating a crisis of refugees within the peaceful city and giving rise to uneasy tensions as resources

become scarcer than usual.

Iron Fort

TN small city

Corruption +1; **Crime** -2; **Economy** +2; **Law** +2; **Lore** -2; **Society** -4

Danger 10

DEMOGRAPHICS

Government autocrat (mayor)

Population 8,142 (70% beast folk [90% canine and related, 10% other], 10% everglow fey, 10% humanoid, 10% other)

NOTABLE NPCs

Howl, pack leader (captain of the guard) (LN female wolf beast folk cavalier 10)

Grey Tail, religious leader (TN female fox beast folk oracle 9)

Moon Dash, mayor (LN male wolf beast folk bard 7)

MARKETPLACE

Base Value 4,000 gp; **Purchase Limit** 25,000 gp; **Spellcasting** 6th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

Located on the central eastern side of the Ironwood Forest, the fortress is not imaginatively named. With great stout structures made of the ironwood that earned the forest its name, it is as hard as metal from all sides. Originally the area was the roaming land of many wolf packs and fox families of beast folks dominating the region. To better protect themselves and the region as a whole, they banded together, becoming a fortified town that slowly developed into a proper fortress against all those who would threaten their land.

It has become a center point for military action, though many of the warriors that have sworn to defend the area don't actually live within its walls, instead agreeing to rush to it in the case of an emergency, to then move against the enemies of the day.

Unlike some other beast folk towns, there is a lingering bit of preferential treatment among the beast folk tribes. Those of canine or vulpine descendance can get things done that all other species will find a harder time with within the town. Despite that, all citizens and lawful visitors are treated equally when it comes to defense. To allow harm to befall any within the town is considered a failing of the community.

Being a pack-minded city, punishments for

wrong doings often include public shaming, ostracism, and other social tactics to scare and humiliate wrongdoers back into line. Provided the crime was not too egregious, most lawbreakers can eventually find forgiveness and return to the good graces of the city-wide pack.

City Opinions

Beast Folk: All those of our kind are welcome to join the pack freely. Our kind? The wolves, dogs, and foxes of course. We built this fortress, and we'll see it defended. Others have a place, surely, but they are not our kind, not exactly.

Big Mao: They clustered much like we did, so we understand what they were thinking. There is a comradery you can only find in others like yourself. Like us, they do not shun or attack cousins. They are welcome here.

Everglow Fey: Some are prey, some are predators, but all may enter, provided they follow the rules and understand their place. The phoenix wolves are one of us, otherworldly as they are.

Humanoids: Our enemies by and large. A human or an orc on the horizon means someone is coming for what is yours. It may be as simple as a merchant lusting for your coin, or a raider who wishes far more. Either way, caution is a good first idea.

Elves: They think everything that is yours--and you--would be better off belonging to them. We think they are better off staying over the sea and far from us.

Dwarves: They know what is theirs and protect it. We can respect that at least. They value the ironwood and will occasionally trade for it with their well crafted goods. Not the worst, as humanoids go.

Plot Seeds

- Grey Tail receives a vision that the players have a grand part to play in the future of the fort and has them summoned, whether they wish to be or not.
- A young adult wolf beast folk with everything to gain and nothing to lose challenges one of the PCs, trying to prove their worth. If too harshly rebuked or injured, negative consequences could come, but a fair match could reflect well on them.
- Scouts have seen evidence that a human attack from the east is on the way and an

enemy force is only days away.

- A werewolf hunter arrives shortly before or after the PCs, perhaps not entirely understanding the difference between a wolf-man and a man in the throes of lycanthropy.
- It is time to hunt. Howl invites the PCs that seem martially ready, insisting that magic not be used to fell the beast to be used for an upcoming feast and festival.

Pony Keep

GM Note: This place only exists in timelines where the Pony Empire falls.

LN Small Town

Corruption 1; Crime 1; Economy 2; Law 1; Lore 3; Society 2

Danger 0

DEMOGRAPHICS

Government Magical (council of five)

Population 1,100 (70% ponykind, 5% everglow fey, 20% beast folk, 10% beast fey, ~1% other)

NOTABLE NPCs

Shining Myth, Elected Head of the Council (NG female earthbound bard 10)

Sunlit Sky, Captain of the Guard (LN male pegasus wizard 8)

Blade Rivet, Flaming Rose, Astral Silk: Three mad-genius wizard ponies in the Keep's lowest basements, who are only spoken of in whispered rumors.

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 10,000 gp; **Spellcasting** 5th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** --

See "Lair of the Pale Horses" on page 88 in *Places of Interest* for details about this town and the three crazy basement wizards.

City Opinions

Beast Folk: The beast tribe of humans and beast fey of this land are welcome, and needed for trade and adventuring to keep this town alive.

Big Mao: They too are more than welcome to visit.

Everglow Fey: We are them, most of us anyway. To those seeking adventure and rewards, we say come and see what awaits you!

Humanoids: We've heard that orcs and humans tend to attack this region. Better to be cautious than sorry. They are only welcome here

if they behave themselves.

Elves: They mostly live across the sea, with some living in Everglow. The same rule of behaving themselves to gain entry applies to them as well, no matter how much they complain about it. (if the weather magic is stolen) The pegasi and griffons here had better not see them. Things could get ugly.

Dwarves: We thought they were friends. They stayed holed up in their underground kingdom while our Empire fell... They may come, but I can't promise that they'll be welcome.

Plot Seeds

- A sudden swarm of undead and twisted elementals has risen from the Aphotic Swamp. A call is put out to nearby adventures to help deal with the problem.
- One or more magical experiments have gone awry as the PCs stop in town to trade. They're recruited to help fix the problem.
- The PCs see a bounty notice in other settlement, for recovering magical artifacts from in and around the Aphotic Swamp. Further details can be found at Pony's Keep.
- Strange creatures have been seen in the dead of night and are frightening the townsfolk. The PCs have the option to help investigate.
- One or more of the PCs is framed for a crime. The party must clear their name.



Beast Folk

The base statistics for beast folk are found in *Hybrid Blood*. Additional details and options are presented here. Pathfinder Second Edition rules are included here, as that game system didn't exist when we were working on *Hybrid Blood*.

Beast Folk (PF2)

Hit Points

6

Size

Medium or Small

Speed

25 feet

Ability Boosts

Free

Free

Ability Flaw

None

Languages

Common

Sylvan

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aquan, Auran, Ignan, Terran, Elven, Gnomish, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Fey

Beast Folk

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Beast Folk Heritages

Combinations of human and animal, beast folk come in a dizzying variety, some of them not even animal.

Browser

Such animals are typically herbivorous, with a proud rack of horns, antlers, or tusks to attract partners and dissuade predators. Beast people with such horns may use them less often for spirited jousts; instead adorning them with jewelry or shaving them to specific forms. You gain a bite or gore unarmed attack (piercing) or hoof unarmed attack (bludgeoning) that deals 1d6 damage. Your weapon is in the brawling group and has the agile, finesse, and unarmed traits. You gain imprecise scent with a range of 30 feet.

Possible Animals Antelope, Boars, Bison, Deer, Elephants, Goats, Narwhals, Rhinoceroses, Walruses, Zebras.

Generalist

Some animals prefer to eat whatever happens to be available. Scavengers and omnivores, they tend to not have specialized weapons, but can

survive in many more places than other, more focused, creatures. Such beast people fit in easily with others, going with the flow without looking clumsy. You gain a bite unarmed attack that deals 1d3 piercing damage. Your bite is in the brawling group and has the agile, finesse, and unarmed traits. You gain one level 1 human ancestry feat and can take human ancestry feats in the future.

Possible Animals Corvids, Coyotes, Dolphins, Foxes, Monkeys, Opossums, Otters, Raccoons, Rats.

Jaws

Many animals focus much of their power in their jaws, where they catch their food, whether that be other animals or the tough fibrous stalks of plants. Such animals often have great smiles, promising pain to any that would bother them. Beast folk of this diet display their animal's teeth with even the slightest provocation, and tend to enjoy eating as a social activity. You gain a bite unarmed attack that deals 1d6 piercing damage. Your bite is in the brawling group and has the finesse and unarmed traits. You gain imprecise scent with a range of 30 feet.

Possible Animals Bears, Canines, Felines, Foxes, Hyenas, Hippos, Komodo Dragons, Mice,

Orcas, Rabbits, Rats, Sharks, Wolves.

Skilled

Some animals do a very specific job very well. Whether that is battering into wood to unearth insects, flying in a way no other animal could dream of, or utilizing some special anatomy in a specific way to survive. Skilled beast people tend to turn that focus into their profession, taking great pride in the quality of their work. You gain imprecise scent with a range of 30 feet. You are trained in the skill of your choice.

Possible Animals Anteaters, Beavers, Corvids, Dolphins, Hummingbirds, Octopuses, Otters, Raccoons, Simians, Woodpeckers.

Sun Powered

Few beast people are not bestial at all. They draw instead from the plant kingdom. They look much like the beast people, but have traits of flora instead of fauna. Their behavior and physiology can be difficult to predict, echoing their plant nature in sometimes obtuse ways. Provided 8 hours in daylight, you do not require food for the day. Each time you're critically hit, attempt a DC 17 flat check. On a success, it becomes a normal hit.

Possible Animals Cacti, Flowers, Gourds, Trees, Vines.

Tooth and Claw

Sharpened fangs and rending claws make an excellent combination. Descending on foes in a terrible fury, such creatures are usually predators, and hunt to sate their hunger. Tooth and Claw beast people share their love for meat, and often find a special thrill when they can take part in the hunting or preparation process. You gain a bite unarmed attack that deals 1d6 piercing damage. Your bite is in the brawling group and has the finesse and unarmed traits. You gain a claw unarmed attack that deals 1d4 slashing damage. Your claw is in the brawling group and has the agile, finesse, and unarmed traits. You gain the Savage Strike action.

Possible Animals Bears, Birds, Felines.

Savage Strike [two-actions]

Make two Strikes, one with your bite and one with your claw, each using your current multiple attack penalty. Both Strikes must have the same

target. Both Strikes take a -2 penalty. This counts as two attacks when calculating your multiple attack penalty.

Venomous

Brandishing nature's rapiers with dangerous toxins hidden inside, poisonous animals are often avoided by others, even those that may be significantly larger than them. Some animals have deadly fangs that serve much the same purpose. Venomous beast people tend to show little fear even in the face of physical superiority. You gain a sting unarmed attack that deals 1d4 piercing damage and 1d4 persistent poison damage. Your sting is in the brawling group and has the finesse and unarmed traits.

Possible Animals Ants, Bees, Cone Snails, Jellyfish, Komodo Dragons, Platypuses, Scorpions, Sea Urchins, Snakes, Spiders, Wasps.

New Beast Folk Feats (PF)

Like beast folk feats presented in Hybrid Blood, these feats should only be taken if they are sensible for the specific species you appear to be.

Animal Hunch

They know when the weather will turn foul, they hiss at ghosts, and they avoid what would spell doom for an unknowing man. Listen to your wild side, it knows things.

Prerequisite: Beast folk.

Benefit: The GM may make a Survival check privately for you when the weather would turn foul or an earthquake is coming and warn you if you succeed at this hidden check. When an invisible creature enters in range of your scent (or 10 feet if you don't have scent), you are immediately aware that something is there, though you don't know where from or what it is. When you make a Perception check to avoid being surprised, you gain a +1 bonus to that check. This bonus increases by +1 at 3rd level and every 3 levels thereafter.

Comforting Purr

Many more animals than cats can emit the soft sound of a purr, and it has surprisingly helpful benefits to those the animal deems worthy of such efforts.

Prerequisite: Beast folk.

Benefit: Spending a minute in soft purring

while adjacent to a target ally causes a variety of responses that ultimately speed healing. They regain 1 hit point for every level or Hit Die they have. A person can only benefit from this once per day. At 5th level or higher, this functions as *lesser restoration* in addition to the hit points recovered. At 10th level, this treatment functions as *restoration* in addition to the hit points recovered.

Environment-Adjusted Biology

It is not unusual in the animal world for creatures to change dramatically if the environment demands they do so or die.

Prerequisite: Beast folk.

Benefit: You may adjust the bonuses and penalties of your beast race ability scores within the limits set by your diet and mobility. If you are using stamina rules, this costs 5 stamina, otherwise you can do this once per day. Through the same process and cost, you can also change your basic coloration and appearance within the allowed norms of your species, change your physical sex, or gain or lose a few inches and/or up to 10% of your weight. At 5th level, you can use this to gain a +2 enhancement bonus to one ability score of your choice that remains until you use this ability again.

Hibernation

Your species is known for its long naps to survive lean times or cold months, able to enter a state of suspended animation.

Prerequisite: Beast folk.

Benefit: Over the long term, you may spend a day resting to enter a hibernating state. While hibernating, every week that passes only counts as a day for the purpose of using food or being afflicted by disease. Provided you have not begun starving, your water needs are also met. You are as aware of approaching danger as you would be if you were normally asleep and can rouse yourself about as quickly.

On a more short-term basis, you can force yourself to slow down, entering a staggered condition for as long as you want. While in this state, poison and disease progress four times slower than normal. You can also hold your breath for six times as long. At 7th level, poison and disease stop entirely while you are in this state. At 14th level, you do not require air while in this state.

If you are trying to play dead, you get a different

bonus to Bluff or Disguise checks depending on whether you are in a short- or long-term hibernation. A short-term hibernation gives you a +3 circumstance bonus, while a long term hibernation gives you a +6 circumstance bonus.

Innate Poison Resistance

Badgers, possums, and other related creatures seem to entirely ignore poisons. You carry their noble blood, so when the bees sting, don't care.

Prerequisite: Beast folk.

Benefit: You require 1 less successful saving throw (1 minimum) to end the effect of a poison. Its maximum duration is reduced by 50%. If you would take damage, ability damage, or ability drain from a poison, it is reduced by 50% (to a minimum of 0). At 8th level, this becomes a full immunity to poison.

Natural Rage

Some beasts know of a great rage, like badgers, they become incensed with battle fury.

Prerequisite: Beast folk.

Benefit: When you receive a critical hit or your hit points are reduced to 50% or less, you fly into a rage as if you were a barbarian of half your character level (minimum 1). This lasts for a number of rounds equal to 1/2 your level + your Constitution modifier. This can only be activated at most once per hour. If you have the rage ability, it operates at that level if it is higher than what this feat provides and does not count against rage rounds provided by the other source.

Nictitating Membrane

Pity the poor creatures that allow their eyes to be so exposed.

Prerequisite: Beast folk.

Benefit: You can close your eyes without losing vision. Against gaze attacks, this counts as averting your gaze, but you suffer no miss chance. You can avert your gaze as well, increasing the odds of avoiding the gaze attack to 100%, but suffering the usual averting penalties. Attacks that target your eyes or vision or that require you have vision have a 50% chance of failure. In the case of a visual illusion, the illusion persists, and you must check if it affects you each time it would come into play against you, only affecting if you are affected at that instant or not. You can see twice as far in fog, smoke, or cloudy water situations.

Prehensile Feet

They're not as good as your hands, but surprisingly close.

Prerequisites: Beast folk, climber mobility.

Benefit: You can hold things with your feet, provided they are not covered, though each foot so occupied reduced your land and climbing speed by 5 feet. If you are using the stamina system, you may spend 1 stamina to make an attack or apply a shield held in your feet against an attack. While grappling, these feet make it significantly harder to get control of you. CMB checks to gain control of or start a grapple against you must be rolled twice, taking the least favorable result. The most natural advantage of this is seen while climbing. Your climb speed increases by 10 feet and increases by an additional 5 feet for every 5 levels you have.

Strong Heritage

Though you are a part of the broad beast folk lineage, your appearance and blood is that of another notable race.

Prerequisite: Beast folk race (not subtype).

Benefit: Despite being a beast folk, you appear like another bestial race, such as kitsune, ratfolk, twiga, Big Mao, or other similar race. Your blood runs true and you qualify for racial feats of this specific other race in addition to beast folk feats. When taking this feat, you also gain a bonus feat that must be a feat that requires the new race.

Slimy Exterior

Many creatures create a slick covering, most famously snails, allowing them to move smoothly, but you have found other uses.

Prerequisite: Beast folk.

Benefit: While prone, you can move at 1/4 your land speed (minimum 5 feet) without provoking an attack for crawling. When someone attempts to start or maintain a grapple against you, they must roll twice and take the lower result. Using Escape Artist takes you half the normal time and Escape Artist becomes a class skill for you.

Sudden Scamper

Even an animal sprawled across the ground can often spring up into a run with barely a moment's time. In the wild, you are fast to react, or dead.

Prerequisites: Dexterity 13, beast folk.

Benefit: When you stand up from prone, you may withdraw as a free action for up to your

speed. Your Armor Class while standing from prone is as if you were already standing, negating any penalties for being prone while you are getting up.

Talented Forager

Many animals seek out medicines that took humanity thousands of years to understand the medical usage of. Given some time, you can find cures for what ails you or a friend.

Prerequisites: Knowledge (nature) 3 ranks, beast folk.

Benefit: Given an hour's time, you can scavenge the supplies needed to create a restorative potion that uses a 1st-level spell (such as *cure light wounds*). This potion, as often as not, is in the form of something that needs to be chewed and swallowed; it must be used within the day or becomes stale and useless. You can only use this ability once per day. If you wish to use it again within the same day, you must roll Knowledge (nature) against DC 15 + 5 per previous use of this ability. Failure still counts as a use of this ability and it wastes your time all the same. The caster level of this potion is equal to your character level.

Beast Folk Ancestry Feats (PF2)

An important note: These feats are designed to let you emulate the unique anatomy of all manner of animals, but you should not take them all. You are a specific animal, and your feats should reflect that. A fox does not have spines, nor does an owl have a brutal kick. Your GM is encouraged to keep feat picks thematic for your animal.

1st Level

Ambush

FEAT 1

Beast Folk

You become trained in stealth. If you were already trained in stealth, you become trained in the skill of your choice. You gain the following action:

Pounce Strike

Attack Flourish Open

Make a Stride towards an enemy and perform a

Strike at the end of the movement. If you were Hidden at the start of the action, you remain Hidden until the end of the attack.

Animal Hunch **FEAT 1**

Beast Folk

The GM may make a secret Survival check when the weather would turn foul or an earthquake is coming and warn you if you succeed at this check. When an invisible creature enters in range of your scent (or 10 feet if you don't have scent), you are immediately aware that something is there, though you don't know where from or what it is. When you make a Perception check to avoid being surprised, you gain a +1 circumstance bonus to that check.

Aquatic **FEAT 1**

Beast Folk

You can breathe water as well as air. You gain a swim Speed equal to your land Speed.

Climber **FEAT 1**

Beast Folk

You gain a climb Speed equal to 1/2 your land Speed.

Innate Poison Resistance **FEAT 1**

Beast Folk

Badgers, possums, and other related creatures seem to entirely ignore poisons. You carry their noble blood, so when the bees sting, don't care. You gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or by 2 for a virulent poison.

Glider **FEAT 1**

Beast Folk

You have learned how to make basic use of your wings. You may make the Arrest a Fall reaction even without a fly Speed. While in a safe fall, either due to successfully Arresting a Fall or other effects such as the *feather fall* spell, you may take the fly action to move horizontally at up to half

your land Speed.

Leaper **FEAT 1**

Beast Folk

You can perform a High Jump or Long Jump without Striding beforehand without penalty. If you move through, but don't stop on, a space with a pressure-sensitive trap or mechanism, Make a DC 11 flat check. On a success, you were in the air at the time you passed by and do not trigger it. You are trained in Athletics. If you were already trained in Athletics, you become trained in any one skill of your choice.

More Beast than Man **FEAT 1**

Beast Folk

You are a taur, with the full body of your beast, its neck and head replaced with the torso of a humanoid. Your weight doubles and your size increases by one category, but you become a long creature, often meaning your reach is unchanged by your new size. You wield weapons according to your un-enhanced size. You gain an ability boost to Strength.

Special You can take this feat only at 1st level, and you can't retrain out of this feat or into this feat. Barring strange magics, beast folk do not become tauric, but are born as one.

Prehensile Tail **FEAT 1**

Beast Folk

Your tail is quite dextrous. It can draw items from pouches and bags for you, removing the Manipulate trait from the action. If you fall and there is something within reach to grab, your tail assists with the Grab an Edge action. If your hands were not free, handle this normally. If both your hands and tail were free, improve your success by one step.

Slider **FEAT 1**

Beast Folk

Some things just have no legs and get along just fine despite that. Sliding beast people are quite noticeable, with a powerful tail replacing their legs, like that of a naga or related creature. Feet slot items that you wear become a decorative covering along the underside of your body until you remove them. You must wear both boots as

normal, or the transformation fails to occur.

You gain the Steady Balance feat.

Slimy Exterior **FEAT 1**

Beast Folk

While prone, you can Crawl at 1/2 your Speed. When someone attempts to grab you, they must roll twice and take the lower result as a misfortune effect. Attempting to squeeze through narrow spaces takes half as long for you as anyone else.

Stampeder **FEAT 1**

Beast Folk

They're not always the fastest, but once they start moving, nothing can hope to stop them. Especially in groups, but even alone, most predators don't want to get in the way once they get moving at full speed. Such beast people are known for being slow to act, but also slow to stop, devoting themselves to a given task. Decrease your Speed by 5 feet. Ignore the penalty to your Speed from any armor you wear.

In addition, any time you're taking a penalty to your Speed from some other reason (such as from the encumbered condition or from a spell), deduct 5 feet from the penalty. For example, the encumbered condition normally gives a -10-foot penalty to Speed, but it gives you only a -5-foot penalty. If your Speed is taking multiple penalties, pick only one penalty to reduce.

Strider **FEAT 1**

Beast Folk

Always be moving. Striders are endurance machines, capable of keeping up a lively motion for hours at a time without tiring. While a sprint or full run will tire them as quickly as any other, they are always just a little faster. Striding beast people tend to seem restless when they must be still. Increase your Speed by 5 feet.

Strong Heritage **FEAT 1**

Beast Folk

Despite being a beast folk, you appear like another bestial race, such as kitsune, ratfolk, twiga, Big Mao, or other similar ancestry. Your blood runs true and you qualify for ancestry feats of this specific other ancestry in addition to beast folk feats. When taking this feat, you also gain a

1st level ancestry feat of the new ancestry.

Sudden **FEAT 1**

Beast Folk

Animals with this mobility are ground-bound, but ready for a sudden rush, be it towards food or away from a predator that has decided to do much the same to them. What they lack in staying power, they pour into intense bursts of speed. Beast people with this trait tend to be a little jumpy, as if looking for a chance to strike, or flee. You gain the following action:

Dash ➡➡

Stride up to three times your Speed. If you use this action again before a minute has passed, you must make a Fortitude save against DC 15 or become fatigued. You may not use this action if you are fatigued.

Sudden Scamper **FEAT 1**

Beast Folk

When you stand up from prone, you may Step, then Stride as part of the same action.

Tunneler **FEAT 1**

Beast Folk

While some escape into the lofty heights, others find moving the opposite way from the surface works equally well. Such burrowing creatures find safety in their dens, where fewer predators can find them, and their prey tends to be slower. Such beast people often sport claws or fingers that look intimidating, though they are meant for dirt, not flesh. They are good at keeping secrets, and not prone to gossip. You gain a burrow Speed equal to 1/2 your land Speed. You may leave a hole others your size or smaller can pass by moving at half speed.

5th Level

Bear Hug **FEAT 5**

Beast Folk

When you successfully Disarm, Grapple, Shove, or Trip a foe, you deal that foe bludgeoning damage equal to your Strength modifier; add this to the damage from a critical success to Trip.

Bioshock

FEAT 5

Beast Folk

You can emit painful electric shocks with this trick most commonly held by aquatic beings. You can cast *shocking grasp* as a primal innate spell once an hour. This spell is heightened to a level equal to half your own.

Bioluminescent

FEAT 5

Beast Folk

You can shed light in a variety of colors, though many have a particular color they stick to. You gain the *light* cantrip as a primal spell but can only cast it on yourself. The verbal component is replaced with a somatic component (typically involving the part of you that is glowing).

Brachiation

FEAT 5

Beast Folk

Prerequisites Climber

In thick vegetation, you can swing from branch to vine to any other convenient handhold with ease, allowing you to move full Speed even in a jungle, and giving you an essential climb Speed equal to your land Speed when in such lush places. You must have your hands free to use this movement.

Brutal Kick

FEAT 5

Attack Beast Folk

You can finish things with a sudden kick.

Make an unarmed attack on a target within melee reach. On a success, you deal 1d6 damage of bludgeoning damage. On a critical success, the target is also knocked prone. If you are an expert at unarmed attacks, increase this damage by 1d6. If you are legendary at unarmed attacks, this damage is increased by another 1d6. This is an unarmed attack. If you have a claw attack, you may attack with it on the same target as part of this action for free and without raising your multi-attack penalty further.

Chameleon Hide

FEAT 5

Beast Folk

When using Stealth to Hide and not moving, you gain a +1 circumstance bonus per round that passes, to a maximum of +3. If you move, this bonus fades away until you again go still and

Hide once more.

Comforting Purr

FEAT 5

Beast Folk

Frequency 1/hour

Spending a minute in soft purring while adjacent to a target ally causes a variety of responses that ultimately speed healing. They are affected as if subject to a *soothe* spell, heightened to a spell level equal to 1/2 your own.

Constant Bounce

FEAT 5

Beast Folk

Prerequisites Leaper

You are always jumping. You do not touch the ground while moving, only where you begin your movement and when you end it. You must touch the ground to change direction but can do so as part of your movement without slowing. You no longer make Athletics checks for Long Jumps, only restricted to your movement rate while performing a Stride or a Step.

Special When using Wall Jump, you must still make skill checks.

Defensive Curl

FEAT 5

Beast Folk

You can curl into a ball of protection. You gain the Curl action and Emergency Curl reaction.

Curl

You curl up into a tight ball. Your maximum Dexterity to your Armor Class is reduced by 4, to a minimum of 0. You are considered to have cover, but not for using Stealth. When making Reflex saving throws against damaging effects, treat successes as critical successes. Using this action again ends your curled state. You cannot move or take any action that has the Manipulate or Attack trait while curled.

Emergency Curl

Trigger Attacked with a melee weapon or effect that deals damage and offers a Reflex save for less damage.

You immediately become curled as per the curl action and gain its benefits.

Discerning Nose

FEAT 5

Beast Folk

Prerequisites Scent Sense

You can identify potions, chemicals, and creatures by scent alone as easily as a human could recognize something by sight, provided you've experienced it before. An object that has been in contact with a known creature, chemical, or potion, can be identified as having been in contact, though the DC increases by 3 (13 if there would normally be no DC, for example recognizing a friend).

Hibernation **FEAT 5**

Beast Folk

Over the long term, you may spend a day resting to enter a hibernating state. While hibernating, every week that passes only counts as a day for the purpose of using food or being afflicted by disease. Provided you have not begun starving, your water needs are also met. You are as aware of approaching danger as you would be if you were normally asleep and can rouse yourself about as quickly.

On a more short-term basis, you can force yourself to slow down, inflicting a Slow 2 condition on yourself for as long as you want. While in this state, poison and disease progress four times slower than normal. You can also hold your breath for six times as long. At 20th level, you do not require air while in this state.

If you are trying to play dead, you get a different bonus to Deception checks depending on whether you are in a short- or long-term hibernation. A short-term hibernation gives you a +2 circumstance bonus, while a long term hibernation gives you a +4 circumstance bonus.

Mature Wings **FEAT 5**

Beast Folk

Prerequisites Glider

You gain a fly Speed equal to 1/2 your land Speed.

Musk Cloud **FEAT 5**

Beast Folk

You may cast *acid splash* as a primal innate spell at will. Replace its verbal component with another somatic one (often involving aiming your back end at where you are aiming the attack). Instead of dealing persistent damage, the creature becomes dazzled for 1d4 rounds.

Natural Rage **FEAT 5**

Beast Folk

You gain the Barbarian Rage action.

Prehensile Feet **FEAT 5**

Beast Folk

Prerequisites Climber

You can hold things with your feet as well as with your hands. Your climb Speed increases by 10 feet.

Spined Defense **FEAT 5**

Beast Folk

Those attacking you with a melee weapon or unarmed attack while within 5 feet of you or grappling you (at the start of their turn) or being grappled by you (at the start of their turn) suffer piercing damage equal to 1/4 your level (minimum 1). You gain the Spine Spread and Spine Poke actions.

Spine Spread ◆

You fan out your spines, ready to catch anyone that attempts to touch you. The damage of Spine Poke becomes 1/2 your level. If you are grabbing or restraining a creature or a creature is grabbing or restraining you, this action immediately causes you to deal your spine's damage to the creature or object in contact with you. You can choose to not inflict this damage on a particular creature or object. This action cannot be used while your spines are already spread.

Spine Poke ↻

Trigger A creature attempts to Grapple, Grab, or Strike you and either is within 5 feet of you or using an unarmed attack, or a creature starts its turn when you or it is grabbing or restraining the other.

You may inflict piercing damage equal to 1/4 your level (minimum 1) to the creature that triggers this reaction.

Surprising Strength **FEAT 5**

Beast Folk

Your carrying capacity is calculated as if you were one size larger.

Talented Forager

FEAT 5

Beast Folk

Frequency one per day

Many animals seek out medicines that took humanity thousands of years to understand the medical usage of. Given some time, you can find cures for what ails you or a friend. You can scavenge the needed supplies for an hour to create a level 1 consumable alchemical elixir (such as *minor elixir of life*). This potion, as often as not, is in the form of something that needs to be chewed and swallowed; it must be used within the day or it becomes stale and useless. You can only use this ability once per day. If you wish to use it again within the same day, you must roll Nature or Survival against a DC equal to 15 + 5 per previous use of this ability. A failure still counts as a use of this ability and wastes your time all the same.

9th Level

Earth Sense

FEAT 9

Beast Folk

You gain tremorsense as an imprecise sense with a range of 30 feet.

Echo Location

FEAT 9

Beast Folk

You gain echolocation as a precise sense with a range of 20 feet. Hiding from this sense generally requires complete cover or other competing sounds.

Environment-Adjusted Biology

FEAT 9

Beast Folk

You may adjust your ancestry-given ability boosts. You can do this once per day. Through the same process and limitations, you can also change your basic coloration and appearance within the allowed norms of your species, change your physical sex, or gain or lose a few inches and/or up to 10% of your weight. When used as part of a disguise, you gain a +2 circumstance bonus to the Deception check.

Grasping Jaws

FEAT 9

Beast Folk

Prerequisites bite attack

Your bite attack gains Grab, allowing you to spend an action after a successful Strike with your bite attack to automatically Grab your target (see the Grab entry in Appendix: Ability Glossary in *Pathfinder Bestiary [Second Edition]*). You may only Grab one target at a time.

Lethal Toxins

FEAT 9

Beast Folk

Prerequisites Venomous

Your sting attack causes a poison effect in addition to increasing its persistent damage to 1d6. Choose one of the following poisons for your sting to inflict. This choice is permanent once selected.

Draining Poison (poison); **Saving Throw** DC (10 + your own Fortitude) Fortitude; **Maximum Duration** 4 hours; **Stage 1** 1d6 poison damage and drained 1 (1 hour); **Stage 2** 2d6 poison damage and drained 2 (1 hour); **Stage 3** 3d6 poison damage and drained 2 (1 hour)

Numbing Poison (poison); **Saving Throw** DC (10 + your own Fortitude) Fortitude; **Maximum Duration** 4 hours; **Stage 1** 1d6 poison damage and clumsy 1 (1 hour); **Stage 2** 2d6 poison damage and clumsy 2 (1 hour); **Stage 3** 3d6 poison damage and clumsy 2 (1 hour)

Hallucinegetic Poison (poison); **Saving Throw** DC (10 + your own Fortitude) Fortitude; **Maximum Duration** 4 hours; **Stage 1** 1d6 poison damage and stupefied 1 (1 hour); **Stage 2** 2d6 poison damage and stupefied 2 (1 hour); **Stage 3** 3d6 poison damage and stupefied 2 (1 hour)

Poisoned Skin

FEAT 9

Beast Folk

Those who use a bite attack on you, swallow you, grapple you, are grappled by you, or otherwise make physical contact with you are exposed to your poison. Select one of the three poisons below. This choice is permanent once selected.

Draining Poison (poison); **Saving Throw** DC (10 + your own Fortitude) Fortitude; **Maximum Duration** 4 hours; **Stage 1** 1d6 poison damage and drained 1 (1 hour); **Stage 2** 2d6 poison damage and drained 2 (1 hour); **Stage 3** 3d6

poison damage and drained 2 (1 hour)

Numbing Poison (poison); **Saving Throw** DC (10 + your own Fortitude) Fortitude; **Maximum Duration** 4 hours; **Stage 1** 1d6 poison damage and clumsy 1 (1 hour); **Stage 2** 2d6 poison damage and clumsy 2 (1 hour); **Stage 3** 3d6 poison damage and clumsy 2 (1 hour)

Hallucinegetic Poison (poison); **Saving Throw** DC (10 + your own Fortitude) Fortitude; **Maximum Duration** 4 hours; **Stage 1** 1d6 poison damage and stupefied 1 (1 hour); **Stage 2** 2d6 poison damage and stupefied 2 (1 hour); **Stage 3** 3d6 poison damage and stupefied 2 (1 hour)

Rebounding Jump **FEAT 9**

Beast Folk

Prerequisites Leaper

You gain the Wall Jump feat.

Scalding Spray **FEAT 9**

Attack **Beast Folk**

You gain a powerful chemical attack. Make a ranged unarmed attack on a target within 30 feet. On a hit, deal 1d6 fire damage + 1d6 additional damage per 2 levels. On a critical success, the target becomes blinded for 1d3 rounds. You suffer a cumulative -3 penalty to the attack roll per previous time you've used this power in the same day.

Scurry **FEAT 9**

Beast Folk

When using the Sneak action, your Speed is not reduced. If you start and end your movement in cover, you can continue to take advantage of Taking Cover.

Sharp Nose **FEAT 9**

Beast Folk

You gain imprecise scent with a range of 60 feet.

Team Hunt **FEAT 9**

Beast Folk

When you attack an enemy that has been dealt hit point damage by any ally other than yourself since the end of your last turn, you are considered flanking the enemy for melee attacks, regardless of your positioning. If the ally that

inflicted the damage also has this feat, you may add +2 to weapon damage rolls against the affected enemy. If the enemy cannot be flanked (due to immunity to flanking or other such ability), this feat has no effect.

Tongue Pull **FEAT 9**

Attack **Beast Folk**

With a great sticky tongue, you can draw people and objects closer. You can pick up items from up to fifteen feet away as an Interact action. You may also attempt to Shove a creature up to 15 feet away, but the forced movement is towards you instead of away from you. Any motion you take must be towards the creature. You do not need a hand free to use this action.

True Flight **FEAT 9**

Beast Folk

Prerequisites Glider, Mature Wings

You gain a fly Speed equal to your land Speed.

13th Level

Spider Climbing **FEAT 13**

Beast Folk

Prerequisites climb Speed

Your climb Speed increases to be equal to your land Speed. You can cling to ceilings and overhangs as easily as a flat wall, provided your hands and feet are free to use.



Masakio ya Mchanga

"Ears of the sand, they are not seen until they wish; as the noon-time sun, they can deliver warmth."

The Masakio are a beast folk and created using the beast folk rules, with some extra love to give them a unique feel.

Masakio Racial Traits (PF)

+2 Wisdom, +2 Constitution, -2 Strength: Their large ears and sharp eyes catch details others might miss and their bodies are rugged as the desert demands, but their limbs are slight and lean.

Beast Folk: Masakio are fey with the beast folk subtype.

Medium: Masakio are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Masakio have a base speed of 30 feet.

Low-Light Vision: As with most fey, masakio can see twice as far as humans in dim light.

Large Ears: Masakio have huge ears that are designed to radiate heat. They gain fire resistance equal to 1 per 3 character levels (minimum 1). They gain a +1 racial bonus to Perception for sound-based sources that increases by 1 per 4 character levels. They are vulnerable (+50% damage) to sonic damage.

Small Teeth: Masakio have a secondary bite attack that deals 1d3 slashing, piercing or bludgeoning damage.

Tunneler: For safety and when seeking their prey, masakio can burrow rapidly into the ground. They gain a burrow speed of 20 feet that functions in dirt, sand, and other equally tough materials. They may leave a passage that other creatures of their size or less can traverse by moving at half speed, otherwise it collapses after them after a round.

Languages: Masakio speak Common and the Sylvan of Everglow. Especially intelligent beast people may select elemental languages (Aquan, Auran, Ignan, or Terran) or fey languages (Elven or Gnome) as bonus languages.



Masakio Racial Traits (SF)

Ability Adjustments: +2 Wis, +2 Con, -2 Str

Hit Points: 6

Size and Type: Masakio are Medium fey with the beast people subtype.

Normal Speed: Masakio have a base speed of 30 feet.

Low-Light Vision: Masakio have low-light vision.

Large Ears: See page 22.

Small Teeth: See page 22.

Tunneler: See page 22.

Masakio Traits (5e)

Ability Score Increase. Increase your Wisdom by 2 and your Constitution by 1.

Age. Masakio live about the same amount of time and matures at about the same rate as a human.

Alignment. Masakio tend towards neutrality with chaotic leanings, preferring to listen to the urgings of their hearts at the moment over formal dogma or laws.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Large Ears. You have advantage on Wisdom (Perception) checks based on hearing. You gain resistance to fire. You gain vulnerability to thunder.

Small Teeth. You have a natural bite weapon. It deals 1d3 piercing damage. You are proficient with it.

Tunneler. For safety and when seeking prey, you can burrow rapidly into the ground. You gain a burrow speed of 20 feet that functions in dirt, sand, and other equally tough materials. You may leave a passage that other creatures of your size or less can traverse by moving at half speed, otherwise it collapses after you within a round's time.

Languages. You can read, write, and speak Common and Sylvan.

Sub Races

A masakio may select a sub race. These alternate racial traits can even be stacked provided they don't modify or remove the same abilities.

Arctic

Masakio from the north sport lustrous white fur that allows them to blend in the snow there and their ears are smaller by far. Group hunters, it is only the ignorant outside that confuses them for the desert people.

(PF)

Arctic Adaptation: Arctic masakio gain cold resistance equal to 1 per 2 character levels (minimum 1).

Fat Storage: Any time an arctic masakio would suffer starvation effects, they instead lose 2 pounds of weight. When they fall to the minimum weight of their species (92 lbs), they then begin to suffer normally. Resuming normal eating replenishes this lost weight at a rate of 1 pound per extra meal they devour and 1 per week while fed.

These abilities replace large ears.

(5e)

Arctic Adaptation. You are no longer resistant to fire but become resistant to cold instead.

Sand Bug

Snug as a bug, as they say. Such masakio are smaller than even the others of their kind, not that many are very large. Shy and nervous by nature, some fight against this while others eagerly hide away.

(PF)

Ability Score Adjustment: Str +2, Cha -2

Small: Sand bug masakio are Small. This decreases their height and weight by 50%.

(5e)

Small. You are Small. Decrease your height and weight by 50%.



Masakio (PF2)

Hit Points

6

Size

Medium

Speed

25 feet

Ability Boosts

Wisdom

Constitution

Free

Ability Flaw

Strength

Languages

Common

Sylvan

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aquan, Auran, Ignan, Terran, Elven, Gnome, and any

other languages to which you have access (such as the languages prevalent in your region).

Traits

Fey

Beast Folk

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Tunneler

For safety and when seeking their prey, you can burrow rapidly into the ground. You gain a burrow Speed of 15 feet that functions in dirt, sand, and other equally tough materials. You may leave a passage that other creatures of your size or smaller can traverse by moving at half Speed, otherwise it collapses after you after a round.

Masakio Heritages

Masakio adapt to their environments. Foxes can be found in many places.

Arctic Born

You gain cold resistance equal to half your level (minimum 1).

Desert Baked

You gain fire resistance equal to half your level (minimum 1).

Their fur can come in several colors, most often sandy blonde, but white, black, and brown are also options. Masakio who are born in Everglow-proper can take on other exotic shades despite the coloration of their parents, proving sensitive to the fae energies that suffuse the land.

Small, but not small enough to rival halflings or gnomes, masakio are often happy not being large socially. Not maladjusted, many simply just prefer to let the larger people take the center stage, so they can be in the best position to pounce into action when the opportunity arises.

Masakio Power

As rugged as the desert they originated in, all masakio can survive in climates that other races would falter in. They sport unique adaptations and sharp ears able to detect faint sounds beyond the reach of others. While they prefer the safety of a burrow, they are not a subterranean species, spending much of their day outside their home.

As lovely as their homes can be, their food and money does not come to them, much as some may wish it. Using their large ears, they can hear movement through dirt and sand more easily than others, allowing them to burrow away from danger or towards a meal with equal skill. This sense is not as fine as a tremorsense, but serves the function well enough.

Masakio Naming

Masakio share linguistic roots with the Twiga and Tembo. Though they speak Common and Sylvan, their race shares a creole all of its own and only share the meaning of their names with trusted ones.

Female Names: Binti, Kamaria, Lakeisha, Johari.

Male Names: Djimon, Hashaan, Kenyada.

A Brief History of Masakio

The masakio achieved their success by not poking their long noses where they could be removed. Even when other nations stormed most violently through the Untamed Lands, they hid

Table: Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Modifier
Masakio	3 ft. 6 in.	80 lbs.	2d6	x6 lbs.

Table: Random Starting Ages

Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Masakio	14 years	+1d4	+1d6	+2d6

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Table: Age Categories

Race	Middle Age	Old	Venerable	Maximum Age
Masakio	37 years	55 years	75 years	75 years + 2d20

and waited, living quiet lives while allowing others to think there was nothing there. It was enough that they existed, with no need felt to claim total 'ownership' of the land they called home. This attitude served them well even as other beast folk tribes came and began to erect communities around them.

As uneasy peace settled over the Untamed Lands, they began to emerge as mysterious shadows of the sands and snow, simply blowing into town for long enough to enact a trade before, much of the time, blowing back away with few words exchanged. But where there is any contact, more can grow. Some masakio that tasted the fruit of contact began to enjoy the flavor. They moved into those settlements and began families there, eschewing their isolated holes. Some preferred to remain in their burrows, but made its location more known, accepting visitors on their own terms.

Masakio that wander away from the Untamed Lands tend to become quiet travelers and vagabonds, plying what skills they have without requesting fame or acclaim for their deeds. If they can, many prefer to not be known at all. Trying to avoid personal accountability, they have a communal sense of work ethic. If one masakio slacks in their duty, others may become more discerning when the next arrives, and none of them want that. As a result, those who have dealt with them know they are good once their word is given, but that their word is equally difficult to extract unless they have a pressing need.

Life of Masakio

As reclusive as the masakio can be from other races, they can find each other fairly easily unless one is specifically trying to conceal themselves from their kin. Communities of masakio are open among themselves, even in the most rural portions of the world, allowing them to meet and work together easily. During these cooperative efforts, masakio that find another they enjoy the company of may make an offer of consolidation. If the other agrees to take their things and move it into the first's burrow, they are considered wed, and children may result.

Masakio who cannot or simply do not wish to have children themselves may live quite contently with one another without social censure. Family lines, while appreciated, never gained great noteworthiness among them, and one can pass down that family heritage to a good friend as easily as any blood child without challenge, if one wants to. Adopting a child in need is seen as an act of charity, done both by families that can and those that cannot have children on their own, so long as they can provide for the child(ren) they accept.

Young masakio are kept in the den until they reach eight years of age. If their parent(s) live close to others of their kind, the children of the community may be brought together to meet and socialize, but otherwise, the child will know of few others outside their immediate guardians until that time. Some argue that this is part of the reason for their communal shyness, with some notable examples socializing far better when exposed to others at an earlier date, but the masakio are resistant to this change, preferring to keep their

children safe and close at hand.

At about this age, young masakios begin to reach out to the wide world they had been denied, timidly scurrying from shadow to shadow, as fearful as the parents that raised them. Some find things they love and begin to unfold like a flower, while others build a dense layer of protection, learning how never to be seen when they don't wish it. It is this time that often shapes how a masakio sees and approaches the world for the rest of their life, and their parents play little part in it. Though their home remains open and the hearth warm and ready for them, parents often feel direct guidance has been completed at this point. The children are family, but not as children, despite both sides knowing there is more growth to be done.

While they are welcomed at home, they know they must find their own place. They begin to drift away, searching for their own portion of the world to claim as their own. This may be as close as another burrow adjacent to the first, or it may involve a world-spanning journey of self-discovery. Either way, their parents are a loving but less immediate presence. Masakio that remain close by are expected to be cordial and visit, and they gather as families frequently if the journey is not too harrowing.

As adults, with their skills honed and ready, such masakio enter the world fully. Be it as a wanderer or a homebody, they practice their chosen skills with a quiet determination. They rarely advertise their presence or their abilities, unless they are in need of what it can bring. An alchemical masakio that labors in a town may quietly brew their potions without remark until their coin runs low, then they will emerge with sales and festivities to draw customers before returning to quiet research.

Masakio tend to see aging as a very private matter, shared only, and not even always, with their very closest of family members. They hide the signs of aging and speak little of any pains or inconveniences it brings. It causes other races around them to always be somewhat surprised when one succumbs to their passing, as they hide their sickness and other pains just as well more often than not. The neighbor they knew one day simply isn't there the next, with rarely time to adjust between the two states. Among their own, it is traditional to collapse their den atop them. Markers are erected, but they are subtle and

hidden, where only their friends are likely to find it to pray and consider the fallen. In the case of a family where only one member passes, there are two basic options. Either the remaining family will dig a new burrow just for the fallen, adorning it as if ready to live in before collapsing it, or they will abandon their home, surrendering it to the dead and making a new home for themselves.

Masakio Religion

It is said that the masakio hide from many things, including the divine, but this is not true. They have a quiet goddess that they bow their large-eared heads towards in the still of the earth. She has no name, referred to as 'Our Mother' or 'The Mother'. In depictions, she appears as a masakio with grand ears and a pelt that seems made of various bits of stone and earth. She never speaks, but is always there, ready to offer a moment of succor when her children need her most. She teaches strength through silence and solidarity with those that respect peace. She can only be summoned when at least two dozen masakio come together on the hottest or coldest days of the year, when the temperature is at its most extreme of the day, and dance unclothed where none other can see. She sends messages through the vibrations of the earth that few save the masakio can hope to understand.

Stereotypes of Other Races

Ponykind: They are loud. Their noise is often friendly and curious, but it remains noise. If you can approach one away from your den and leave a way of escape available, they are not terrible things to speak with. Do not tell them where you live if ever you wish peace again.

Big Mao: They understand the pleasure of a still moment. They can see the poetry of peace. I have seen one sit with only the caress of the wind for company for days at a time. If one allows it, sit down and say nothing, and they will thank you for the company.

Cloven: They can be loud, but they are also so formal. If you tell one clearly that you wish for quiet, they will oblige, and sincerely apologize for the noise they already made. Of the Everglow species, they are very tolerable.

Flutterponies: Loud, both in volume and appearance. They are almost our opposites, *insisting* on being seen and *insisting* on being

heard. I would rather not do either.

Gem Gnolls: They can dig as well as we, and covet anything that shines in the light. Beware their presence, for they are friends of precious few, and we are not among their number.

Griffons: In our covered dens, they don't even see us. This is perhaps for the best. Let them boast loudly in the clouds.

Humans: They are shaped like us, though how they hear with those small ears and how they balance without tails remains something of a dull mystery. They are dangerous as a people, clever and greedy. They covet our soft fur, but do not go through the effort of growing their own.

Dragons: A good reason that we are practical, not paranoid. Let them sail past and remember that they could do much without feeling guilt.

Dwarves: There is a kinship there. They burrow deep into the earth, where they feel safe and secluded. We understand this. A pity the entrances to their home are so far away; I wonder what friendships we might have created.

Krava: They look like ponies and act like ponies and the ponies accept them as ponies. Who are we to disagree?

Impure: Ponies with duller colors and longer ears. Other ponies shun them. Why? That's not our business.

Orcs: If they see it, they consider taking it. Don't let them see it. They are not all war-like, that is a hurtful stereotype, but is it worth risking your life to discern one from the next?

Phoenix Wolves: They want to be left alone. You can understand that, right? Let's be good neighbors and never bother each other.

Beast Folk: Some of them think we are all kin, because we have two arms and two legs. I think it takes more than that to join my family. Smile if you must, but know the difference between family and not.

Purrsians: Greedy, loud, and so full of themselves. They are the center of their universe, each and every one, and they would have you circling them with awe in your eyes. Let them pass.

Steelhearts: I do not understand what they are. It is good they do not come here often.

Sun Cats: They are not much different than the beast folk, really.

Tembo: Heavy of foot and loud of mouth, they think they know so much, but do they know we'd prefer peace to their prattling. When they aren't

speaking utter nonsense, sometimes something clever spills free.

Twiga: Wanders and nomads, they wear their heart openly, ready to accept any, and be hurt at a moment's notice. Where do they find such strength? I call them mad even as I feel jealousy.

Vulponies: Fox kin of the west, but just as loud as the ponies. Like that annoying yet lovable cousin who occasionally visits, and you smile and nod, but you can't wait for them to leave. The worst part is, we rarely see them coming because they can shapeshift.

Kitsune: Fox kin of the east. They love riddles and stories, but know the value of quiet when it suits them. Watch out, they also love pranks, and they can shapeshift too. Would more people leave us alone if we learned that trick?

What Other Races Think of Them

Ponykind: A very shy tribe of kitsune. They hide so much we hardly ever seen them when we travel east. Not much to say about a people who don't wish to reveal anything.

Big Mao: They enjoy peace and quiet. Sit awhile and wait, and perhaps one of them will come out and join you.

Kitsune: Not much for pranks, but occasionally they'll come out and speak, if you don't spook them.

Vulponies: How can they be hiding all the time? Aren't they bored? I know I'd be bored. They don't seem to like us visiting very much.

Beast Folk: Shy folk of the sands and snow. Good workers, but they prefer not to be noticed.

Humanoids: Kitsune, obviously, but smaller and less likely to cause trouble.

Cloven: Speak quietly if you meet them. They hate loud noise. Actually, it might be more polite to just stay silent around them.

Dragons: Who? Why should we care about little burrowing foxes? If they keep to themselves, all the more reason to ignore them.

Flutterponies: They don't like us at all. We try to be friendly, but they wince and run away as soon as they can. I don't get it.

Gem Gnolls: They hide too well. Even if you find one, it's not worth sand-burned or frostbitten paws to dig them out. Go for easier things.

Griffons: Who? Oh. At least they know their place in the world and don't bother us about it.

Impure: They see us as ponies, but think all of us are too loud. I don't know if that's better or worse.

Krava: A shy people who enjoy being left alone. Not much is known about them, and they like it that way. Who are we to judge, if that makes them happy?

Phoenix Wolves: They understand wanting to be left in peace and don't bother us. We can return the favor. Good neighbors to have.

Pursians: Hard people to get as customers. If you can coax one into buying your wares, be patient in letting them come back to you, or else they'll be scared away from buying more.

Sun Cats: They seem afraid of everything. Small enough to be easy prey if they couldn't hide and dig so well. But they value family as much as we do. We can respect that.

Steelhearts: Difficult to study due to scarcity. They clearly do not wish to be studied. Need more data before forming an opinion.

Masakio Feats (PF)

Natural Radiators

You take especially good care of your large ears, the better for heat to pass and sounds to come.

Prerequisites: Masakio, large ears racial trait.

Benefit: Your racial fire resistance increases to 1/2 your level. If you roll less than 5 on an auditory Perception check, treat it as if you rolled a 5.

None of Your Business

A private people, you learned how to bury things deep away from prying eyes.

Prerequisites: Character level 5th, masakio.

Benefit: You gain an effective spell resistance equal to 10 + your character level against divination effects, even those not normally subject to spell resistance. If you are a willing target, this spell resistance does not apply.

Rapid Digger

The difference between the slow and the fast can mean life itself.

Prerequisite: Masakio.

Benefit: Your burrow speed increases by 10 feet.

Still a Fox

Sure, you aren't the classic red or orange furred beast of temperate forests, but you are still a fox.

Prerequisites: Character level 3rd, masakio.

Benefit: You gain the kitsune subtype and qualify as one for all purposes. You gain Magical Tail as a bonus feat.

What the Fox Says

A keen cry can signal others to flee, or come closer.

Prerequisites: Diplomacy 5 ranks, masakio.

Benefit: As a standard action you can let out a bestial noise with a clear signal and supernatural weight. Those hearing it within 60 feet who fail a Will save against DC 10 + 1/2 your level + your Charisma modifier are subject to the effects of the *command* spell. You can choose not to affect any creature you can see or which you know its position. You can use this ability once per day. If you are using stamina rules, this can be used again for 5 stamina. This is an auditory mind-affecting ability.

Masakio Feats (5e)

Reserved Ruler

Prerequisite: masakio

Though your people have grown withdrawn, the blood of rulers runs in you, waiting to be expressed.

You gain the following benefits:

- Your Charisma or Dexterity increases by 1.
- Attempts to use divination effects or spells on you have a 50% chance of failing.
- As an action you can let out a bestial nose with a clear signal and supernatural weight. Those hearing it within 60 feet who fail a Wisdom save against DC 8 + your proficiency bonus + your Charisma modifier are subject to the effects of the *command* spell. You can choose not to affect any creature you can see or which you know its position. Once you use this ability, you can't use it again until you finish a long rest.

Masakio Ancestry Feats (PF2)

1st Level

Big Ears

FEAT 1

Masakio

Your big ears are for more than show. When

making a Perception check based on sound, treat a success as a critical success instead.

Desert Shaded **FEAT 1**

Masakio

Your fur is just the right shade to not be noticed. You become trained in Stealth. If you were already trained in Stealth, you become trained in another skill of your choice. When hiding in a desert (if desert baked) or in snow (if arctic born), you gain a +2 circumstance bonus to Stealth.

Small Teeth **FEAT 1**

Masakio

You gain a bite unarmed attack that deals 1d4 piercing damage. Your bite is in the brawling group and has the agile, finesse, and unarmed traits.

5th Level

Rapid Digger **FEAT 5**

Masakio

Your burrow Speed increases by 10 feet.

Still a Fox **FEAT 5**

Masakio

You gain the kitsune trait. You may select one 1st-level kitsune ancestry feat to gain immediately. You may select kitsune ancestry feats when you gain an ancestry feat.

What the Fox Says **FEAT 5**

Masakio

You can let out a bestial noise with a clear signal and supernatural weight. You gain the following action.

Demanding Yip ♦♦

Arcane **Auditory** **Enchantment** **Linguistic**

Mental

Frequency once per day

Those hearing your cry within 60 feet who fail a Will save against your Arcana DC are subject to the effects of *command*. You can choose not to affect any creature you can see or which you know its position.

9th Level

Natural Radiators **FEAT 9**

Masakio

Prerequisites Big Ears

Your racial fire resistance increases to be equal to your level. If you roll less than 5 on an auditory Perception check, treat it as if you rolled a 5.

None of Your Business **FEAT 9**

Masakio

When you are the target of a divination effect that you did not consent to, make a DC 15 flat check. On a success, the effect fails to produce information. You are aware of the basic nature of the effect, foiled or not, but not who did it or where they are.

Hungry Ears **FEAT 9**

Masakio

Other races joke about burning ears, but you turn that all too real as your ears tingle when people speak of you. If someone speaks of you within 200 feet, you may make a Perception check against a DC equal to the speaker's level or their Deception DC (whichever is higher). There is no penalty for things between you and the speaker. The base DC is that of noticing the conversation normally if you were in the same room or area. Success gives you an idea of what was spoken about, but not who spoke or the specific words used. A critical success reveals the identity of the one speaking.

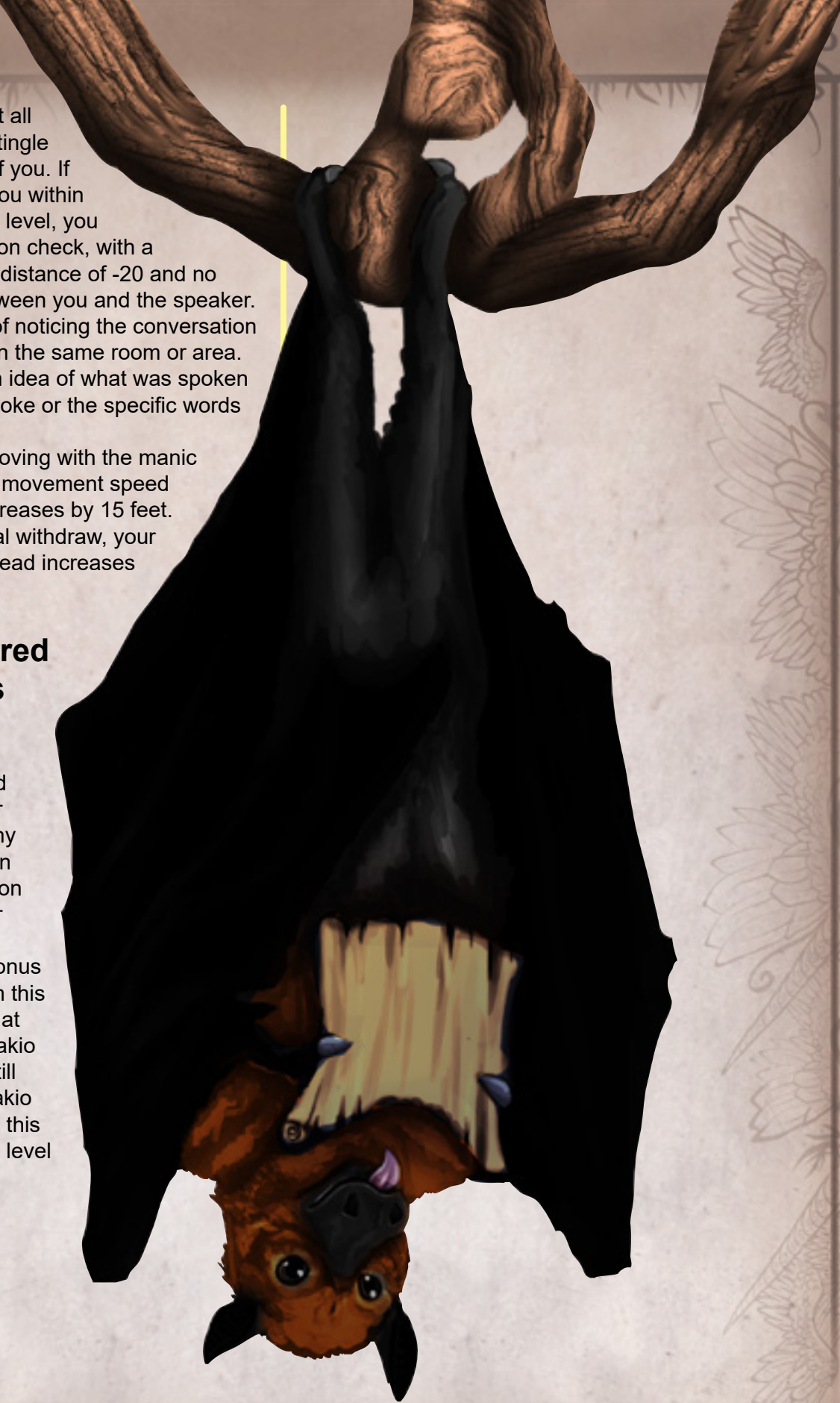
Masakio Race Traits (PF)

Only masakio can select the following race traits.

Desert Shaded: Your fur is just the right shade to not be noticed. Stealth is a class skill for you. You gain a +2 trait bonus to Stealth in a desert and do not have to slow down to sneak within it.

Ear Fold: Some masakio, you included, learn to mitigate the disadvantage of their great ears. As a move action, you can fold your ears back entirely, ridding yourself of the large ear racial trait until you spend another move action unfolding them. This allows you to better bear sonic attacks that you know are coming, or to hide your true nature.

Hungry Ears: Other races joke about burning

A detailed illustration of a Masakio character, a creature with a fox-like face and a dark, bat-like body, hanging upside down from a thick, gnarled tree branch. The character's face is brown with large, expressive eyes and a small, dark nose. Its body is black with a lighter, yellowish-brown patch on its chest. The background is a light, textured surface with faint, stylized patterns of leaves and branches.

ears, but you turn that all too real as your ears tingle when people speak of you. If someone speaks of you within 200 feet + 10 feet per level, you may make a Perception check, with a maximum penalty for distance of -20 and no penalty for things between you and the speaker. The base DC is that of noticing the conversation normally if you were in the same room or area. Success gives you an idea of what was spoken about, but not who spoke or the specific words used.

Darting Retreat: Moving with the manic need to escape, your movement speed when withdrawing increases by 15 feet. If you perform a partial withdraw, your movement speed instead increases by only 10 feet.

Masakio Favored Class Options (PF)

All: Add +1 to the character's fire or cold resistance (whichever they have racially). Any masakio character can choose this bonus upon gaining a level in their favored class.

All: Gain 1/6 of a bonus feat. Bonus feats from this option must be one that requires being a masakio (or kitsune with the Still a Fox feat). Any masakio character can choose this bonus upon gaining a level in their favored class.

Tembo

“How can you know if you are waking if you do not know when you dream?”

The Tembo are a beast folk and created using the beast folk rules, with some extra love to give them a unique feel.



Tembo Racial Traits (PF)

+2 Strength, +2 Charisma, -2 Dexterity: Powerful of frame and personal presence, the Tembo plod steadily, but not gracefully.

Beast People: Tembo are fey with the beast people subtype.

Medium: Tembo are Medium creatures and receive no bonuses or penalties due to their size.

Slow and Steady: Tembo have a base speed of 25 feet, but their speed is never modified by armor or encumbrance.

Low-Light Vision: As with most fey, tembo can see twice as far as humans in dim light.

Scent: They have scent with a range of 30 feet. That trunk is not just for show.

Sharp Mind: Tembo may select any one skill. It becomes a class skill. If it would already be a class skill (due to a class, trait, or something else), they gain a +2 racial bonus in that skill.

Overwhelming Pace: Tembo gain Improved Overrun as a bonus feat.

Heat Adapted: Tembo gain the effect of *endure elements* for hot temperatures.

Languages: Tembo speak Common and the Sylvan of Everglow. Especially intelligent beast people may select elemental languages (Aquan, Auran, Ignan, or Terran) or fey languages (Elven or Gnome) as bonus languages.

Tembo Racial Traits (SF)

Ability Adjustments: +2 Str, +2 Cha, -2 Dex

Hit Points: 6

Size and Type: Tembo are Medium fey with the beast people subtype.

Slow and Steady: Tembo have a base speed of 25 feet, which is never modified when they are encumbered or wearing heavy armor.

Tembo Senses: Tembo have blindsense (scent) with a range of 30 feet, as well as low-light vision.

Sharp Mind: See page 31.

Overwhelming Pace: Tembo gain Improved Combat Maneuver (bull rush) as a bonus feat.

Heat Adapted: Tembo suffer no harm from being in a hot environment. They can exist comfortably in conditions up to 140 degrees Fahrenheit without having to make Fortitude saves. Their equipment is likewise protected.

Tembo Traits (5e)

Ability Score Increase. Increase your Charisma by 2 and your Strength by 1.

Age. Tembo live about the same amount of time and mature at about the same rate as humans.

Alignment. Tembo can vary wildly in their alignments, some claiming to have been influenced by the myriad dreams they brush against.

Size. Your size is Medium.

Speed. Your base walking speed is 25 feet. You are not slowed by encumbrance.

Scent. You have advantage on Wisdom (Perception) checks based on scent.

Sharp Mind. You gain proficiency in one additional skill.

Languages. You can read, write, and speak Common and Sylvan.

Sub Races

Tembo may select a sub race. These alternate racial traits can even be stacked provided they don't modify or remove the same abilities.

Arctic

Clad in thick plush fur, arctic tembo are built to not only survive but thrive in the northern reaches of the Untamed Lands.

(PF)

Cold Adapted: Arctic tembo gain the effects of *endure elements* for cold temperatures and cold resistance equal to half of their level (minimum 1). Their weight increases by 25%. This replaces heat adapted and overwhelming pace.

(5e)

Cold Adapted. You gain resistance to cold damage. Increase your weight by 25%.

Tamaa

These tembo are born with hooves where others have hands. They are forced to rely on their trunks for manipulating the world, but are considered wiser for the lack of distractions.

(PF)

Fingerless: See fingerless rules.

Four-Legged: Tamaa tembo gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Heavy: Tamaa tembo are heavier than usual. Their weight is increased by 50%.

(5e)

Fingerless. You may use your mouth or trunk as one hand.

Four Legged. Being a four-legged creature, you can bear greater weights (50% more) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.

Heavy. Your weight increases by 50%.

Tembo (PF2)

Hit Points

6

Size

Medium

Speed

25 feet

Ability Boosts

Strength

Charisma

Free

Ability Flaw

Dexterity

Languages

Common

Sylvan

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aquan, Auran, Ignan, Terran, Elven, Gnome, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Fey

Beast Folk

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Tembo Heritages

Tembo of the frozen reaches and those on all four are all of the same dream and see one another as equals.

Arctic

You are adapted to cold environments. Increase your weight by 25% and you gain cold resistance equal to half your level (minimum 1).

Tamaa

You are four-legged, appearing as a small elephant before one notices any clothing and the words that come easily from you. You gain the fingerless quality. You can carry 25% more Bulk before being encumbered, and the maximum amount of Bulk you can carry is also increased by 25%.

Tembo

You are what is considered the default form of tembo, with two legs, two arms, and a build adapted for warm temperatures. You gain scent as an imprecise sense with a range of 30 feet.

Tembo Power

When the Author beheld the elephant, she was powerless before its majesty. Great strength and greater wisdom shone from within its eyes that beheld a changing world around it. With strong familial ties and able to show empathy to the world around them, it took perhaps a touch less of her power to uplift them in her search for the

perfect race.

It is not known if they came first, last, or somewhere in the middle. According to them, it matters little. They had stared into the eyes of the Author, and the visions behind her own bottomless eyes echo still through their species, granting them their ties to the dreamlands of other thinking species. Though this does not manifest plainly to most, the tembo credit their expertise with unusual skills with this connection to the thought-realm of the entire world.

Heavy and solid, the tembo pick a direction and few can stop them without turning their minds first. Tembo caravans can weave great straight paths between one place and the next, even if it means going through stretches others would avoid. They take pride in learning how to navigate those places, enduring the heat, scaling the rocks, or avoiding the beasts to take the shortest path as the crow flies.

Like the twiga and other Untamed Land races, their people can be born with four legs or two, and either are accepted as members of their tribe. It is considered polite for a two leg to offer a hand when it is useful, as a four legged will offer a strong back if that would ease the day's travel. Both are tembo, and gaze upon the dreamlands equally.

Less obvious of their physical stature, their claimed proximity to the dreamlands affords them political power. Other tribes and people invite them in and afford them a warm welcome in return for their insights. Though many tembo know little of the dreamland but their own flashes

Table: Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Modifier
Tembo	3 ft. 8 in.	130 lbs.	2d6	x10 lbs.

Table: Random Starting Ages

Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Tembo	14 years	+1d4	+1d6	+2d6

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Table: Age Categories

Race	Middle Age	Old	Venerable	Maximum Age
Tembo	37 years	55 years	75 years	75 years + 2d20

and insights, to insult one is too risky, and all are afforded a welcome, to keep on the good graces of the wisest of dream delvers among them that can perform near miracles.

Tembo Naming

Tembo share linguistic roots with the Twiga and Masakio. Though they speak Common and Sylvan, their race shares a creole all of its own and only share the meaning of their names with trusted ones.

Female Names: Amana, Jina, Mosi, Russom

Male Names: Asani, Bakiri, Chaca

A Brief History of Tembo

They wandered for many years, eyes ahead and tails swaying to the tune of a song only they could hear. They did not ask for much, nor did they request it. They lived in perpetuity with the dreamlands, taking care of the bodies that housed them, as their minds wandered through the cluttered realm of thoughts. The bedazzling moment that their progenitor met the Author's eyes directly left them shaken and dazed for untold generations, but it faded, child by child, step by step. They awoke as a people, eyes opening to a world dramatically changed from the days when being simple elephants was the life they led. They could not return to that, and the one that gave them that gift had already left, perhaps disappointed in their dreamy wanderings.

Whether she was disappointed or not, they felt no malice directed at them. The dream continued,

in life and in death. Awake or asleep, the dream was always there, just different levels of the same. They walked confidently through it, eyes sharper, but minds just as open to its eddies. The Author lit the fire in their eyes, and they were pleased with the gift. They would not shame her. They tried to lead their fellow beast folk through the difficult times with mixed success. While an individual tembo could rise to authority, as a people they were too prone to dispersing and wandering to become a central power.

Some tembo wanted to build a grand home for themselves, still in the dreamy state, half asleep. They built and they grew and a city was born, only for the wailing of a buried god to sink them deep into the earth, never to be seen again by the surface dwellers of the world. It was this shout that stirred the tembo, rousing them to wakefulness. While a good thing to most, the passing of the others is still seen as a sad price to pay for that epiphany.

Ignorant to the fate of their kin, they scattered, never again creating a vast home for themselves. They became individual leaders among the smaller tribes of the Untamed Lands, gladly offering counsel and direction to those who bore no relation of blood to them. Big, small, predator, or prey, any that would turn an ear to them and heed their advice was welcome to receive it. For better or worse, tembo enjoyed giving it. Though they lack leaders in the larger settlements, it is a common sight to see them heading smaller bands of their own and others and proudly leading guilds within those settlements.

Unlike some, tembo do venture beyond the

Untamed Lands, and can be found in human, orc, and among other more exotic species. Some are even patient enough to try leading and guiding the goblinoids, trying to still their feverish dreams and manic thoughts with varied success. Whispers speak of their success, but only as hearsay.

Life of Tembo

The love life of tembo is often idyllic in the eyes of many. Two tembo happen upon one another and often claim they feel something and spend further time around the target of their forming emotions. This attraction is not approached coyly. If one feels this, they tell the other, and it becomes an invitation for the approached party to reflect on it. If the sense is found, dating begins, even if the two know precious little else of one another. They will begin learning of one another to see how their strengths and weaknesses complement or not.

Such tembo report to have dreams, vivid and powerful, that guide them towards or away from the forming relationship. If opposed, they separate without hard feelings typically, with the call that the dreamlands spoke against it often enough, and usually reciprocated. On the other hand, if their dreams speak of greater things, they will announce their intentions, and become essentially engaged. Some favor lavish public announcements of when they make it official, while others are happy with a simple joining of hands and/or trunks without fanfare. In either event, divorce is quite rare among the tembo.

Tembo neither rush for or away from children, but they happen as they tend to. When one begins to show, it is considered the task of all tembo, related or not, to guard and care for the expecting mother. This can cause some confusion among other races as protective tembo fuss over pregnant females of other, perhaps more reserved, species that do not accept the care in the good nature it is offered. City-dwelling tembo sometimes learn to subdue this instinct, but many do not. In either event, pregnant females are as queens to them for a time, and the result is greeted with song. The father, if present, is expected to sing first and loudest, beseeching the dreamlands itself to bear the souls and life forward through the expecting mother. Lacking that, any trusted figure can take up the role; a friend, another family member, or even the

attending midwife or cleric.

As infants, tembo are remarkably easy to care for, as they spend the formative first years of their life in a dreaming state, only rousing to care for pressing needs or to stare or interact with another person nearby. Tembo parents understand intuitively the ebb and flow and approach their children just as they come around to care for them and interact before they sink again. At about three years of age, the sleepwalking ends and they emerge into the waking world with their name on their lips. Despite this dreamtime, they learn as acutely as any other child, some day perhaps learning more than they should, drawn from the depths of the dreamland.

Though slow in arriving there, tembo youth transition from docile and unaware to sharp and ready in an instant. Bold of word and filled with knowledge without source, they approach life as eagerly as once they did not. Many begin proper training without prompting, seeking out mentors and teachers on their own, though their parents are typically happy to assist and help fund such growth. By the time they reach maturity, most have fixed their eyes on a goal, even if that goal is to continue searching. Farewells with parents are solemn and quiet, and later meetings are openly joyful. If the tembo lives in the same settlement as their parents, remaining in contact is expected.

As adults, tembo walk the line of dreaming, knowing all layers of it, waking, sleeping, death and beyond are but parts of the same thing. How they approach this knowledge can vary wildly, with some launching into their chosen path with an unequaled vigor while others coast along, content in that little matters in the dreamworld in the long run, or so they tell themselves. Others seek to awaken others for different reasons, while others seek personal enlightenment. How a tembo spends their life is a personal decision, but most are happy to share their thoughts if asked politely.

A tembo at the end of their life is hard to differentiate from one near the start. Their vision may begin to fade into the dreamworld, as if slowly receding back into the mist they had emerged from. There they walk as if in a daze, speaking to people who are not there, doing battle with monsters that do not exist, and pondering on troubles that may have long since passed, or may yet to be. Lost in delirium, other tembo do their

best to keep them comfortable, but do not restrain them. All parts of the dream are sacred and meant to be seen, and wisdom may yet emerge from the seemingly-troubled lips of their elderly.

The final moments are hard to miss for a tembo, for they always know. When age has come for them at last, all becomes clear. They understand that it is time to pass on to the next step of the dreaming. If any they know are within sight, they will make quick departing words. If not, they may write a letter, but there is no delaying what has come to them, and they know it. With whatever farewells they can manage, they collapse, some into cross-legged meditation, others simply as if to sleep, and they never raise again.

The body is immediately considered to not be 'them' anymore, for a dream can never truly die, simply move on to a new form. The body is placed where it may return to the cycle that birthed it, those who remember the tembo singing songs of those memories, for good and ill, committing it to the dreamtime for others to learn and know.

Tembo Religion

Walkers of the dreamland, the tembo have brushed alongside many great beings of the outer planes, some known as gods, others demons, angels, or just incomprehensible. The tembo know them, and they may pay heed to them, sometimes becoming devout to beings none other had heard of around them. While another priest may use incense to clear the mind and open paths, the tembo claim to know the truth of it. Scent is tied to memory, and their sharp noses are better yet for noticing these differences.

The right incense can send them down the correct paths of the dreamlands, to confer with their extraplanar patrons and break bread with the divine as if they were neighbors, though they often come back with nothing concrete other than a sense of clarity and purpose.

Stereotypes of Other Races

Ponykind: Fellow children of the Author, their eyes were closed at the time, or perhaps she approached them from behind. It would explain why her mark is on their rump, would it not? Know them as cousins on the path, but they walk differently than us.

Big Mao: Gentle creations of the Author, they

learned to stand for themselves and their family, and they took that chance to protect others instead of isolating themselves. Good people, and an example of the author's better works.

Cloven: When she desired softer creations, she made these. Polite and driven, but with almost no shred of true ambition. They are perfectly delightful people to deal with.

Flutterponies: They have not even a whisper of the Author upon them. A darker power shaped them without trying, and her disregard fashioned their outlook. Desperate for attention, your smile could make their day.

Gem Gnolls: Proof that beast folk existed before the Author made them, gnolls are often trouble, but they walk their path dutifully. Part of me wonders if peace could be had if we just understood one another a little better.

Griffons: Proud kings of the mountains, it's probably best to leave them to their dreams of domination.

Humans: This is a race that knows the power of dreams, even when they are ignorant of it. They reach for them constantly, but often fail. We share this heritage in part. Do not forget that you are human. Do not forget that you are *not* human.

Dragons: They live so long that they think the waking world is the only reality worth consideration. You would think, spending so long in torpor, they would understand how untrue this is. Walk carefully among those who do not know of the dream.

Luminous Dragons: Smaller than their draconic kin, gifted to ponies by their gods to be companions. They follow dreams of learning and finding out new things. Not quite as excitable as Vulponies, usually. Good company if you befriend one. They like to listen and learn what you know, and will teach you in return. They do their divine aunt proud.

Dwarves: They dream of metal and gems, thinking them forever. Nothing endures without change. Even the rocks beneath us are dancing in steps too slow for us to see. They will reach new dreams, as must we all.

Elves: They withdrew their dreams from the land, fleeing across the waters, but dreams are not so easily hidden, and some of them still lurk. They dream of long things, enduring things, but to all things with a start, there is an end. They are not comfortable with that.

Krava: Cows that decided they enjoyed the

dream of ponies better, and the ponies invited them to walk alongside them, the two becoming one without complaint. It is a delightful example of friendship and proof that even those that could seem so far apart can be brought close as brothers and sisters.

Impure: Donkeys who dream of acceptance in society. Shunned by ponies through no fault of their own, they seek to prove themselves anyway they can. Help if you're able, but in the end, respect them and let them stand on their own hooves.

Orcs: It's so easy to assume they fight because it is their purpose, as if their entire society is nothing but war, but this is untrue. The orcs care. They care deeply. As anyone else, they try to protect their home and family. Is it their fault they were pushed to such a dire place and told to simply endure? Would not anyone try to escape? Still, be wary, lest their lashing catch you.

Phoenix Wolves: The Author made ponykind. Foolish ponykind tried to replicate the trick, to make something. This was the result. They did not ask to be made, and ponies proved to be far less kind than the Author in their fashioning. Treat them with respect and you will be approached in kind.

Beast Folk: We are all children of the Author, bid to walk side by side along related, but different, paths wending through the dream. We see so much, it falls to us to share what knowledge we have been blessed with, that our fellows can walk confidently. Be wary, to think you know it all is to know very little in the end.

Purrsians: Their eyes light when something glitters before them, but it is not the money that interests them. They wish to leave a mark that will endure, but the dreaming is so very hard to leave a lasting impression on. Their goal is vast and even heroic if one considers it. A pity so many of them are doomed to failure. Do you wish to help one stain the dreaming, so others long after you remember your steps?

Steelhearts: The Author did not make these, but they are part of the dreaming. They dream, though it is a curious thing. I have heard the orderly thoughts of their god, watching and planning. To walk along their paths feels strange and alien, but they are dreams, and they deserve to be walked. They are a people worth knowing.

Sun Cats: Quadruped beast folk that stayed in the West. Their dreams are simple ones, and they

live as thinking animals. There is nothing wrong with that.

Twiga: Their dreams bid them to always go further, to see what is beyond the next rise. In the end, they carry this wisdom into the dreaming itself. Treat them with respect, for they walk a path close to our own, even if they do not know it.

Masakio: They were once so much more, a part of dreams vast and powerful, but they have retired to quiet thoughts of safety and solitude. If you can draw one out, treat them well and hold them close. That brightness still lingers in their souls.

Ruminants: Fellow children of the Author, they dream of running, so much that they ran into another part of the dream altogether. Even when they found safety, they still dreamt of running. They seem to have found another safe haven, but I wonder if they will eventually run from that place too.

Star Bears: Lost twins of the Big Mao. Among the first of the Author's children, their dream was of protecting their younger siblings once, but it became twisted into a nightmare of endless hunger. Maybe they will escape it one day?

Vulponies: An odd blend of fox and pony, they shapeshift as easily as breathing. They dream of adventure and fun and finding new exciting things, with no thought to dangers. Well hidden, but sometimes I still worry about them.

Depths Tembo: Our lost kin. It took us long to find them, for their dreams are distant, but we cannot yet free them from the nightmare they fell into. They are less prone to speak of their dream-walking, and more ready to fight the horrors surrounding them. One day our people will be whole again, even if not today. After all, everything is possible in dreams.

Depths Sun Cats: When our kin were swallowed by the earth, they were not alone. Sun cats fell with them, and changed just as they have. These cats are more fierce than the surface prides, hunting anything and everything. It keeps them alive, and they are content. As with their surface kin, there is nothing wrong with that.

What Other Races Think of Them

Ponykind: Another type of human, obviously. They come in many tribes, as do we. Or do you mean the little elephant folk? They live off to the

east and we rarely see them. It's strange that those two claim to be of the same herd, but then again, everything about them is strange when they sleepwalk through life. The things they talk about... But overall they're good people.

Big Mao: Fellow beast folk. They see the world as one great dream and claim sight into the dreams of others. This seems foolish to some, but there is wisdom in what the Tembo find. Listen and learn, and they will thank you for it.

Beast Folk: Wise sages who wonder the land. Welcome them if one comes along. Their fawning over expecting mothers is eccentric, but they mean well. Many Tembo become great leaders, so they must be doing something right.

Humanoids: Talking elephants. They talk a lot, and much of what they say makes no sense. Occasionally you'll hear something worth listening to, and they are skilled workers. They may be annoying and smaller than wild ones, but they're still elephants. Don't anger one if you can help it.

Cloven: Listen to what they say, even if you don't understand it. Ask questions too. Even if that doesn't help you, it makes them happy to have an engaging audience.

Dragons: Elephants? They're good eating, but these are smaller, and talk too much to be worth the meal. Of course, if you like that sort of thing... Not all of us eat talking food anyway. Let them babble in your ear if you like. Maybe you'll hear something entertaining.

Luminous Dragons: They're fascinating! Able to see into the dream realms, that must be so insightful! And confusing... Is that why they always think they're dreaming? If they sleepwalk while awake, what do they do in their sleep? Oh, right, you were asking my thoughts... I like them. They teach us and gladly want to learn when we teach them. Win win for everybody!

Flutterponies: They like us, or at least they're nice to us. Shame they have such boring colors of their own. They like us helping them find more colors. That's always good!

Gem Gnolls: Small elephants. The big quiet ones are good for work, if you can tame them, but too big for mines. These little elephants are broken in the head. The big ones are dangerous enough, but I don't want to know what a crazy one will do, even if it is smaller. Not worth the trouble of catching.

Griffons: Why should we care about sleep-walking elephants? Annoying, but harmless. They

don't do well in mountains. Probably a good thing. They can't disturb us with their talk if they can't reach us.

Impure: They don't judge us. I like that about them. They sometimes talk too much, but they give good advice if you can pick that out. They know many skills, so not bad as teachers.

Krava: I wonder if they escaped the humans as we did? I heard that their wild kin are used for labor sometimes. The Tembo are a wise people, if unusual in their habits.

Phoenix Wolves: Talkative at times, but they respect us. They claim to see into dreams, weird, but who are we to judge? Do they really understand us? Who knows. But at least they act like it. Respect them in kind.

Purrsians: They claim we don't really want money? Are you sure they're not crazy, despite how wise they are? Knowledge may be power, but it doesn't glitter and buy the finer things in life.

Sun Cats: They travel lands unknown to us, or so they say. Wise, strong, and tightly bound in their families; treat them with the respect they deserve, and they will return it in kind.

Steelhearts: They are an enigma. Where do they gain the knowledge they have? Some of them claim to have heard Maze, yet they are clearly not us. More study is required. At least they are more willing than most to allow it from us.

Vulponies: They're fun to be around, even if they are a little slow. They always have something to say and new stories to tell. Weird how they think they're always asleep. Or maybe they are? I can't tell.

Ruminants: I find it disturbing that they can see into our dreams, no matter what other wisdom they claim to have. Perhaps the elders know a way to prevent that...

Star Bears: They're not ponies, so why should I care? They're food, but they have no Brands of Destiny to take. Ponies taste better anyway.

Depths Tembo: Our kin on the surface are far away in the dream. We can speak to them, but are glad of the distance, for they avoid the nightmares down here. They are more open with strangers, able to share their wisdom, but we can't afford that luxury. May they continue to have such peace, until our paths through the dream are united once more.

Depths Sun Cats: The elephants? Good hunting, and good blood offerings for the Sun

King and Hunter. Respect their strength and wits, but never forget that they are prey. We took the ritual from them that keeps the Sun alive and improved it, but some cats will tell you it's a team effort between our two races. Huh? What do you mean there are sun cats and tembo on the surface? What surface? What? There's another world up above that we don't know about? And a sun that never goes out? You must be crazy to believe such a thing.

Tembo Feats (PF)

Advanced Lucid Dreaming

When you walk in dreams waking, taking hold of the reality you know to be fake and changing it becomes possible.

Prerequisites: Lucid Dreaming, tembo.

Benefit: Once per day, you can create an illusion as a spell-like ability. The type of illusion created allows you to weave an illusion spell with a spell level (as found on the sorcerer/wizard spell list) no greater than 1/3 of your character level (0-level spells are cantrips). You must concentrate on this effect and it ends if you stop doing so or when its duration expires, whichever comes first. Charisma is your casting ability for these effects and the caster level is equal to your character level.

All Dreams

The flow of one magic to another is just one dream from the next, but they are all dreams.

Prerequisites: Tembo, ability to cast spells.

Benefit: If you prepare spells, you may prepare one spell at each spell level with a spell not found on your class spell list. You treat these spells as being on your class spell list at the highest level they can normally be cast. You may only prepare spells that are of a level equal to or lower than half of your spellcasting class's key ability modifier. If your class uses a spellbook or has a similar feature, you must first learn and record the spell as normal. You can learn spells from any type of scroll.

If you do not prepare spells, when you exchange or learn spells, you may select one spell at each spell level that is not found on your class spell list to be added to your spells known. You treat these spells as being on your class spell list at the highest level they can normally be cast. On taking this feat, you may immediately

exchange one spell for this purpose. You may only select spells that are of a level equal to or lower than half of your spellcasting class's key ability modifier.

You may not choose spells that are limited to a specific race unless you qualify as that race.

Big Steps

Once your kind towered over most others, their approach impossible to miss.

Prerequisite: Tembo.

Benefit: When performing a successful overrun combat maneuver, you trample those in the way, allowing you to deal damage with an unarmed or natural attack of your choice. This also triggers other effects besides damage, if the weapon has them.

Connections Between Dreams

The path of the tembo is that of many paths. You seem to walk along another race's.

Prerequisite: Tembo.

Benefit: Pick another race. You qualify as that race for selecting feats, spells, traits, and favored class bonuses. You immediately gain a feat that requires the selected race.

Special: If a feat, trait, or favored class bonus requires anatomy you do not have (such as wings), it does not function.

Cushioned Steps

Despite your size, you remain amazingly quiet.

Prerequisites: Tembo, Large size or larger.

Benefit: Your size no longer applies a penalty to Stealth checks. If Stealth was not a class skill, it becomes a class skill. If Stealth already was a class skill (or later becomes one from some factor outside this feat), you instead gain a +2 bonus to Stealth.

Dreamwalker

To travel between planes is as close as most come to walking the dreamlands.

Prerequisites: Character level 5th, tembo.

Benefit: When on an earth-aligned plane, you gain a burrow speed equal to your land speed. When on a water-aligned plane, you gain a swim speed equal to your land speed. When on an air- or fire-aligned plane, you gain a fly speed equal to your land speed with average maneuverability. When gravity is changed, you move with its flow and take no harm directly as a result. When movement is based on will, you are always

considered to have succeeded the roll to move.

Grass Stomper

Your heritage speaks of great physical size, and this has come to fruit in you, the spirit urging your body to a sudden surge in growth.

Prerequisites: Character level 10th, tembo.

Benefit: Your size increases by one category (typically to Large). Your Strength increases by 2 if it was below 18, otherwise it increases by 1, then it increases again in the same manner (if you had 17 Strength, you would increase it to 19, then to 20). Any equipment you were wearing or using at the time you take this feat also increases in size.

Lucid Dreaming

When you know you are asleep, you can control yourself.

Prerequisite: Tembo.

Benefit: When your actions are not yours to determine (due to being possessed, dominated, confused, or similar), you have a 50% chance every round of acting normally. You are aware of the loss of control both during and after the event unless other effects would interfere with your memory.

Nightmare Resistance

Not all dreams are pleasant, but none need be turned away from.

Prerequisite: Tembo.

Benefit: When making a Will saving throw against a mind-affecting effect, a successful saving throw negates the effect if it would normally reduce it.

Prophetic Dreams

Future, past, present; all are the same in dreams.

Prerequisites: Wisdom 13, tembo.

Benefit: With deep meditation, or a good night's sleep, you welcome dreams pertinent to the present and future to come to you, allowing you to imitate the effects of *augury*, but always with success. You can do this once per week. At 10th level, your ability to weave dreams becomes more intense, increasing to replicate the effects of *divination* instead.

Sleepwalker

To perform magic comes naturally when you realize you walk in a dream.

Prerequisites: Character level 5th, Tembo.

Benefit: Select a spellcasting class that can cast 9th-level spells. You can cast and gain spells as this class, as well as prepare spells as this class as appropriate. You gain one 0-level spell and spell slot and one 1st-level spell and spell slot. You do not gain bonus spell slots per day for having high ability scores. If the class must prepare spells before casting, you learn one additional spell at each level. If the class does not prepare spells, you gain one additional spell slot of each level. Your caster level for these spells is equal to your character level -4.

Special: You can gain this feat multiple times, at 10th level and 15th level. At 10th level you gain one 2nd-level spell and spell slot. At 15th level you gain one 3rd-level spell and spell slot.

Tembo Feats (5e)

Sleepwalker

Prerequisite: Tembo

Though life may be but a dream, few understand this properly or can take advantage of it.

You gain the following benefits:

- Your Charisma or Wisdom increases by 1.
- When making a Charisma, Wisdom, or Intelligence saving throw and succeeding, if the effect would normally be reduced, it is instead entirely negated for you.
- You can weave illusions with a thought, replicating the effects of *silent image*. You use Charisma as your casting ability. Once you use this ability, you can't use it again until you finish a short rest.

Tembo Ancestry Feats (PF2)

1st Level

Jeweled Tusks

FEAT 1

Tembo

You gain a gore unarmed attack that deals 1d4 bludgeoning damage. Your gore is in the brawling group and has the finesse and unarmed traits. This attack may be enhanced individually with weapon runes.

Sharp Minds

FEAT 1

Tembo

You become trained in two skills of your choice.

Sharp Nose **FEAT 1**

Tembo

You gain scent as an imprecise sense with a range of 30 feet.

Steady Advance **FEAT 1**

Tembo

Ignore the reduction to your Speed from any armor you wear. In addition, any time you're taking a penalty to your Speed for some other reason (such as from the encumbered condition or from a spell), deduct 5 feet from the penalty. For example, the encumbered condition normally gives a –10-foot penalty to Speed, but it gives you only a –5-foot penalty. If your Speed is taking multiple penalties, pick only one penalty to reduce.

5th Level

All Dreams **FEAT 5**

Tembo

You gain one multiclass archetype feat that grants basic spellcasting.

Connections Between Dreams **FEAT 5**

Tembo

Select any other ancestry. You qualify as that ancestry for future ancestry feats. You immediately gain a 1st-level ancestry feat from that ancestry.

Cushioned Steps **FEAT 5**

Tembo

You become trained in Stealth. If you were already trained in stealth, you become trained in one skill of your choice. If you were going to suffer a penalty to stealth due to size, you ignore it.

Dreamwalker **FEAT 5**

Tembo

When on an earth-aligned plane, you gain a burrow Speed equal to your land Speed. When

on a water-aligned plane, you gain a swim Speed equal to your land speed. When on an air- or fire-aligned plane, you gain a fly Speed equal to your land Speed. When gravity is changed, you move with its flow and take no harm directly as a result. When movement is based on will, you are always considered to have succeeded the roll to move.

Lucid Dreaming **FEAT 5**

Tembo

When your actions are not yours to determine (due to being possessed, dominated, confused, or similar), make a DC 10 flat check at the start of each of your turns. On a success, you act normally for that round. You are aware of the loss of control both during and after the event unless other effects would interfere with the memory.

Prophetic Dreams **FEAT 5**

Tembo

Frequency one per week.

With deep meditation, or a good night's sleep, you welcome dreams pertinent to the present and future to come to you, allowing you to imitate the effects of *augury*, but always with success.

9th Level

Magic of Dreams **FEAT 9**

Tembo

Prerequisites All Dreams

You gain any one 9th-level or lower feat of the same class as you selected with All Dreams.

Nightmare Resistance **FEAT 9**

Tembo

When you make a Will saving throw against an enchantment effect, treat success as a critical success.

13th Level

Dream Sorcery **FEAT 13**

Tembo

Prerequisites All Dreams

You gain an archetype feat in the same class you chose for All Dreams that gives expert spellcasting.

Grass Stomper

FEAT 13

Tembo

Your size increases by one category (typically to Large). You gain a boost to Strength. Any equipment you were wearing or using at the time you take this feat also increases in size.

Tembo Race Traits (PF)

Only tembo can select the following race traits.

Half-Asleep: You have a sleepy look in your eyes that never seems to entirely fade even at your most active. Residing between states, you are not considered helpless when sleeping, nor do you become prone when forced to sleep.

Jeweled Tusks: You have taken the time to decorate and fortify your tusks, granting you a natural gore attack. You may enchant this natural weapon as if it were a masterwork piercing weapon.

Layered Vision: Dreams stack on dreams.

You recognize bits of dreamstuff more easily than most. When you end a turn within reach of an illusion, you may make a saving throw to disbelieve without specifically interacting with it.

Natural Trumpet: You can be quite loud when you care to be. Audible effects you create (including all sonic and language-dependent effects, and any effects that depend on hearing you) have their range increased by 25%. This does not stack with other effects that increase the range of your effects.

Tembo Favored Class Options (PF)

All: Gain a +1/5 bonus to Will saving throws. Any tembo character can choose this bonus upon gaining a level in their favored class.

All: Add 1/2 to the caster level of the favored class, to a maximum of the character's total level. Any tembo character can choose this bonus upon gaining a level in their favored class.



Twiga

“Across the open plains, the only mirror one finds is internal.”

The Twiga are a beast folk and created using the beast folk rules, with the deviation in having the three sub races to choose from at the end.

Twiga Racial Traits (PF)

+2 Intelligence, +2 Strength, -2 Charisma: Twiga are soft spoken and though eager to be involved with others, have a hard time expressing themselves, though it doesn't stop them from trying. Powerful of mind and body, they lope confidently.

Beast People: Twiga are fey with the beast people subtype.

Medium: Twiga are either Medium creatures and receive no bonuses or penalties due to their size.

Fast Speed: Twiga have a base speed of 35 feet.

Low-Light Vision: As with most fey, twiga can see twice as far as humans in dim light.

Browser: Built to survive on tall plants, twiga have powerful horns and a sharp nose to protect themselves.

Horned: Twiga have a primary gore attack that deals 1d4 piercing or bludgeoning damage (1d3 if you are Small).

Scent: Twiga have the scent ability with a range of 30 feet.

Strider: They are faster than many other beast folk, but not prone to great bouts of speed.

Languages: Twiga speak Common and the Sylvan of Everglow. Especially intelligent beast people may select elemental languages (Aquan, Auran, Ignan, or Terran) or fey languages (Elven or Gnome) as bonus languages.



Twiga Racial Traits (SF)

Ability Adjustments: +2 Str, +2 Int, -2 Cha

Hit Points: 4

Size and Type: Twiga are Medium fey with the beast people subtype.

Fast Speed: Twiga have a base speed of 35 feet.

Twiga Senses: Twiga have blindsense (scent) with a range of 30 feet, as well as low-light vision.

Browser: See page 43.

Horned: See page 43.

Strider: See page 43.

Twiga Traits (5e)

Ability Score Increase. Increase your intelligence by 2 and your strength by 1.

Age. A twiga lives about the same amount of time and matures at about the same rate as a human.

Alignment. Twiga tend towards neutrality with good tendencies, preferring to lend a helping hand if they can do so.

Size. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Browser. You have a natural gore weapon. It deals 1d4 piercing damage. You are proficient with it.

Scent. You have advantage on Wisdom (Perception) checks based on scent.

Strider. You are faster than many other beast folk, but not prone to great bouts of speed.

Languages. You can read, write, and speak Common and Sylvan.

Sub Races

Twiga may select a sub race.

Solid Footed

They appear as tiny versions of wild giraffe, with four legs and a long neck.

(PF)

Fingerless: See fingerless rules.

Four-Legged: Solid footed twiga gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms. Their height is reduced by 25%.

Long Neck: Solid footed twiga have an extra 5 feet of reach with their mouth or things held in their mouth.

(5e)

Fingerless. You may use your mouth as one hand.

Four Legged. Being a four-legged creature, you can bear greater weights (50% more) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage. Decrease your height by 25%.

Long Neck. You have an extra 5 feet of reach

with your mouth or things held in your mouth.

Plain Dancer

Tall and slender, the two-footed twiga are known for being sharp of mind, their heads high to give perspective.

(PF)

Tall: Plain dancer twiga are taller than normal. Their height is increased by 25%.

Sharp Mind: Choose any skill; it becomes a class skill for you.

(5e)

Tall. Increase your height by 25%.

Sharp Mind. You gain proficiency with one tool.

Squatter

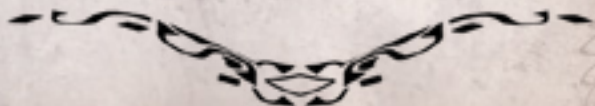
A curious blend, shorter than the dancers, but taller than the solids with just as many legs. These tauric twiga are the most alien to outsiders.

(PF)

Tauric: Squatter twiga have four legs and two arms in a tauric configuration. Having four legs allows them to have a +50% carrying capacity and grants them a +4 bonus to CMD against trip attempts.

(5e)

Tauric. You have four legs and two arms in a tauric configuration. You can bear greater weights (50% more) than a human of the same strength without being encumbered. Any roll to avoid becoming prone is made with advantage.



Twiga (PF2)

Hit Points

4

Size

Medium

Speed

30 feet

Ability Boosts

Intelligence

Strength

Free

Ability Flaw

Charisma

Languages

Common

Sylvan

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aquan, Auran, Ignan, Terran, Elven, Gnome, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Fey

Beast Folk

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Twiga Heritages

Twiga come in three notable forms, all welcomed as twiga.

Solid Footed

You are four-legged, appearing as a small wild giraffe before one notices any clothing and the words that come easily from you. You gain the fingerless quality. Your bulk capacity is increased by 25%.

Plain Dancer

Tall and slender, you are known for being sharp of mind, your head high to give perspective. You become trained in the skill of your choice.

Squatter

You have four legs and two arms in a tauric configuration. Your bulk capacity is increased by 25%.

Twiga Power

Attuned to natural forces that roar within them as other beast folk, the Twiga are a gentle race of herbivores. Capable of eating meat, but usually abstaining, they subsist on fruits and vegetables they can find high above the ground that other races would need to climb or to get a ladder to reach. Their preference for higher plants can allow them to subsist on the land being used by another tribe with less friction than usual, sometimes even trading their high-borne bounty for the

low prizes that others may find.

Swift of foot and mouth, they are quick to strike up a conversation when the opportunity presents itself but are often not as adept at controlling where the conversation leads. They can talk themselves into things, leading to trouble, especially around more socially powerful races that can easily lead their racing thoughts in new directions, causing Twiga trouble. Despite this, most continue to approach and talk. They cannot help but want to be with others and interact with them, skilled at it or not.

When pressed into battle, Twiga are strong and able-bodied, capable of ramming their heads into any that displease them if they're not wielding sharp blades, possibly both at once in an intimidating display of prowess when it works. Solid footed twiga use their necks to great effect, reaching farther than most would expect to keep their enemies at a distance.

Twiga Naming

Twiga prefer to make names out of their own personal words. Though they speak Common and Sylvan, sharing linguistic roots with Tembo and Masakio, their race shares a creole all of its own and only share the meaning of their names with trusted ones.

Female Names: Shani, Adea, Banou, Johari

Male Names: Bakari, Elewisa, Kenyatta

Table: Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Modifier
Twiga	4 ft. 5 in.	120 lbs.	2d6	x6 lbs.

Table: Random Starting Ages

Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Twiga	14 years	+1d4	+1d6	+2d6

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Table: Age Categories

Race	Middle Age	Old	Venerable	Maximum Age
Twiga	37 years	55 years	75 years	75 years + 2d20

A Brief History of Twiga

As the beast races dispersed among humanity, the twiga were one of the first to try to live as any other. They tried to move into human cities, live on human farms, and generally acted as any other human that did not have a fur coat or a swaying tail. Even the four-legged Twiga would appear in human settlements with a kind smile and equally gentle words, trying to find a place among so many others.

Their kindness did not work well for them, as avarice and fear turned against them. As the other beast folk scrambled to defend what was theirs, the twiga never had a place to call their own. They found the Untamed Lands almost by accident, wandering there after finding their lives unsatisfying by and large in other places. Freed to wander the plains of the Untamed Lands, they found a new peace in themselves, even if they still preferred to find any others and try to learn of them.

The settlements of the lands are a popular place for them to visit, even if many wander away in time, bidden by unseen forces to continue wandering and exploring. The other races welcome their presence, for a twiga rarely carried bad tidings, and were a friendly people by and large. Offer one an apple and a good story and you've earned a friend for a long as you don't abuse that trust.

Life of Twiga

The warm souls of the Twiga find love as freely as they move. It is as often among others of their

own kind as it can be other species. Their blood is considered quite 'strong', as any children that produce from such unions are 80% likely to be twiga despite whatever other species is involved, even other powerful breeders such as dragons tend to be entirely twiga with nary a hint of the other parent save eye colors, which will almost always take after the non-twiga parent if there is one.

The only concession to this is the body type of the other parent, which helps determine if the child will be born with two legs or four and with hooves or hands. Twiga themselves do not seem to mind if their offspring has a different body type than themselves, as they see all three types of twiga as being equally kin and equally blessed, in subtly different ways.

Mother or father, a twiga often like to roam, and may have moved away from the other parent unless they agreed to wander with the twiga. Twiga do not mind, and warmly welcome, such traveling companions and will gladly accept a partner as a permanent part of their life, provided they do not try to stop the twiga from moving as the winds guide them.

If a twiga ends up alone with a child, they will not allow the child to leave their sight, foraging and wandering with the calf never more than an arm's length away at a time. It is during this period that a twiga is most fierce, ready to leap to the aid and defense of their progeny and possibly getting into fights with perceived threats, real or imagined. Only other twiga or especially understanding friends can sooth these feelings and join in the rearing and protection of the child.

With companionship, be it the other parent or trusted friends, a twiga takes a more relaxed view of things, sharing child-rearing duties with others in their social circle. A group of twiga always has at least one minding to the young as others forage and return with sustenance. In city settings, they coordinate their work schedules so that someone is always at home with them as the others earn their pay. In either event, a twiga calf will never know a time when it is truly alone until they are at least ten summers old.

Such a youth has learned all their parent can impart of the basics of survival, but it is then time for them to begin specializing. If a member of the twiga's social circle has the skill the calf desires, they begin being tutored and remain with their parent, otherwise they may be left in the care of a tutor or as an apprentice to gain the skills they desire. If they are left, or complete their training with a mobile friend, they are considered an adult and a cheerful and teary parting celebration is had. Neither make promises to follow the other, but should their paths cross, there will be happiness.

During the time of training, a twiga becomes typically becomes the most focused they ever will be, dedicating themselves entirely to the task and not exhibiting the wanderlust that would come to dominate much of their later years. Eager students, their minds devour the facts thrown at them and they quickly catch up with other similarly aging creatures that may have started their education earlier. This moment of intense mental development passes as quickly as it came. When a twiga has proficiency with their chosen profession, the need to move returns.

Most wander away, traveling across the Untamed Lands and beyond it (though always returning to its relative safety) in pursuit of new experiences and people. Some few can satisfy that urge by taking up residence in a great city, dedicating themselves to always meeting new people in it, even if the streets they walk are largely the same from one day to the next.

It is in this blissful state of discovery and movement that Twiga spend most of their days. Even as age begins to draw at them, they pay it little heed. Only when they reach their venerable years does a twiga's desire to move begin to wane beneath that of their ability to actually do it. With every passing year, a twiga becomes more and more likely to return to the place they found the

most comfort and beauty. There they gladly share tales of the many places they've seen.

A twiga will wander one last time, when they feel the shadow of death on them. They will move away from others, seeking a quiet and peaceful place to lay down one last time, to begin a new journey in their next life. Other twiga do not interfere with the bodies of their fallen, but also do not interfere if others do. To them, once someone is dead, they have moved on, and the body is nothing but inert material, to be ignored as any other carcass might be. Their journey is never truly over.

Twiga Religion

The Twiga acknowledge all gods, but do not believe they need service them. Beings of such great power surely have little need for the wandering twiga, and they see only need in the call of the wind and the draw of the next encounter. They are respectful to any religion that does not try to bind them, attending masses if they can come in peace and leave much the same way. During these visits, an individual twiga may decide they favor a particular god or faith, but that is a personal decision, not shared by the race as a whole.

Stereotypes of Other Races

Ponykind: What a curious and distant cousin. They see the solid footed as kin, yet grow more confused the more like man we become, but we are all twiga. Come gently, and they will not harm you.

Big Mao: They are people of the beasts, as are we. They rallied themselves to protect what is theirs, as the Untamed Lands, but far to the east. We would welcome them as kin, and they would gladly have us.

Cloven: Polite goat beast folk, though they would deny being of beasts. The obvious seems plain to us, but it is rude to insist.

Flutterponies: They dance with the ponies, but are not ponies themselves, hoping to be disguised in similarity. A valid survival strategy, and a vibrant people.

Gem Gnolls: They will capture you and hold you in darkness if you let them. Don't.

Griffons: Proud fey of the mountains, our paths rarely cross.

Humans: Where the beast does not dwell, we

share much with humans. The more human of us feel a kindred with them, but that feeling is not always returned. Tread carefully in their busy cities.

Dragons: Great, powerful, and covetous; beware the passing of dragons, for they often find our gentlest approach to be irritating.

Dwarves: Isolated and distant, if you see one, say hello. Perhaps you will earn a new tale for it.

Krava: Beast folk, but four-legged all. They fled human's controlling touch, and we can understand that wish. They live with the ponies, who seem to ignore the cows among them. How kind of the ponies.

Impure: An example of how ponies are sometimes unkind. The donkeys are shunned and blamed for everything wrong. Judge the donkeys for who they are and on their deeds, not by what they are, if you meet one. They'll appreciate the kindness.

Masaiko: Shy secrets of the sands, they are wonderful people when you can coax one out to speak for a moment.

Orcs: They dwell just west of the Untamed Lands and mount raids when they feel we, the beast folk, are not ready. The twiga do not often play a part in this defense, but be careful in approaching them, for they see the beast folk as competitors at best, and cattle the rest of the time.

Phoenix Wolves: They are not beast folk, born of another world entirely. You can see the hunger to wander again its fiery turf.

Beast Folk: We come in so many varieties, I struggle to place one thought on them all. Take each individually and avoid making broad strokes, for they will surprise you.

Purrsians: Feline folk with wings they prefer to not need. Were they a combination of a griffon and a sun cat? It would answer some questions. Mind your purse when they are near. They will reach for it from in front of your face and while your back is turned.

Steelhearts: Fusions of living and unliving, they are confusing to me, and are so bound to one place. As night and day, we belong to the same world, but not together.

Sun Cats: So many of the beast folk of the west walk on all fours, but they are honest to their beast. They are as lions, proud in their groups. Respect them and they will greet you kindly.

Tembo: They love to speak, and they seem to

not only tolerate our missteps but welcome our presence. If you meet a tembo, speak freely, so they are good friends by and large, and they wish to hear what we've seen as eagerly as they wish to share what wisdom they have.

Zebra: Kin of ponies, I love to hear them talk in their many tongues. They understand the desire to always be seeking, and I can feel a connection between us. They welcome our presence and I would suggest you return the favor, for they will prove true.

Vulponies: They too feel the call to roam, seeking adventure and excitement. We don't see them unless they want it, but they always have a new tale to tell. They don't mind mistakes of ours, but this attitude can make them heedless of danger at times, so be careful when traveling with one.

What Other Races Think of Them

Ponykind: One of the strangest eastern people I've ever seen. Some are clearly a tribe of human, but others are a tribe of centaur. There's a third group which are small giraffe fey, but all of them claim to be Twiga. They are kind and gentle wanderers. Treat them well if you meet one, no matter which type you run into.

Zebra: They may not speak as many languages as we do, but they are a joy to travel with. If you meet one seeking, they will prove a true friend.

Big Mao: Wondering beast folk, always ready with tales of their journey and eager to hear more. Welcome them with open arms, for they are gentle folk.

Beast Folk: Big-hearted and ever roaming, they always have something new to say. Welcome them and enjoy their company while they remain. Do not be sad when they go, for they will come back eventually.

Cloven: They are kind folk and try their best to be polite, but sometimes they mess up. Help them to improve and they will be grateful to you.

Dragons: Giraffes now? Why do you keep asking me about things I don't care about? The twiga are annoying things. Avoid them if you can, drive them off if you can't. Or eat them. Makes no difference to me.

Flutterponies: They love talking as much as we do! They even love our colorful clothes, which is also good! Their spots are nice and all, but you

can never go wrong with more color. I'm glad we can help with that.

Gem Gnolls: Finally! You ask about something worth catching! The giraffes make as good slaves as any other, no matter which type you get. But they are fast and always on the move. Best to catch in their sleep.

Griffons: They're nice. If you like that sort of thing. They remind me of the cloven, but more chatty and always traveling.

Humanoids: As beast folk go, they're just as unsettling as the rest. Overall harmless, if too chatty at times. At least they never stay for long.

Impure: They have kind hearts, and try not to judge. Don't take it personally if they say the wrong thing. You'll find it's always an accident and they'll be all torn up over it.

Krava: They tried living with humans, and it didn't work out. Willing to make friends with everyone, I worry it will get them into trouble some day.

Phoenix Wolves: They share our desire to travel, but don't always know to leave us alone. Be patient if you can, and stern when you tell them to leave. The silly things mean well despite their flaws.

Purrsians: They would make excellent traders with all their travels if they knew how. Maybe that's a good thing that they don't. We can have them as customers instead of competition.

Sun Cats: They know the call of the open plains, the love of dancing under the sun. Treat them kindly and invite them to share stories, and you'll have a good friend.

Steelhearts: Fascinating that they have such different variants. They will let you study them as long as you keep them company, but they will always leave. This is good, and will give you new data when they return.

Vulponies: They love adventure! Great friends to travel with, and always ready to swap stories. Sometimes they worry too much about things on and off the road. That's part of the excitement!

Twiga Feats (PF)

Beneficial Symbiosis

Birds love to perch atop the tall heads of twiga, helping groom and keep them pest free.

Prerequisites: Familiar or animal companion that is a bird, twiga.

Benefit: Your avian friend requires half the normal amount of food and you gain a +2 bonus to saving throws against diseases. This increases to +4 against any disease transmitted by an attack that deals piercing damage. While perched, your bird is very unlikely to misbehave or bother others, allowing you to take it into places where such creatures may normally be barred.

Big of Heart (Combat)

Some twiga grow over their lifespan, as if trying to reach the heights of their beastial kin.

Prerequisites: Character level 5th, Long Neck or solid footed subrace, twiga.

Benefit: You increase in size (typically from Medium to Large) and your Strength increases by 2 if it was below 18, otherwise it increases by 1.

Dancing Step (Combat)

Every step is like a dance, even in the midst of combat.

Prerequisites: Dodge, twiga.

Benefit: When you are attacked, you may move up to your movement rate as an attack of opportunity. This movement does not provoke an attack of opportunity from the creature that originally attacked you. This does not help you avoid the attack.

Long Neck (Combat)

All twiga have long necks, but some measure longer than others, with arms to match on their narrow frames.

Prerequisites: Twiga, not solid footed.

Benefit: Your reach is extended by five feet.

Savannah Stride (Combat)

Across flat terrain, the twiga can become capable of tremendous bursts of speed, though it is quite tiring and saved only for emergencies.

Prerequisite: Twiga.

Benefit: You may move twice as far as normal when running. You may move at this rate for a number of rounds equal to 1 + your Constitution modifier per day. If you use up all your rounds of this movement, you become fatigued.

Special: If you are using stamina rules, you may spend 5 points of stamina instead of one of your normal allotted rounds.

Twiga Feats (5e)

Towering Long Neck

Prerequisite: Twiga

You have grown fully into your twiga ancestry, your form large and impressive.

You gain the following benefits:

- Your Strength or Constitution increases by 1.
- You gain 25% more height and your weight doubles.
- You may wield weapons intended for Large creatures.
- You can reach people from five feet further away than usual.
- When you take a dash action, you may move up to four times your movement instead of the usual two times. Once you use this ability, you can't use it again until you finish a long rest.

Twiga Ancestry Feats (PF2)

1st Level

Beneficial Symbiosis **FEAT 1**

Twiga

Prerequisites an animal companion or familiar that is a bird

Your avian friend requires half the normal amount of food and you gain a +1 circumstance bonus to saving throws against diseases. This increases to +2 against any disease transmitted by an attack that deals piercing damage. While perched, your bird is very unlikely to misbehave or bother others, allowing you to take it into places where such creatures may normally be barred.

Furred Horns **FEAT 1**

Twiga

You gain a gore unarmed attack that deals 1d4 bludgeoning damage. Your bite is in the brawling group and has the finesse and unarmed traits.

Sharp Nose **FEAT 1**

Twiga

You gain scent as an imprecise sense with a range of 30 feet.

5th Level

Big of Heart **FEAT 5**

Twiga

Your size increases by one category (typically from Medium to Large) and you gain an ability boost to Strength. Any equipment you were wearing or using at the time you take this feat also increases in size.

Dancing Step **FEAT 5**

Twiga

Trigger You are attacked with a melee weapon. When you are attacked, you can dance away. You may Stride. This does not cause reactions from the trigger of this reaction and does not interfere with the triggering attack.

Bird Perch **FEAT 5**

Twiga

Wild birds find you a suitable perch, landing on your head and enjoying themselves for a time before taking off without warning. You can whisper a message to these passengers, compelling them as if using *animal messenger* though without having to offer any food other than the use of your head they have already accepted.

These birds immediately take flight when danger rears its head. You and your allies who begin a combat within 30 feet of you gain a +1 circumstance bonus to attempts to Seek them in the first round and for rolling initiative.

Long Step **FEAT 5**

Twiga

Your legs are long and powerful, allowing you to make great strides when you wish. You may skip a 5-foot square while performing a Stride, stepping over it for the cost of 15 feet of movement. You must arrive at the next square before skipping again and may not skip several squares immediately adjacent to one another.

Savannah Stride **FEAT 5**

Flourish Twiga

You can move surprisingly quickly for such an interestingly shaped beast. You may stride twice.

9th Level

Long Neck

FEAT 9

Twiga

Your reach extends by five feet.

Internal Mirror

FEAT 9

Twiga

Twiga love to socialize but aren't very good at it. You spend much time reflecting on what worked, and what did not. When attempting a Deceit or Diplomacy check against a creature you know you've failed against previously and have spent at least an hour considering the encounter, you gain a +1 circumstance bonus on the roll.

Twiga Race Traits (PF)

Only twiga can select the following race traits.

Bird Perch: Wild birds find you a suitable perch, landing on your head and enjoying themselves for a time before taking off without warning. You can whisper a message to these passengers, compelling them as if using *animal messenger* though without having to offer any food other than the use of your head they have already accepted.

Danger Spotter: Your graceful neck and legs serve many purposes, spotting danger among them. When you would normally be surprised and take no action, you still get a turn, but can only use it to flee the source of danger as best you can.

Internal Mirror: Twiga love to socialize but aren't very good at it. You spend much time reflecting on what worked, and what did not. When attempting a Bluff, Diplomacy, or Sense Motive check against a creature you know you've failed against previously and have spent at least an hour considering the encounter, you gain a +2 trait bonus to the check.

Long Step: Your legs are long and powerful, allowing you to make great strides when you wish. You may skip a 5-foot square, stepping over it for the cost of 15 feet of movement. You must arrive at the next square before skipping again and may not skip several squares immediately adjacent to one another.

Twiga Favored Class Options (PF)

All: Add 1 foot to the character's base speed. In combat, this has an effect only for every five increases in base speed.

All: Learn two languages (except secret languages).



Many Races

There are countless variations of beast folk. They recognize one another in the Untamed Lands as kin and brother, even if they sport the blessing of different animals. Even those that follow the same animal can hear its cry differently in body and spirit, giving rise to subtly different sub-species within a tribe. The races here are all beast folk and are meant to be constructed using the beast folk rules found in Hybrid Blood. These give some names and suggestions for them but should not be assumed to cover all of them.

Blue Feathers

The Blue Feathers are a tribe of bird beast folk that roam the Untamed Lands. They come in different shapes and configurations, from humans with what seem like cloaks of feathers to what seem like entirely bestial birds until they begin speaking or happen to be sharply dressed. Like some others, they are a nomadic tribe and have no central place of gather. Despite their name, they are not always blue, but ones that are not tend to openly carry a token of a blue feather.

Preferred Diets: Jaws, Generalist, Skilled, Tooth and Claw (their claws being talons)

Preferred Mobilities: Flyer, Ambush, Strider

Power

Blue Feathers are a diverse group that find strength in adaptability. They have no strong ties, but also do not become entrenched in any one place or among any particular people. They come and go as their hearts guide them, seeking better fortunes where it can be found without hesitating to leave unfavorable conditions behind.

History

The Blue Feathers formed deep within the human lands. They were messengers and scouts and worked for the highest coin. They forged no home and owed no allegiances but to whomever was paying them at the moment. As the Untamed Lands became increasingly beast folk controlled, they began to congregate there, where life was easier in some ways. They could continue their mercenary and wandering ways without being insulted in the local tavern for having feathers.

Life

For all their lack of ties, family is one thing they take seriously. Partners who become serious stay together, wandering onwards, but becoming fixed to one another. Should a child result, they will take the young one with them and raise them with care, educating them on how to make ends meet without a permanent home to call to. It is said they and the twiga are good friends, for they both understand the idea of considering the world as one vast place that they belong to.

Blue Feather Feats (PF)

Such feats are common among tribal members, though they can be taught to others who have the proper anatomy to make use of them, or even discovered separate of them by those clever enough.

Flying Feathers

With a sudden flap of feathers, flight capable or not, the situation can become hard to follow.

Prerequisite: Flyer mobility or winged flight.

Benefit: As a move action, you can distract foes within 10 feet of you. You provoke attacks of opportunity from any enemy within this range and if any attacks you as a result, you gain a 50% miss chance against the attack. Any enemy who is provoked and wishes to attack may step 5 feet closer to you to do so without provoking an attack from the movement. Those who attack you and miss are rendered flat-footed until the end of your next turn. Those who do not attack you still lose an attack of opportunity as if they had made one.

If there is only one enemy within 10 feet of you, they become the focused effort of distraction, causing the effect listed above and forcing them to make a Perception or Sense Motive check (whichever is higher) against your own Bluff check. If you match or beat their roll, they become staggered for one round.

Steady Withdraw

One of the primary advantages of flight is mobility. Who says you have to wait your turn?

Prerequisite: Flyer mobility or winged flight.

Benefit: Whenever an enemy moves towards you and you start being threatened by one or more of its weapons (natural, manufactured, or otherwise), you may spend an attack of opportunity to move away from it as a free action (even if it's not your turn, up to half your fly speed). This

movement provokes attacks normally, but not from the creature that triggered it. This movement must be flight.

Blue Feather Feats (5e)

Feathered Mobility

Prerequisite: Flyer mobility or winged flight

With darting erratic flying motions, you can protect yourself from harm and distract enemies.

You gain the following benefits:

- Your Dexterity or Constitution increases by 1.
- When an enemy approaches you and you enter the range of its melee weapons, you may use a reaction to move away from it up to your fly movement speed. This could cause reactions from creatures other than the one that triggered this.
- You may distract enemies around you as a bonus action. Any enemy within 10 feet of you that fails a Wisdom saving throw against 8 + your proficiency bonus + your Dexterity modifier gains disadvantage to attack rolls until the end of your next turn.

Blue Feather Feats (PF2)

Such feats are common among tribal members.

Flying Feathers

FEAT 2

Uncommon Class Manipulate

If any creature attacks you as a reaction to using this ability, make a DC 11 flat check. On a success, they miss. Any creature that wishes to make a reaction may step 5 feet closer to you to do so without causing reactions themselves. Those who attack you and miss are flat-footed until the end of your next turn. You can focus on a single enemy within 10 feet instead, forcing them to roll Perception vs your Deception DC. On a failure, they become slowed 1 for one round. On a critical failure, they become slowed 2 for one round.

Steady Withdraw

FEAT 6

Uncommon Class

Trigger An enemy moves towards you and you enter the range of one or more of its melee attacks.

You fly away from the triggering enemy up to half your fly Speed. This movement can cause reac-

tions, but not from the triggering enemy.

Dragon's Mask

These reptilian beast folk claim their lines lead back to true dragons, though there is little solid evidence to support their claims. Despite this, they are fiercely proud of themselves and tend to look down on others without draconic blood in them. They are not difficult to get along with but are also not shy about reminding just how great they are.

Preferred Diets: Generalist, Jaws, Skilled

Preferred Mobilities: Ambush, Aquatic, Slider, Tunneler

Power

Those of dragon's mask enjoy a strong sense of self, separating them from the rest of the world and its confusion. Confident and proud, these reptiles seem free of much of the hesitation that can overtake other tribes at times. This confidence can backfire spectacularly if they get a foolish notion and refuse to turn away from it until it becomes painfully apparent.

History

Dragon's Mask is a relatively new tribe, though its people have been a part of the Untamed Land for countless years. It was a recent change that they began to call themselves, in their various reptilian forms, to be descended from dragons, and the reasons why are still muddled. Some claim that kobolds, who treat members of this tribe as distant kin, infiltrated the beast folk and helped give rise to the tribe.

Life

Proud parents tend to their children protectively, live young or egg-laid. When born, they continue to hold them close and dear, showing them their techniques and secrets as they grow until they reach full maturity. It is at this time that the attitude shifts, sometimes quite abruptly, with a casting out for them to find their own place in the Untamed Lands. Once a youngling is kicked free of the nest, they are peers of the parents, not children.

Dragon's Mask Feats (PF)

Such feats are common among tribal members,

though they can be taught to others who have the proper anatomy to make use of them, or even discovered separate of them by those clever enough.

Drakeblood Subtype

Drakeblood creatures are related to dragons and have draconic qualities or aspects. They count as dragon in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Draconic Adoption

All dragons seem reptilian, but many reptiles fall short of draconic. With proper oblations and dedication, this divide can be narrowed.

Prerequisite: Beast folk based on a reptile or amphibian or kobold subtype or dragon disciple.

Benefit: You gain

drakeblood as a subtype. You become immune to magic sleep effects. You gain low-light vision, and if you did not have darkvision, you gain darkvision to 60 feet.

Hide Parry

Your scaled hide has harder parts and softer parts. Knowing how to bend and flex makes your body a shield you always carry.

Prerequisite: Base attack bonus +3; beast folk based on a reptile or amphibian or dragon.

Benefit: When you are attacked for the first time in a round, you may use an attack of opportunity to assume a defensive position until the end of your next turn. This causes you to gain a shield that you do not have to hold, has no armor check penalty, and has no arcane spell failure chance. Your level determines how strong this shield is. You may attempt to bash with this shield as if it were a light wooden shield. This improves to a heavy steel shield at 6th level.

Level	Shield Bonus
1-5	+1
6-10	+2
11-15	+3 (+1 cover bonus to Reflex saving throws)
16-20	+3 (+2 cover bonus to Reflex saving throws)

Special: If you are using the Automatic Bonus Progression system, you may target this shield, even if it does not currently exist, as a weapon and/or shield and grant it bonuses that persist between uses of this shield. Spells and effects that enhance a weapon or shield (such as *magic*

weapon) can be cast on your scales for the purpose of enhancing this effect and will endure for the full duration of the effect through multiple uses of this ability.

Dragon's Mask Feats (5e)

Dragon Adoption

Prerequisite: *Beast folk with an animal that is a reptile or amphibian*

Bridging the gap between your kind and dragons, you reach ever upwards towards perfection. Your scaley hide thickens in places, allowing you direct potentially lethal harm aside.

You gain the following benefits:

- You are a dragon.
- You gain darkvision to 60 feet.
- You gain low light vision.
- As a reaction, you may gain the benefits of a shield without needing a hand free or be proficient in its use. This lasts until the end of your next action.

Dragon's Mask Feats (PF2)

Such feats are common among tribal members.

Draconic Adoption

FEAT 2

Uncommon Class

You gain drakeblood as a trait. You become immune to magic sleep effects. If you did not have darkvision, you gain darkvision.

Hide Parry

FEAT 6

Uncommon Class

Trigger You are attacked in any fashion that targets your AC.

You Raise a Shield, using your own scales, gaining a +1 circumstance bonus to your Armor Class. This shield has 5 hit points per level and a hardness equal to half your level (minimum 5). If the attack could be intercepted with a Shield Block, you may do so as part of this reaction, even without normal access to it. This shield is fully healed when you do your daily preparations. If it is destroyed, you are slowed 1 until it heals.

Strengthened Scale Shield

FEAT 10

Uncommon Class

Prerequisites Hide Parry

When using Hide Parry, your shield grants a +2 circumstance bonus to your Armor Class. The shield's hardness is equal to your level.

Musties

Musties (Musty in singular) cover a dizzyingly wide variety of beast folk that all fall into the musteloidea superfamily. Weasels, otters, badgers, skunks, ferrets, wolverines and other assorted carnivores. Musties do not see themselves as a family like the Pack or Dragon's Mask, not unified by any grand purpose, but simply cousins that can see themselves reflected in their kin.

Preferred Diets: Jaws, Skilled, Generalist,

Preferred Mobilities: Aquatic, Climber, Strider, Tunneler

Power

Musties are very blunt in their personalities, for positive or negative. A musty that favors a person will greet them with a jubilant cry and eager embrace, and they are typically terrible at holding quiet grudges. They make it very clear how they feel about others and prefer to have that favor returned. It is considered the height of rudeness among them to nurture ill feelings without making it plain, though to loudly fume at someone is completely acceptable.

The exact nature of their abilities is as varied as the bodies they inhabit. Sleek otters power through the water while badgers burrow through the dirt as if it were hardly there. Skunks demand attention and ferrets dance in and out of trouble with a sense that is only visible from their perspective. Despite these differences, they know one another as kin.

History

Musties are not, as a whole, key to any particular part of the Beast Land traditions. Not being a formal family structure and with no organization, their individuals may have played key roles, but no credit is given to the group. Their particular members have risen to be community leaders, religious speakers, warriors, and many other diverse tasks befitting their equally varied members.

Life

How musties raise their children can be as varied as they are, though they are unified in encouraging their approach to social dynamics. This can make their children troubling for others, as they express their feelings about others without a filter, which makes their irritation something to be shared. When a musty reaches the age of majority, they often set out. Those who take up their parents' profession are among the rarity, with traditions not following those lines.

Musties Feats (PF)

Such feats are common among tribal members, though they can be taught to others who have the proper anatomy to make use of them, or even discovered separate of them by those clever enough.

Stubborn Soul

Where others would curl up and die, you persist. A thousand stings are nothing to you.

Prerequisite: Beast folk.

Benefit: When a Fortitude saving throw would normally result in instant death, you instead take damage equal to twice your level. This damage cannot be prevented (but may be redirected). If the saving throw would have resulted in ability damage or drain that is the cause of death, the ability cannot be reduced below 1. You can still die due to the hit point damage. For every Hit Die you possess, you gain an additional +1 hit point. You gain +1 hit point whenever you gain a Hit Die (such as when you gain a level).

If you survive due to this ability while it is not your turn, you immediately gain a turn with the staggered condition. This does not change your initiative order and is an extra turn.

Unflappable Approach

Who's afraid? Not you! You're not scared at all!

Prerequisite: Beast folk.

Benefit: When you are frightened or panicked, you may opt to not move at all instead of fleeing. You may also choose to not drop what you are holding, but if you do so, you become unable to put that item down willingly until the effect fades. If you choose to stay, you may act normally, but cannot willingly move from the spot you began in. Spells or spell-like abilities cast while frightened or panicked must be cast defensively. Whenever you are in a space threatened by the source

of the fear, you act desperately. Every time the source of the fear takes an action, you may make a single standard action.

At the start of your turn while subject to this fear, you may decide if you flee or stand that round, but any held or dropped items remain held or dropped and you can't pick up new items if you would normally drop them.

Musties Feats (5e)

Unflappable Approach

Prerequisite: Beast folk

Yours is a stubborn soul, unshakable and adamant.

You gain the following benefits:

- Your hit point maximum increases by +1 per level. This applies retroactively, as well as to every level you take hereafter.
- When you fail a Constitution save that would result in death or entering the dying state when not already dying, you instead take damage equal to twice your level and do not die or enter the dying state (unless the extra damage causes it).
- When frightened, you do not suffer disadvantage to attacks against the source of the effect. If the source of the effect is close enough to you that you are within range of its weapons, you may spend a bonus action to make an additional attack with any weapon you have ready.

Musties Feats (PF2)

Such feats are common among tribal members.

Stubborn Soul

FEAT 4

Uncommon Class

When you make a Fortitude save that would normally result in death, you instead take damage equal to twice your level. This damage cannot be prevented (but may be redirected). If the saving throw would have resulted in a condition that is the cause of death, the ability prevents it from raising high enough to do so. You can still die due to the Hit Point damage. You gain +1 Hit Point for every level you have and an additional +1 Hit Point each time you gain a level.

If you survive due to this ability while it is not your turn, you immediately gain a turn with the slowed 2 condition. This does not change your

initiative order and is an extra turn.

Unflappable Approach

FEAT 4

Uncommon Class

When you would normally be forced to flee, you may instead become immobilized and can't willingly move for the duration. If the source of your fear is within your reach, at the end of its turn, you may use a reaction to Strike it in a terrified desperation.

The Pack

The wolves of the pack are quite numerous in Iron Fort but can be found in any dry corner of the Untamed Lands in groups ranging from lone wolves to thriving packs of hundreds.

Preferred Diets: Jaws, Skilled, Tooth and Claw

Preferred Mobilities: Ambush, Strider, Sudden

Power

The greatest collective power of the pack is their sense of community. Individual packs are usually only separated by death, with no other force capable of separating them. Wherever a wolf finds themselves, they can trust that local wolves will treat them reasonably, provided they come respectfully. They do not lack for a friendly face.

History

The pack has a long history, being one of the first tribes of the beast folk to band together and defend their lands from the many forces that would lay claim to it. Their blood runs thick in the soil, their people making the ultimate sacrifice to make the Untamed Lands what it became and continues to be, a solace for beast folk that will not tolerate transgressions.

Life

Young members of any given pack are given time to find a pack to remain with, with some remaining in the one that they grew with and others finding new homes, binding the nation of The Pack tighter together. Though the pack is inhabited largely by wolves, other canines can and do join the packs, welcoming foxes, dogs, coyotes, and others with open arms so long as they accept their position in the pack.

The Pack Feats (PF)

Such feats are common among tribal members, though they can be taught to others who have the proper anatomy to make use of them, or even discovered separate of them by those clever enough.

Communal Defense (Combat, Teamwork)

The more stand against a foe, the safer everyone is.

Benefit: If an ally threatens an enemy that you threaten (regardless of whether the ally has this feat) you gain a +2 dodge bonus to your AC against that enemy. For each ally with this feat that threatens that enemy, increase this bonus by +1.

Throat Pin (Combat)

An enemy on the ground is just a throat waiting to be seized.

Prerequisites: Base attack bonus +5, bite attack.

Benefit: As a standard action, you can make a grapple attempt against a prone enemy. On a success, the enemy loses the ability to breathe, if they normally need to breathe, and can no longer speak. This persists for as long as you control of the grapple. You also gain the constrict special attack, with damage equal to your bite attack.

The Pack Feats (5e)

Pack Attack

Prerequisite: Beast folk

The wolves come in groups, harry an enemy to the ground and tear it apart, all with teamwork that need never require a word be shared.

You gain the following benefits:

- Your Strength or Dexterity increases by 1.
- When you use the help action to help attack an enemy, the enemy's first attempt to strike your ally before the start of your next turn is made with disadvantage.
- When you are grappling someone, as a bonus action you may deal your unarmed or bite damage to them.

The Pack Feats (PF2)

Such feats are common among tribal members.

Communal Defense

FEAT 4

Uncommon Class

If an ally threatens an enemy that you threaten, you gain a +1 circumstance bonus to your Armor Class against that enemy. For each ally with this feat other than yourself that is also threatening that enemy, increase this bonus by +1, to a maximum of +3.

Throat Pin

FEAT 4

Uncommon Attack Class

Prerequisites bite attack

You attempt to Grapple a prone creature within reach. You do not need a hand free to do this (as you are using your mouth). On a success, the enemy becomes unable to speak if they normally need to breathe until the target is no longer Grabbed or Restrained by you.

Rosestone Monastery

Though it is one specific building, there are many who consider themselves a part of it, even if they live some distance away. Rosestone Monastery is a bastion of peace and succor to all who know life, however alien their form may be. Despite its open policy towards race, its residents are all primarily rodents and related beast folk of varied sorts. Mice, rats, moles, hedgehogs, and others fill its walls and don its simple robes to carry messages of peace and medical support across the Untamed Lands.

Preferred Diets: Generalist, Jaws, Skilled, Browser (Replace gore with a primary bite attack that deals 1d4 damage)

Preferred Mobilities: Climber, Sudden, Tunneler

Power

The beast folk who represent this monastery are known as 'people of the cloth' and are accepted across the Untamed Lands. Even Sandrites will step aside for such a person regardless of other factors. Should they come in peace, they will be permitted to pass in much the same way. A person of the cloth who abuses their position may be captured and returned to the monastery to face punishment for their crimes, but harm is avoided if at all possible.

Many lay people consider themselves part of

the order and strive to live by its examples, but may not themselves be 'of the cloth'. Such practitioners are typically generous, but offered less immediate leeway than a proper member. Traveling monks of the monastery will often seek out such people for both succor to give and succor to receive.

Full member or not, all members of the monastery greet one another as kin, and will stand side by side against opposition. They are all brothers (even the sisters) and will go far out of their way to prevent tragedy from befalling one of their own.

History

Shortly after the formation of the aphotic swamp, the monastery was constructed on the fields to the southeast of it, about a three day's walk away. The humble mice that started it swore that the dark chapter of beast folk history would not be repeated, and they began to reach out to all, offering guidance, healing, and kindness. Even the orcish tribes immediately to the west were contacted. Though it was a rough start, after a monk of the order prevented the death of a great and storied war chief, the orc nation promised to respect the monastery and its inhabitants.

In return for this, the monastery was never to hinder the orcs' movements, which was a small request from the monks' point of view. They did not desire war, and did not take sides during conflict, save to offer aid to those who were caught up in them. It became known that they were a force of blind goodness, and to mistreat them was to anger the very gods, even as they paid no direct heed to any of their own. The people of the monastery seem content to swear loyalty to the tenants of goodness itself.

Life

A child born to other Rosetinians (what many call those loyal to the monastery) will be taught the promises one must uphold to be a good person. If the parent(s) are monks, the child will be surrendered to a loyal family nearby. Such a robed parent will remain in contact, stopping by as often as they can while the child grows, but their duties must come first. That duty includes assuring the best care for their children, so a replacement family is chosen carefully.

Once an adult, a Rostinian can attempt to join the monastery or set off on their own path.

Most take the latter option, holding the tenants of goodness close to their heart as they pursue other good tasks. There are few professions that are forbidden from such a person, save that it be done with an eye to make the world a better place than one found it and to always lend a helping hand when one can.

To join the monastery is more of a challenge, requiring a pure heart and a willingness to learn and be still. The chaos of the world threatens to throw one off the path, and only those who can walk the straight and narrow path can earn the robes that mark one as a full member.

Rosestinian Feats (PF)

Such feats are common among tribal members, though they can be taught to others who have the proper anatomy to make use of them, or even discovered separate of them by those clever enough.

Modest Healer

Not all attempts to offer succor must come at the behest of the divine. Patience and knowledge can be enough.

Prerequisite: Heal 1 rank.

Benefit: As an action requiring a minute, you may offer medical assistance to a willing or helpless adjacent living being. Make a Heal check. For every point above 10 rolled, the target is restored by 1 hit point. Attempting to heal a target that has already benefited from this power in the same day becomes increasingly difficult, giving you a -5 penalty for every successful attempt made.

At 5th level, you may attempt to assist with poisons and diseases. This takes as long as the frequency of the thing being treated, or one hour, whichever is sooner. At the end of this time, compare your Heal check against the DC of the effect, with a success counting as if the patient had rolled a successful saving throw against it, possibly ending it.

In Darkest Hour

When all hope is lost, sometimes a soft prayer to the forces of goodness can turn the tide, if one has enough conviction in their heart.

Prerequisites: Character level 6th, good alignment.

Benefit: As a standard action, you may begin or continue a prayer. This prayer must be spoken

but can be whispered or shouted as the supplicant wishes. Every round in which you pray, you may make a Knowledge (religion) check, with a +2 bonus for every round past the first that the prayer continues. You may accept the benefit you roll, continue praying, or give up. You may only plead to the forces once per day. Once you have given up or accepted a boon, any further attempts are fruitless until the dawn of the next morning. Whispering gives a -5 penalty to this roll, while shouting gives a +2 bonus. If you do not have sufficient ranks in Knowledge (religion) for a result, divide the result by 2 until a valid result is reached.

Rosestinian Feats (5e)

Modest Healer

Prerequisite: Good alignment

With soft prayers and gentle ministrations, the monks of Rosestone Monastery attempt to alleviate the aches of the world a little.

You gain the following benefits:

- As an action that requires a minute, you may make a DC 13 Intelligence (medicine) check to restore half the hit points of a willing or helpless creature within reach. A creature can only be affected by this ability once until they have a long rest.
- You may pray to the forces of goodness for succor, emulating a spell a cleric could cast with a level no higher than half your own. The spell must be needed to alleviate suffering of the innocent, the vanquishing of significant evil, or the succor of the needy, or this effect fails. Once you use this ability, you can't use it again until you finish a long rest.

Table: In Darkest Hour Effects (PF)

Knowledge (religion) Check	Minimum Ranks	Possible Effects
Up to 4	0	None
5-15	5	Traps have a 20% chance of failing to affect you while you continue praying (which you may do even after accepting this effect). OR All allies within 100 feet are affected as if by an <i>aid</i> spell with a caster level of your character level for 1 hour. OR All allies within 100 feet are healed for a number of hit points equal to 1d3 times their level.
16-25	10	All active poisons are banished from all creatures within 100 feet. Poisoned weapons lose their poison. Creatures with poison attacks find them inoperable for a minute. OR One creature within 100 feet that died within the last round draws a sudden ragged gasp of breath, restored to 1 hit point, with all diseases, poisons, and curses removed, and any ability score reduced to zero or less is raised to 1. OR Up to your level in enemies within 100 feet are filled with a wave of pure dread that can strike even the hearts of those who have no heart. They must make a Will saving throw against 10 + 1/2 your level + your Charisma modifier or become panicked for a minute.
26-35	15	All allies within 100 feet are given the ability to <i>air walk</i> for an hour. OR All allies within 100 feet become invisible as per <i>invisibility</i> for an hour. A hostile action by any affected ally breaks the effect for all of them. OR A single ally within 30 feet is instantly whisked away in a shaft of silvery light, teleported to a known place on the same plane without a chance of errors. This is a teleportation effect.
36+	20	Any above effect. OR Emulate the effects of a <i>miracle</i> spell but lose the ability to pray to the forces of good for one month. If the miracle was not in dire circumstances to assist the innocent, combat evil, or offer succor to the needy, this feat may be lost. The GM should warn before fulfilling a miracle that would cause this. If the character completes the prayer in spite of knowing better, they immediately become neutral and can never again use this feat.

Rosestinian Feats (PF2)

Such feats are common among tribal members.

Modest Healer

FEAT 4

Uncommon Skill

When you Treat Wounds, you also Treat Disease and Treat Poison at the same time, each taking effect after the usual amount of time. You could Treat Wounds repeatedly while you Treat Disease or make repeated attempts to Treat Poison during that time, or any combination of the three.

In Darkest Hour

FEAT 10

Uncommon Auditory Class

Prerequisites good alignment, trained in Religion
Frequency once per day

You may begin or continue a prayer. This prayer must be spoken but can be whispered or shouted as the supplicant wishes. Every round in which you pray, you may make a Religion check, with a

+2 bonus for every round past the first the prayer continues. You may accept the benefit you roll, continue praying, or give up. You may only plead to the forces once per day. Once you have given up or accepted a boon, any further attempts are fruitless until the dawn of the next morning. Whispering gives a -5 penalty to this roll, while shouting gives a +2 bonus. If the level of the effect is too high for your proficiency in Religion, divide the result by 2 until you have a valid result.

Sandra Colony

Named for the hill that houses their warren, Sandra Colony is a great habitation of rabbits and related people. Great terraces dot the terrain where they have covered their home in the far southwest of the Untamed Lands with fertile cropland to provide the needed food for their abundant tribe. The individuals of the colony call themselves Sandrites.

Preferred Diets: Generalist, Jaws, Skilled,

Table: In Darkest Hour Effects (PF2)

Religion Check	Minimum Training	Possible Effects
Up to 10	none	None
11-25	trained	Traps have a 20% (30% if you are an Expert in Religion, 50% if you are a Master in Religion, 75% if you are Legendary in Religion) chance of failing to affect you while you continue praying (which you may do even after accepting this effect). OR All allies within 100 feet are affected as if by a <i>bless</i> spell for 1 hour. OR All allies within 100 feet are healed for a number of Hit Points equal to 1d3 times their level.
26-35	expert	All active poisons are banished from all creatures within 100 feet. Poisoned weapons lose their poison. Creatures with poison attacks find them inoperable for a minute. OR One creature within 100 feet that died within the last round draws a sudden ragged gasp of breath, restored to 1 Hit Point, with all diseases, poisons, and curses removed. OR Up to your level in enemies within 100 feet are filled with a wave of pure dread that can strike even the hearts of those who have no heart. They are affected as if by a <i>fear</i> spell, ignoring immunities.
36-45	master	All allies within 100 feet are given the ability to <i>air walk</i> for an hour. OR All allies within 100 feet become invisible as per <i>invisibility</i> for an hour. A hostile action by any affected ally breaks the effect for all of them. OR A single ally within 30 feet is instantly whisked away in a shaft of silvery light, teleported to a known place on the same plane without a chance of errors. This is a teleportation effect.
46+	legendary	Any above effect. OR Emulate the effects of a <i>miracle</i> spell but lose the ability to pray to the forces of good for one month. If the miracle was not in dire circumstances to assist the innocent, combat evil, or offer succor to the needy, this feat may be lost. The GM should warn before fulfilling a miracle that would cause this. If the character completes the prayer in spite of knowing better, they immediately become neutral and can never again use this feat.

Browser (replace gore with a primary bite attack that deals 1d4 damage)

Preferred Mobilities: Climber, Leaper, Sudden, Tunneler

Power

The Sandra Colony is populous, if scattered. It occupies the whole of the hill it resides in, and the hill is more of a mesa that spreads for miles in all directions. If the people who lived there were more organized, it would qualify as the largest settlement of the lands. As it is, it still serves as an unwitting bulwark for the Untamed Lands for attacks from the South that would threaten it. The people of Sandra Colony are all herbivores, and do not tolerate the presence of any that insist on meat. Their people tend to carry this bias even outside their home, finding those that enjoy the taste of meat difficult to get along with.

Like the Big Mao, they have a celebrated history of martial preparedness. It is considered normal and laudable to be ready to defend one's home from aggressors. This conversely results in a diminished guard or police force, as most people can defend themselves when the need arises, and local militia spring whole formed at an instant's notice of trouble.

History

The rabbits of the beast folk were hardly the first expected to become a first line of defense. When the Untamed Lands were young yet, they were scattered among the other varieties of beast folk. This changed with the coming of firearms. Able to hide in their burrows and fire upon unsuspecting prey, they can enact a hit-and-run tactic that leaves attackers in tatters. Their founder, Sandra Deadeye, began to gather their members together, training them in the art of marksmanship and indirect warfare.

When the human armies were scattered later the same year, harried to the point of a rout by Sandra's forces, the arrival of her people became known to the world at large, and Sandra Colony became officially recognized throughout the region.

Life

Young Sandrites are raised as a communal activity. While their parents take the most direct role in providing shelter and food, all members of

their immediate social circle gladly act as uncles and aunts despite any possible lack of blood relation to the children. They will also help train and teach the child. For as suspicious as they can be about strangers, they know each other as family, and this extends to treating any child of any of them as their own.

When a child becomes an adult, they may stay with their family's warren, but many wander off to find a new warren of their own, as it is considered healthier for most of their children to set out and find other places. To keep this working, other new adults can join a community, often with tests of character and ability to determine if they have things worth taking as a person.

Grown visitors who are beyond their young adulthood are treated with more caution, though herbivores are generally welcomed. Those who can eat meat, but don't do so or bring it up around the Sandrites can be tolerated, but to fail to do so causes immediate friction that can see a person evicted from the village. Travelling Sandrites simply avoid confirmed meat-choosers, though some prefer to try to prosthetize the benefits of a vegetarian diet.

Sandrite Feats (PF)

Such feats are common among tribal members, though they can be taught to others who have the proper anatomy to make use of them, or even discovered separate of them by those clever enough.

Everything is a Platform

Friend, enemy, they are all things one can bounce off of.

Prerequisite: Rebounding Jump.

Benefit: You can treat creatures of your size or greater as walls that can be rebounded from. Objects greater than your size can also be treated as walls for this purpose. Your movement rate when leaping (which is likely frequent) increases by 5 feet. This speed increases by 5 feet at 5th level and every five levels thereafter. When you approach or leave a creature to rebound off them, you do not provoke attacks of opportunity from movement from them.

Stealthy Burrow

Dig softly, strike hard. This is the path to victory.

Prerequisites: Stealth 3 ranks, burrow speed.

Benefit: When you are burrowing, you need

not decrease your movement speed and are assumed to be sneaking. Those with tremorsense can detect you easily. If you can normally sneak without slowing your movement, tremorsense becomes less able to pick you out, forcing them to roll Perception against your Stealth.

Sandrite Feats (5e)

Great Leaper

Prerequisite: Leaper mobility

Gravity is a mere suggestion to you, who spends precious little time in contact with the ground.

You gain the following benefits:

- Your Strength or Dexterity increases by 1.
- You can fly with the same rate as your land speed in great leaps at will, but if you end your turn in the air, you fall as normal.
- In the event of any fall, you may make a Dexterity (acrobatics) skill check against DC 17 to halve the damage and land upright. If you manage a 25 or better, you take no damage.

Sandrite Feats (PF2)

Such feats are common among tribal members.

Everything is a Platform **FEAT 10**

Uncommon General

Prerequisites Wall Jump

You can use creatures your size or greater as walls to jump from.

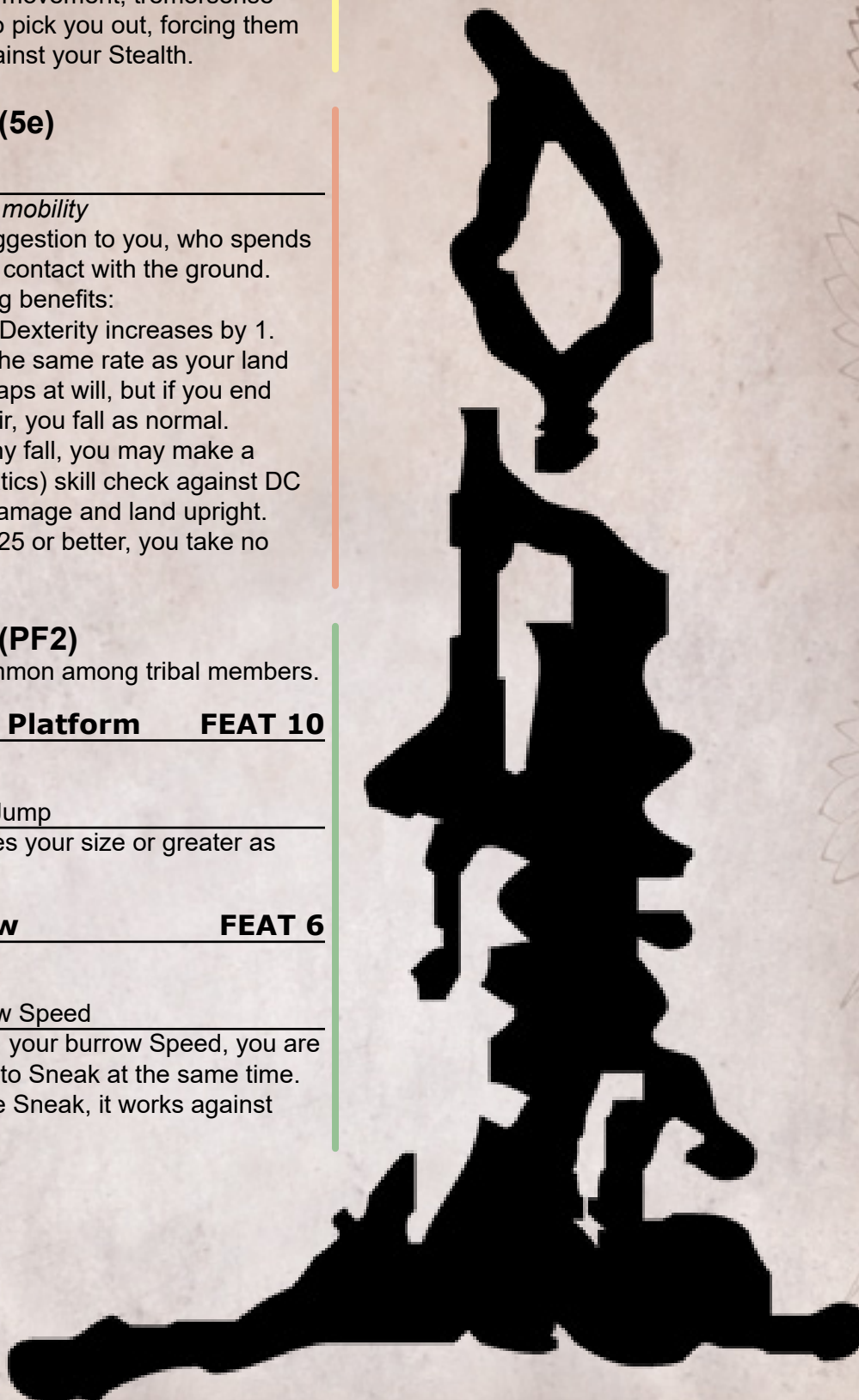
Stealthy Burrow **FEAT 6**

Uncommon General

Prerequisites burrow Speed

When you move with your burrow Speed, you are considered as trying to Sneak at the same time.

If you specifically use Sneak, it works against tremorsense as well.



Class Options

Archetypes (PF)

Hybrid Druid (Druid Archetype)

Born of beast and man, the beast folk know well the state of being halfway between two things. Hybrid druids flow between these curious half states instead of stepping wholly into a given form of nature, always upkeeping the balance within themselves that they see as being a superior view of balance over other druids that embrace such things fully. Neither beast nor humanoid, the beast folk stand at an intersection and find wisdom there.

Balanced Body (Su): When a hybrid druid uses wild shape, their form becomes a hybrid of their normal form and the chosen thing they become. They retain the ability to use any equipment they could before changing, which does not meld into their form. They can speak and cast spells normally. They are also recognizable in the hybrid form, though if used as part of a disguise, it grants a +5 bonus to Disguise checks.

Hindered Spells: Hybrid druids are more attuned to the flow of their body than the ephemeral draw of magic. They can prepare 1 less spell per spell level per day. At 5th level they gain an additional use per day of wild shape. They gain another additional use per day at 9th and 15th levels. This modifies spells.

Self-Reliance (Ex): A hybrid druid does not praise the aspects in the same way as a standard druid. They do not gain a nature bond but can spend a feat later to gain one at an effective level of their druid level - 4. This replaces nature bond.

Adrenaline Change (Su): At 5th level, a hybrid druid may wild shape without expending a use of the ability. Doing this causes it to only persist for one round per level and requires a move action (instead of the usual standard action) to start, and leaves the druid staggered for one round when it ends.

Synergetic Weapons (Su): At 7th level, if a hybrid druid gains a natural attack by polymorph effect (including wild shaping) that they already have racially, the damage dice is the larger of the two, then increased by 1 size.

Kinetic Elementalalist (Elementalist Archetype)

While most elementalists draw a connection to a living extraplanar entity that they forge companionship with, some reach out into the void and find nothing there to match their grasp, instead coming back with the raw stuff of the universe. A bit lonelier, this stuff can still be put to work.

Kinetic Knack: A kinetic elementalist gains the elemental focus class feature, as a kineticist. The element should match their planar pact, if a match exists. If not, they may pick freely. They also gain kinetic blast as the kineticist class feature, using their elemental level and matching their chosen element. This replaces summon assistance.

Kinetic Growth: Any time a kinetic elementalist would gain a planar gift, they may instead gain an infusion or utility wild talent. They count their elemental levels as if they were kineticist levels for sake of qualifying and the power of these abilities.

Wild Talent: Though kineticist elementalists lack a mentor to speak with, their constant practice yields fruit. At 9th and 13th levels, they gain an infusion or wild talent. This replaces enduring summon and fast summon.

Internal Fortitude: At 5th level, a kineticist elementalist gains elemental overflow +1 as a kineticist. This increases by +1 with every 3 elemental levels.

Practiced Ease: At 7th level, a kineticist elementalist gains infusion specialization 1 as a kineticist. This increases by 1 with every 3 elemental levels.

Natural Elementalalist (Elementalist Archetype)

Instead of reaching out into the weave between planes, you found beasts closer to home answered your call for help. A loyal companion walks now at your side, not as prophetic as a planar being could be, but perhaps more reliable.

Native Companion (Ex): A natural elementalist gains an animal companion. This functions as if they were a druid of their elemental level -3 (minimum 1). This replaces summon assistance.

Wild Growth: A natural elementalist's efforts with their animal companion show eventual results. At 9th level, their effective druid level increases by 1 for the sake of their animal

companion. At 13th level, it increases by 2 more, bringing their effective druid level to be equal to their elemental level. This replaces enduring summon and fast summon.

Animal Friend (Ranger Archetype)

Such rangers have a keen contact with animals within the realms they travel, able to call on them at a moment's notice to their aid. In return, they are expected to protect and assist the animals in the upkeep of their living spaces, keeping changes slow and manageable, usually involving keeping sapient forces from upsetting things overnight as far as an animal population goes.

Animal Friends (Ex): Animal friend rangers gain their first favored terrain at 1st level, and they gain another/improve whenever they would normally gain it at 3rd, 8th, 13th, and 18th level. They do not gain favored enemy at 1st level. This replaces favored enemy at 1st level.

Natural Swarm (Su): At 1st level, as a standard action an animal friend ranger may call upon a swarm of creatures native to the area they are in, provided it is one of their favored terrains. These beasts immediately swarm over a 10-foot square of their choice within close range (25 ft. + 5 ft./2 levels) and begin distracting all those in it as a swarm. The Fortitude DC to avoid being distracted is $10 + 1/2$ the ranger's level + their Wisdom modifier. The beasts remain until the start of their next turn, at which point they disperse.

Distracting Feint (Su): At 3rd level, an animal friend ranger can cause a local animal, provided it is within their favored terrain, to harass and distract an enemy within close range (25 ft. + 5 ft./2 levels). This is a mind-affecting effect. The victim must make a Will save against DC $10 + 1/2$ the ranger's level + their Wisdom modifier or become flat-footed against all attacks for 1d4 rounds. Successful or not, the enemy becomes immune to the ranger's attempts to use this ability for one minute. This replaces endurance.

Call Mount (Su): At 5th level, with a warbling whistle or howl, an animal friend ranger can call upon the beasts of the area, provided it is one of their favored terrains, to provide them with animals willing to be ridden by them and their friends. Such creatures are one size larger than each rider. The ranger can provide one animal for every 3 levels, plus one for themselves that does

not count against this limit. The mounts remain for 1 hour per level, until this ability is used again, or until they are attacked. The mounts will not fight and will immediately flee, bucking their rider free on the way. The mount has a speed of 40 feet plus an additional 5 feet for each +1 bonus the ranger receives from the favored terrain being used. To use this power, a ranger must expend a prepared spell of 1st level or higher.

Unexpected Aid (Ex): At 7th level, an animal friend ranger may use the Handle Animal skill with completely wild beasts by speaking gently, or firmly, depending on the beast and the ranger's style, to coerce them into doing what the ranger desires. A wild animal knows no tricks and must be pushed but will tolerate the ranger's attempt to do so.

Flying Mount (Su): At 9th level, the mounts you summon can fly (if you summon an animal that could normally fly) with good maneuverability. If you call a non-flying mount, it gains 5 hit points per level that it can suffer before it flees instead of fleeing immediately.

Signal Bird (Ex): At 11th level you can pass messages through your many animal friends. This functions as *animal messenger* but has no magic involved. You must expend a prepared spell of 1st level or higher to use this ability.

Elementalist Pacts (PF)

Beast Pact

Class Skills: Survival and Knowledge (nature).

Planar Gifts: An elemental with the beast pact can choose from any of the following planar gifts.

Alpha's Glare (Su): With a stern glare and an action, you assert your position of alpha over a target animal, forcing them to make a Will saving throw against DC $10 + 1/2$ your level + your Charisma modifier. If they succeed, they cannot attack you for one round. On a failure, they cannot attack you for as long as you spend a move action each round keeping the effect going. They will follow your commands (if it can understand you) provided they do not endanger it or force it to act against its family (or what it considers family). You can use this ability once per day.

Animal Call (Su): As a standard action you can call on the aid of animals. This can manifest in a

creature scampering to collect an item and bring it to you, possibly pull a lever, or other simple tasks. In combat you can harry a target within 60 feet, causing them 1d6 slashing, piercing, or bludgeoning damage (your choice). The damage is considered magical at 5th level or higher. At 4th level and every 2 levels thereafter, increase this damage by 1d6. At 16th level, you can call animals up to 120 feet away. If the target has an effect that causes damage when struck with melee attacks, this damage is halved. If there are no readily available wild animals to answer your call, this ability and the damage it causes become considered a conjuration effect that is blocked by effects that prevent contact by summoned creatures.

Beast Skin (Su): You can become an animal as if you were a druid using wild shape, using your elemental level as your effective druid level. You never gain additional uses of this ability as you level, though may gain them through other means. You can still use planar gifts while in animal form.

Bestial Speed (Su): You may spend a swift action to move up to your speed. You gain the ability to *speak with animals* at 6th level.

Feline Grace (Ex): Many animals move with a speed and agility that leaves humanoids gaping with amazement. Any time you would fail a Dexterity-based skill check or Reflex saving throw, you may roll again. You must accept the result of the second roll. After doing this, you must spend a move action on your next turn impressing on the universe how well you planned that.

Felling Strike (Ex): Your planar guide's slam attack gains the trip special ability.

Hybrid Form (Su): As a standard action, you can assume a halfway form between your normal form and that of any animal you could assume with beast skin. In this form, you keep your original statistics, but gain a natural attack, sense, or movement speed of the animal of your choice. If the animal could breathe water, you gain this ability as well. This form persists until you use this power again. You must have the beast skin gift to select this gift.

Lead the Hunt (Ex): Once per day, when a random encounter is determined due to travel or movement, you may negate it. This decision is made after knowing what the encounter would have been. When traveling through terrain that

would normally slow the party, you allow the party to move at its normal rate. You and your party travel overland one mile further per day per level, assuming 8 hours of movement. If you have not yet used this ability, you may expend its use when rolling initiative, giving the ally of your choice the option to reroll their initiative and take the better result. This choice can be made after knowing the order of initiative.

Leather Hide (Ex): Your flesh is thick, possibly taking on a scaled or shelled appearance, or just the thick hide of a bear. In any event, you gain a +1 bonus to natural armor and your planar guide's natural armor increases by +2. At 10th level, your bonus to natural armor increases to +2.

Natural Remedies (Ex): Just as an animal licks its wounds or grazes on restorative medicines, you know the secrets to recovery. When you rest for 8 hours, you gain 3 points of restoration per elemental level, and may use any number of them as an action, restoring a number of hit points equal to 1d8 per point spent to a target creature within 5 feet. The target also gains a number of hit points equal to your Wisdom modifier provided you spent at least 1 point.

Pack Hunting (Ex): When attacking with a melee weapon, your damage is increased by 25% if least one other ally has made an attack roll against the target since the start of your last turn. Damage that would not be multiplied on a critical is not increased.

Revenge of the Wild (Su): Once per day, when you or your guide attacks a non-animal, you may deal an extra 1d6 of the same type of damage. If the target has resistance or damage reduction against the attack, you can negate 5 points of this until the end of your next turn.

Strength of a Titan (Su): Drawing on the power of great and towering beasts, you can strike with crushing force. When attacking once (not as part of a full attack), your Strength is doubled. This extra damage is not halved against incorporeal targets. When you deal damage with a melee attack equal to or greater than the hit dice of the target, they must make a Fortitude save against DC 10 + 1/2 your elemental level + your currently enhanced Strength bonus. If they fail, you can push them back up to 15 feet and/or cause them to become prone. Combat maneuvers that can replace an attack can benefit from this, provided it is not part of a full attack. You

must be a 7th elemental level to select this gift.

Prey's Caution (Ex): You can't be paranoid when they actually are out to get you. Provide your GM with your Perception bonus + 10. If this is enough to notice something, you do so without taking an action to search. If you are surprised, you may act in the surprise round, but it must be movement or actions that take you away from the closest visible threat.

Planar Perfection: Upon reaching 20th level, the elemental becomes an avatar of bestial might. They gain darkvision 60 feet or their darkvision range increases by 50 feet if they already have darkvision. The elemental no longer requires sleep and cannot be fatigued or exhausted. They are immune to magically forced sleep. Lastly, they gain a +4 bonus to Dexterity.

Planar Guide

The planar guide of a beast elemental comes in the form of an animal, often gazing with piercing wisdom or feral hunger that has its saliva on display, and rarely something in between. It can stand on two or four legs, sometimes even switching on demand, though this has no mechanical effect. The exact animal it appears as may shift as the elemental grows in power.

Guide Abilities: When gaining ability bonuses, the planar guide increases its Strength and Dexterity.

Base Statistics: **Size** Medium; **Type** animal; **Speed** 40 ft.; **AC** +1 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** slam 1d4; **Ability Scores** Str 17, Dex 13, Con 15, Int 4, Wis 11, Cha 11.

Shaman Spirits (PF)

Beast

This nature spirit favors the beast folk, but those that feel the beat of the wild in their chest can find favor with it. In either event, accepting this spirit causes a shaman's animalistic features to be enhanced, with sharper and more prominent teeth and claws. Those who don't normally have claws may grow especially long nails as if they were ready for battle. Beast folk appear even more tilted towards their animal side, as if the civility were an act put on for convenience and that alone.

Spirit Magic Spells: *charm animal* (1st), *bark-*

skin (2nd), *greater animal aspect* (3rd), *atavism* (4th), *awaken* (5th), *stone tell* (6th), *creeping doom* (7th), *fey form IV* (8th), *shapechange* (9th).

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

Battle Madness (Su): The shaman attempts to addle the mind of one enemy within 60 feet with a sharp call. The enemy must be able to hear the shaman and must make a Will saving throw. On a failure, the target becomes unable to use supernatural abilities, spells, or spell-like abilities for 1d4 rounds, plus one round per Charisma modifier. On a success, this only persists for one round. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. This is a mind-affecting ability. Against targets immune to such effects, it works as if they passed their saving throw automatically.

Erosion Curse (Su): The shaman summons the powers of nature to erode a construct or object within 30 feet. This erosion deals 1d6 points of damage per 2 shaman levels, ignoring hardness and damage reduction. If used against a construct or an object in another creature's possession, the construct or the creature possessing the object can attempt a Reflex saving throw to halve the damage. Once an object or a construct is damaged by this erosion, it cannot be the target of this hex again for 24 hours.

Friend to Animals (Su): The shaman can spontaneously cast summon nature's ally spells as a druid. In addition, all animals within 30 feet of the shaman receive a sacred bonus on all saving throws equal to the shaman's Charisma modifier.

Animal's Blessing (Su): The shaman can draw out animal power within the target touched creature as if using *greater animal aspect*. This lasts for 1 hour. Once a creature has been affected by this hex, they cannot be targeted by this hex for 24 hours. At 12th level, all numerical bonuses are increased by 50% and movement speeds granted are increased by 10 feet.

Stormwalker (Su): The shaman can move through non-magical fog, rain, mist, snow, and other environmental effects without penalty (see Weather). They are never slowed by such effects, and they don't need to attempt Acrobatics skill checks to move across such surfaces. They can also move through magical environmental effects that they created. At 10th level, the shaman can see twice as far as normal through environmental

effects, whether or not they are magical in nature.

Spirit Animal: The shaman's spirit animal looks feral, and appears to be in peak physical form. The animal can move through any sort of undergrowth or natural difficult terrain at its normal speed without taking damage or suffering any other impairment. If the animal has a fly speed, it can ignore the penalty on Fly skill checks for winds up to windstorm strength.

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

Storm Burst (Su): As a standard action, the shaman causes a small storm of swirling wind and rain to form around one creature within 30 feet. This storm causes the target to treat all foes as if they had concealment, suffering a 20% miss chance for 1 round plus 1 round for every 4 shaman levels they possess. The shaman can use this ability a number of times per day equal to 3 + their Charisma modifier. At 11th level, any weapon they wield is treated as a *thundering* weapon.

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

Nature's call (Su): As a haunting call of an animal, be it a wolf's howl, a bird's cry, a roar, or similar, the shaman can rouse the spirits of those around them. This functions as if they were a bard of their shaman level using bardic performance. Unlike a bard, the call is used once, and remains active for 3 rounds as if they had continued performing for that time. This ability can be used once per day. The shaman gains an additional use at 4th level and every 3 levels thereafter.

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

Companion Animal (Su): The shaman's spirit animal takes the form of an animal companion of their choice, using their shaman level as their effective druid level. The animal retains all the special abilities and the Intelligence score of the spirit animal, but also has the statistics and abilities of an animal companion. If the animal is dismissed, is lost, or dies, it can be replaced in the same way as a normal spirit animal.

Manifestation: Upon reaching 20th level, the

shaman becomes a spirit of beasts. The shaman can consider their type to be animal or their normal type for any effect, whichever is most beneficial to them. They also gain wild empathy as a druid of their shaman level. Any natural weapons they have operate as if they had the alignments of the shaman as well as being cold iron, silver, and adamantine, including the hardness ignoring properties of adamantine.

Land

The spirit of the land is a potent force, but all too easily forgotten by those who have fallen sway to the comforts of urban life. Such a shaman reflects the land they consider home, though this can change over time. Vibrant greens, snowy whites, and rocky craggy features are all possible, sometimes all at once, depending on the place such a shaman considers their own.

Spirit Magic Spells: *nature's paths* (1st), *bark-skin* (2nd), *meld into stone* (3rd), *forest's senses* (4th), *communal air walk* (5th), *liveoak* (6th), *animate plants* (7th), *wandering weather* (8th), *world wave* (9th).

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

Home Advantage (Su): The shaman can call upon the power of their home. They may declare any place their home after being there for a week. A shaman may only have one home at a time. If a shaman has a terrain as a favored terrain, they may switch their home to it without waiting once per day.

- **Cold (ice, glaciers, snow, and tundra):** With a sudden cold snap, the shaman can try to freeze a target creature that is in contact with the ground. On a failed Reflex save, they become rooted to the ground and entangled. A success causes this to only last for one round before melting. The ice has 3 hit points per shaman level. Once a creature has been targeted by this hex, they cannot be targeted again with it for 24 hours.
- **Desert (sand and wastelands):** The shaman does not require water. This can be shared with as many other creatures as they have levels in shaman. Large creatures require two uses, Huge require three, and larger than that four uses.
- **Forest (coniferous and deciduous):** The shaman gains the benefit of the woodland

stride druid ability class feature. They may use this hex on a target creature to cause local vegetation to grasp at them as per entangle using the DC of this hex, but the effect moves with them, erupting in their square at the start of each of their turns to try to ensnare them if they are within 5 feet of the ground. This persists for 1 minute. Once a creature is affected by this hex, they may not be targeted by it again for 24 hours.

- **Jungle:** Swarms of non-sapient (Intelligence 2 or less) living creatures will not harm or distract the shaman. The shaman may call upon a rush of animals or insects to harry a creature within 60 feet. This swarm of Tiny creatures has 5 hit points per shaman level, an Armor Class of 18, and deals 1d8 points of damage. The DC of being distracted is equal to the DC of this hex. At 5th level and every 5 levels thereafter, the damage of the swarm increases by 1d8 and its Armor Class increases by 3. This swarm clings to the target and neither harms nor distracts any other targets. The swarm persists for 1d6+2 rounds. Once a creature has been targeted by this hex, they cannot be targeted again with it for 24 hours.
- **Mountain (including hills):** The shaman can ignore wind penalties up to windstorm strength and cannot be forcefully moved or slowed by wind. Applying this hex to a creature within 60 feet, they experience the wind as if it were 1 step higher for one round. The shaman can increase the duration of this hex with a cackle, increasing the wind's strength in ferocity by one step per round.
- **Plains:** Using this hex on a creature within 60 feet gives it a 10-foot enhancement bonus to its land speed. This increases by 5 feet for every 4 shaman levels. This persists for one hour and cannot be used again on the same target for 24 hours. At 10th level, the duration of this hex extends to 8 hours.
- **Swamp:** The shaman can walk across water as if it were solid land. At 7th level, the shaman can also breathe water and gains a swim speed equal to their land speed.
- **Underground (caves and dungeons):** The shaman gains darkvision 60 feet. If the shaman already had darkvision, it is instead increased by 30 feet. This increases by 30 feet at 5th level. At 16th level, this becomes

the see in darkness ability, allowing the shaman to see clearly in the dark as if it were light at any distance.

Land Familiarity (Ex): The shaman becomes familiar with a land that they consider home, gaining favored terrain as the ranger class feature of a terrain they consider home (see home advantage) at a +2 bonus. Once a terrain is chosen, it cannot be changed unless this hex is lost and regained. This bonus increases to +4 at 8th level and +6 at 15th level.

Local Call (Su): The shaman can spontaneously cast *summon nature's ally* spells as a druid. The creature summoned must have an environment native to the area the shaman is in.

Land's Blessing (Su): The shaman can become one with the land, becoming resistant to its foibles. They gain the effects of *endure elements* at all times. At 7th level, they can earth glide as an earth elemental at will with a movement rate equal to their land speed. At 12th level, they can earth glide with allies, provided all allies involved remain within 30 feet of the shaman. The allies have a sense of where the shaman is in respect to themselves while using this effect.

Stormwalker (Su): The shaman can move through non-magical fog, rain, mist, snow, and other environmental effects without penalty (see Weather). They are never slowed by such effects, and they don't need to attempt Acrobatics skill checks to move across such surfaces. They can also move through magical environmental effects that they created. At 10th level, the shaman can see twice as far as normal through environmental effects, whether or not they are magical in nature.

Spirit Animal: The shaman's spirit animal appears particularly majestic and proud. The animal can move through any sort of undergrowth or natural difficult terrain at its normal speed without taking damage or suffering any other impairment. If the animal has a fly speed, it can ignore the penalty on Fly skill checks for winds up to windstorm strength.

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

Land's Fury (Su): As a standard action, the shaman causes a localized tremor that can target any creature or object that is in contact with the ground within 120 feet. If it is a creature, they suffer 1d8 + the shaman's Charisma modifier in damage and are knocked prone. A Reflex

saving throw reduces the damage by half and the creature avoids becoming prone. The square the creature occupies becomes difficult terrain as does every square adjacent to it. Against an object, it deals 1d6 points of damage per shaman level. This damage is multiplied by how many size categories the object occupies, starting at Medium, to a maximum of being multiplied by 5 at Gargantuan. This ability can be used a number of times per day equal to 1 + the shaman's Charisma modifier.

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

Nature's call (Su): With an imperious wave, the shaman can dismiss or enhance the terrain of any place they call home. Difficult terrain takes twice as many squares as usual (typically 4) to traverse. The DC of escaping or avoiding webbing from creatures native to the environment increases by 3. Either can be entirely removed within range (25 ft. + 5 ft./2 levels). Winds can be elevated or reduced by a step. This can all be done at once. This ability can be used a number of times per day equal to 2 + the shaman's Charisma modifier.

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

Companion Animal (Su): The shaman's spirit animal takes the form of an animal companion of their choice, using their shaman level as their effective druid level. The animal retains all the special abilities and the Intelligence score of the spirit animal, but also has the statistics and abilities of an animal companion. If the animal is dismissed, is lost, or dies, it can be replaced in the same way as a normal spirit animal.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of the land. The shaman can consider their type to be elemental or their normal type for any effect, whichever is most beneficial to them, but do not gain elemental innate immunities. They can earth glide through any stone, dirt, or metal with a hardness equal to or less than their level. They no longer need to breathe. Any natural weapons they have operate as if they had the alignments of the shaman as well as being cold iron, silver, and adamantite, including the hardness ignoring properties of

adamantine.

Elementalist Pacts (5e)

Beast Pact

Unlike many elementalist pacts, to pact with beasts is less of reaching to the outer planes. The beast pact ties an elementalist to the concept of the feral animal; wild, majestic, and potentially terrible.

Class Skills. You gain proficiency in the Survival skill, or you can choose another skill from your class skill list if you are already proficient with Survival.

Planar Guide. Your planar guide comes in the form of an animal, often gazing with piercing wisdom or feral hunger that has its saliva on display, and rarely between. It can stand on two or four legs, sometimes even switching on demand, though this has no mechanical effect. The exact animal it appears as may shift as the elementalist grows in power.

Beast Planar Gifts

An elementalist of the beast pact can choose from any of the following planar gifts.

Alpha's Glare. With a stern glare and an action, you assert your position of alpha over a target animal, forcing them to make a Charisma saving throw against DC 8 + your proficiency bonus + your Charisma modifier. If they succeed, they are charmed by you for one round. On a failure, they are charmed for as long as you spend a bonus action each round keeping the effect going. They will follow your commands (if it can understand you) provided they do not endanger it or force it to act against its family (or what it considers family). Once you use this ability, you can't use it again until you finish a long rest.

Animal Call. As an action you can call on the aid of animals. This can manifest in a creature scampering to collect an item and bring it to you, possibly pull a lever, or other simple tasks. In combat you can harry a target within 60 feet, causing them 1d8 slashing, piercing, or bludgeoning damage (your choice). The damage is considered magical at level 8 or higher. At 12th level, you deal 2d8 damage instead. At 16th level, you deal 3d8 damage and can call animals up to 120 feet away.

Beast Skin. You can become an animal as if you were a druid using wild shape, using your elemental levels as if they were levels in druid. Once you use this ability, you can't use it again until you finish a long rest. You can still use planar gifts while in animal form.

Bestial Speed. You may spend a bonus action to move up to your movement rate. You gain the ability to speak with animals at 6th level.

Feline Grace. Many animals move with a speed and agility that leaves humanoids gaping with amazement. Any time you would fail a Dexterity-based skill check or saving throw, you may roll once again. You must accept the result of the second roll. After doing this, you must spend a bonus action on your next turn impressing on the universe how well you planned that.

Felling Strike. When your planar guide attacks a creature, the target must succeed on a DC 8 + your proficiency modifier Strength saving throw or be knocked prone.

Hybrid Form. As a bonus action, you can assume a halfway form between your normal form and that of any animal you could assume with beast skin. In this form, you keep your original statistics, but gain an attack variety, sense, or movement speed of the animal of your choice. If the animal could breathe water, you gain this ability as well. This form persists until you use this power again. You must have the beast skin gift to select this gift.

Lead the Hunt. When a random encounter is determined due to travel or movement, you may negate it. This decision is made after knowing what the encounter would have been. When traveling through terrain that would normally slow the party, you allow the party to move at its normal rate. You and your party travels overland one mile further per day per level, assuming 8 hours of movement. If you have not yet used this ability, you may expend its use when rolling initiative, giving the ally of your choice the option to reroll their initiative and take the better result. This choice can be made after knowing the order of initiative. Once you use this ability, you can't use it again until you finish a long rest.

Leather Hide. Your flesh is thick, possibly taking on a scaled or shelled appearance, or just the thick hide of a bear. In any event, Your AC increases by 1 and your planar guide's AC increases by 2.

Natural Remedies. Just as an animal licks its

wounds or grazes on restorative medicines, you know the secrets to recovery. When you finish a long rest, you gain 2 points of restoration per elemental level, and may use any number of them as an action, restoring 1d8 hit points per point spent to a target creature within 5 feet. The target also heals an amount equal to your Wisdom modifier provided you spent at least 1 point.

Pack Hunting. When attacking with a melee weapon, you gain advantage on your damage dice when at least one other ally has made an attack roll against the target since the start of your last turn.

Revenge of the Wild. When you or your guide attacks a non-animal, you may deal an extra 1d6 of the same type of damage. If the target has resistance against the attack, you can negate this resistance until the end of your next turn. Once you use this ability, you can't use it again until you finish a long rest.

Strength of a Titan. Drawing on the power of great and towering beasts as a bonus action, you gain a surge of strength. All melee attacks you make deal 1d4 extra damage and you gain advantage on Strength based skill checks for a minute. Once you use this ability, you can't use it again until you finish a short rest. You must be 7th level to select this gift.

Prey's Caution. You can't be paranoid when they actually are out to get you. Increase your passive Perception by 5. If you are surprised, you may act, but it must be movement or actions that take you away from the closest visible threat.

Planar Perfection

Upon reaching 20th level, you become an avatar of bestial might. You gain darkvision 60 feet, or you darkvision range increases by 60 feet if you already have darkvision. You cannot be fatigued or magically forced to sleep. Lastly, your Strength or Dexterity score increases by 4, to a maximum of 24.

Class Feats (PF2)

Adrenaline Change

FEAT 10

Uncommon Class

Prerequisites Wild Shape

You may use Wild Shape without cost, but its

duration becomes sustained, up to 1 minute, when you do so.

Hybrid Form

FEAT 8

Uncommon Class

Prerequisites Wild Shape

When using Wild Shape, you take on traits of the target instead of becoming it fully. You retain the ability to use items and weapons and may use your normal Armor Class if it is better than the one given to you by using Wild Shape. You may use actions with the manipulate trait and your equipment does not meld. You may speak normally.

Synergetic Weapons

FEAT 6

Uncommon Class

Prerequisites Wild Shape

When using Wild Shape, if the attack you gain is similar to a specific unarmed attack you already have (such as a bite attack and jaws), you use the higher of the two damage dice sizes, then increase it one additional size.



Untamed Lands Backgrounds

(5e)

Shaman

You listened for signals and signs that others would miss. From the direction the birds fly in, to the order of appearance of the stars at night, all are clues that unveil mysteries of the future, present, and past to those who know what to look for. Though you have moved on and become an adventurer, your past is not easily forgotten, nor have the unseen forces forgotten you, occasionally leaving you hints you didn't ask for.

Skill Proficiencies: Choose two of the following skills to have proficiency in: Arcana, Religion, Nature, Performance, Insight

Item Proficiencies: Select any one divination tool (such as tarot cards, dice, bones, etc.), and any one other.

Equipment: A divination tool you are proficient in, 5 candlesticks, clothing befitting a teller of fortunes or a shaman of your area, a set of common clothes, and a pouch containing 3d10+5 gp.

Feature: Soothseer

Hints of the future are always coming up when you least expect them. The GM is encouraged to give you a hint when the party is stuck or moving in the wrong direction. You may also attempt to force an answer from the spirits or fates by using your divination tool against a DC of 15. You may only do this once a week.

Suggested Characteristics

Shamans come in many varieties, but here are some suggestions.

d8	Personality Trait
1	The future is already written, so why struggle? People should accept what comes.
2	The future is already written, so why not reach for the best? You can't mess it up.
3	I spew 'wise' words that may or may not be relevant, so long as they sound mysterious.
4	I am constantly playing with my divination tool. It is rare that it is not in my hands.
5	I do not hesitate what others would call secrets to divination. Listen to me and you'll be happier.
6	My act is just that, an act. Sometimes it comes true, but that's just luck. I don't really believe it.
7	I listen and I watch people, looking for tells. They say I stare, but that's just what looking looks like.
8	I blame bad luck on angering the spirits and am just as quick to thank them for even the slightest boon.

d6	Ideal
1	Salvation. You follow the hints of your patrons, hoping to make the world better. (Good)
2	Destiny. It is as it must be. We are helpless to the calls of destiny. (Lawful)
3	Exploitation. Those who do not know the signs become desperate to hear them. Make of that what you will and enjoy the benefit. (Evil)
4	Resistance. There is always more than one path forward, and you constantly work against the ties you see. (Chaotic)
5	Tender. You were given this knowledge for a reason, and you shepherd the people who listen carefully. (Good)
6	Secrecy. I may see, but I don't need to share what I know. (any)

d6	Bond
1	I check my divination whenever multiple choices appear before me.
2	I try to end arguments through divination, asked for or not.
3	My divination tool is full of history. Protecting it is paramount and no substitution will do.
4	The sanctity of the spirits is more important than other temporary things.
5	The chance to line my pockets is not one I will bypass.
6	I received a vision of some great import of another character in the party and work to cause/prevent its fulfillment.

d6	Flaw
1	Even if the spirits don't answer, I feel obligated to produce an answer.
2	When I am scared, I begin using my divination tools even in very inappropriate moments.
3	I shamelessly color my answers with how I feel about the person.
4	I follow a long list of traditions, and insist others around me respect them.
5	I try not to offend any spirit or god, and am constantly learning new ways to appease them all.
6	I loudly beg for forgiveness when things go the wrong way.

(PF2)

Shaman

BACKGROUND

You listened for signals and signs that others would miss. From the direction the birds fly in, to the order of appearance of the stars at night, all are clues that unveil mysteries of the future, present, and past to those who know what to look for. Though you have moved on and become an adventurer, your past is not easily forgotten, nor have the unseen forces forgotten you, occasionally leaving you hints you didn't ask for.

Choose two ability boosts. One must be to Wisdom or Charisma. The other is a free ability boost.

You're trained in the Religion skill and the Soothsaying Lore skill. You gain the Canny Acumen feat (and must select Perception if you are not already an expert in it).



New Animal Tricks (PF)

Though these tricks are not unique to the Untamed Lands, the beast folk there are close to their animal companions and often move as one, giving rise to new methods to thrive together in the world.

Balance (DC 20): The companion has been trained to assist its handler move in a more active sense than guiding normally allows. While it remains adjacent to the handler, the handler may use the better of their or the animal's Acrobatics and Climb checks as the animal assists them in their movement. On any round that the animal provides this help, it is considered staggered on its next turn, but can move with the handler as they move, provided that isn't further than their normal movement. A companion must have the guide trick in order to learn this trick.

Magic Sniffing (DC 20): The companion has been trained to detect the uncanny signs of spells and enchantments. When given this command, they will explore the designated area or object and sniff for trouble. Use the animal's Perception as Knowledge (arcana) to detect any magic that may be present. If detected, the animal will indicate the area to the best of its ability. If this trick is learned twice, the animal will learn particular scents and automatically react without command when they encounter new magic auras.

Mind Guard (DC 30): The companion watches its handler's actions intently. When they are dominated, possessed, confused, or otherwise entirely lose the ability to control their own actions, the companion may use Perception in place of Sense Motive, and is automatically watching for such trouble. When detected, it ceases to accept orders from its handler until they recover and do their best to harry and stop their handler, but will not outright attack them, instead favoring distracting or tripping them until the problem passes.

Munition Assistant (DC 25): This companion can assist with the use of crossbows and firearms and other reloading ranged weapons. When its handler instructs it to, it will reload the designated weapon to the best of its ability. If given no other orders, it will watch the weapon and reload it as soon as it has room for another shot and the ammunition remains in reach of the animal. Only

animals with fingers or dexterous talons can learn this trick. Black powder and other loose ammunition is beyond the ability of an animal to handle with this trick, requiring cartridges or whole bolts/arrows.

Otherworldly Senses (DC 30): Such an animal is trained to respond to the presence of intangible things. The presence of a ghost or other intangible creature within its scent range will cause it to make a specific sound that it will repeat until commanded to stop or the presence leaves. The DC to teach this trick is reduced by 5 if you or a willing ally has the ability to become intangible for the animal to learn how to detect.

Play Wild (DC 20): An animal using this trick acts as a wild animal, avoid people, growling when approached, and avoiding all contact possible until its handler gives the command to cease this trick. Determining that such an animal is trained is far more difficult than usual while it remains in this state.



Untamed Lands Traits (PF)

These are regional traits specific to the Untamed Lands unless otherwise noted.

Animal Kin: You gain a +1 trait bonus on Handle Animal checks and Handle Animal is a class skill for you. Your animal companion or bonded mount gains one extra trick. When performing this specific trick, the DC for Handle Animal is decreased by 5.

Aphotic Survivor: You were raised in or spent significant time near the Aphotic Swamp and its attendant dangers. Your body has adapted. You gain energy resistance 3 against negative energy. This increases by 1 at 5th level and every five levels thereafter.

Communal Endurance: You have served in the Iron Fort militia against fearsome enemies, and it was drilled into you that it was only the steadfast of the column as a whole could allow you all to see the next day. Any time an ally other than yourself within 30 feet that you can see or hear (and cries out in pain) takes hit point damage, you gain 2 temporary hit points that last for one minute.

Cunning: With the wild need to survive of an animal, you are not easy to put down. Whenever a Reflex save would reduce you to unconsciousness or death, you gain a +3 trait bonus to your saving throw. This can turn a failure into a success.

Metropolitan Socialite (Social): You are quite used to other races and have grown used to dealing with them, as potential friends or rivals. You can learn languages within a week by immersion. This is far from perfect, but enough to ask for basic things and hold crude conversations. Make a DC 20 Linguistics check if you have it trained. On a success, this assimilation time is reduced by a day and reduced by another day for every 5 you beat the DC by.

Natural Element: You have learned to stalk with the elements themselves and understand their eddies. Whenever elemental damage is inflicted within 30 feet of you, as an immediate action you may become attuned to it, giving you a +2 trait bonus to saving throws against effects and spells that have that element as a type or deal that element in damage. This attunement remains active for one minute or until this power

is used again, whichever comes first.

Nomadic Linguist: You learned to pick up languages as you traveled to new exotic lands. For every 2 ranks of Linguistics you have, you gain an additional language.

Refusal of Death: While animals have many things, it is the seemingly frail human that simply refuses to die. Some beast folk remember this fact, and the people of the region call upon their ancestral need to survive. You do not die until you reach negative hit points equal to your Constitution and your level combined. Once per day, you can call upon a well of stubborn will, gaining as many temporary hit points as your level as a (likely loud) move action. These temporary hit points last for one hour.

Self-Proven: You have visited the Mirror of Men and proven victorious over the reflection of yourself when the reflection had a CR at least equal to your level -1 (1/2 at level 1). Once per day, you can become a full version of your animal half, as if using *beast shape* and with a size equal to your normal form. This lasts for ten minutes.

Set Order: You were born to a strict social caste, and not at the top. You've learned how to maneuver when great forces move above you, giving you a +2 trait bonus to Diplomacy and Bluff checks against those of superior social standing to you. Should you fail such a roll, you can immediately make another roll of the same kind and DC to quickly pawn the blame towards some other person or faction.

Wanderer: You spent a good portion of your life wandering from place to place, with no physical structure to call a home. You may be alright with this, or aim to fix it, but it is the way you know. Using Survival to feed yourself does not slow your overland movement, but attempting to feed more than a single animal companion or familiar in addition causes the usual slowdown.

Wild Thoughts: Your mind follows feral lines. When you are affected by something that would not normally function on a non-intelligent creature (Intelligence of 2 or less), you have a 20% chance of ignoring the effect as if you were an invalid target.

Untamed Magic Items

(PF)

Suit of Beasts

Aura Overwhelming Transmutation; **CL** 21st
Slot Body; **Weight** 20 lbs.

DESCRIPTION

With a great head of some beast done up in a very stylized fashion with huge eyes and a merry smile, this suit seems to imitate an animal, but is clearly intended to be worn by a person pretending to be that animal.

The origins of this artifact are lost to time, though tales of it are known through the Untamed Lands as myths and fables. Not all humans look at the beast folk as primitives that stand in the way of expansion. Some envy them, some even wish they were one, gazing with jealous eyes at the line that the beast folk straddle and wishing they could have that place.

Whether it was a mad wizard that created the suit to make it so, or the feverish enough desires of one who chased after their dreams, the suit came to be. The specific animal that it represents seems to adjust over time. When not specifically owned, it takes on the form of an animal the humanoid with the strongest kinship to an animal has within 60 feet of it.

If a humanoid is actually holding it and has any strong animal affinity, it will match that animal, but attempts to do so when not being watched (Perception DC 20 to notice it changing).

When not worn, it is a curious, but entirely purposeless thing, but donned by a humanoid, its true purpose becomes clear quickly.

GM Note: A person with an animal companion is likely to have that animal species as a kindred animal, but this is not always the case.

- When worn by a non-beastial humanoid, they begin changing slowly but inexorably so long as they wear it, becoming a beast folk of the animal variety displayed by the costume. If they remove the costume before it's done (1 week), they will be in a strange mid-way form with no benefit, but it will resume their transforming upon donning the suit once more.
 - When the transformation is complete, the suit slips free of the wearer as if it had no

What about other beast folk?

Effects that require being a beast folk can be used by not specifically beast folk races that share bestial lineages. Kitsune, catfolk, ratfolk, tengu, and other beings that blend animal and man are close enough to the beast folk to qualify.

clasps or buttons and despite any attempt to keep it on. Nothing stops them from putting it back on once it has finished falling off.

- Removing an incomplete form can be done with a *remove curse* against the suit's caster level.
- When the change is complete, the user becomes a beast folk permanently. If you are using the Hybrid Blood rules, they lose the physical aspects of their former race and gain the physical aspects of a beast folk.
- Worn by a beast folk with the ability to wild shape, the suit allows them to use wild shape two additional times a day.
- Worn by someone with an animal companion that matches the suit, the user can understand and speak with their companion as if they shared a language, though others only hear the natural noises of the animal.
- If worn for a year and a day without pause, the user must make a Fortitude save against a DC of 31 or instantly perish. Their body becomes another suit of beasts inside the first, though the two can be separated easily. If this check is passed, the user must make another saving throw if they continue to wear it for a year and a day longer.
- If a user has succeeded at one of the saving throws for wearing it for an extended period of time, grander, and terrible, powers become available to them.
 - Dark: Any time they succeed at pinning an opponent in a grapple, or as a standard action with a helpless victim, they can force the suit onto them and force their immediate transformation as if using *baleful polymorph*, though the original wearer can choose what animal the victim becomes within the limits of *baleful polymorph*. The original wearer may also leave the victim's mind intact, allowing them to succeed their Will save

against the effect automatically. The DC to resist changing is 35. The instant the transformation is complete, it vanishes, re-appearing on the wearer. This does *not* count as time not wearing the suit.

- Light: Once per raising of the sun, the user may touch a willing creature and allow them to become an animal. The touched creature can assume an animal form as if using *beast shape II* and remains in that form for up to 24 hours or until they end the effect as a standard action. The wearer of the suit may also end the effect as a standard action.
- If a wearer has ever used this dark power and perishes while wearing the suit, their body immediately rots away to nothing, its essence drawn into the suit to fuel it.
- If the wearer has used its light power and never the dark and perishes wearing the suit, their body instead becomes that of an animal that flees as best it can to safety. If the animal can be found and calmed, it can be used as a focus for *raise dead* or similar spells, allowing the user to be revived at half the usual cost.

DESTRUCTION

To properly banish this cursed and blessed artifact, one must bring it to an animal while it represents it and convince the beast to rip it to shreds.

(5e)

Braces of the King

Wondrous item, rare (requires attunement)

These braces wrap around all four legs of a quadruped creature. While worn and attuned, they allow them to stand bipedally and move just as quickly as they did on four legs. They retain all benefits for being quadruped despite this. If they did not have hands, they may use a bonus action to gain hands at the ends of their arms until the start of their next turn.

Rock of Magic Distraction

Wondrous item, uncommon

Devised when the beast folk had to spar with other spellcasters of great and terrible skill, these rocks look bland and mundane to untrained eyes. When viewed with any ability or effect that would

detect or analyze magic, they are blindingly bright and overwhelming to the senses. Upon detecting or trying to analyze such an item, one must make a Wisdom saving throw against 15 or become blind for one minute. Once blinded by such an effect, a person cannot be blinded again for an hour by that rock or any other like it.

Egg of Renewal

Wondrous item, very rare

This looks like an ostrich egg, but beautifully and elaborately etched and painted with all manner of egg laying creatures. When the egg is cracked open, it is hollow, but through a ten minute ritual, any dying or dead creature may be placed inside the egg (the creature shrinks if they are larger than the egg during the process), which then seals up and becomes warm to the touch. After 1d4 days, the egg will hatch, and the creature will emerge fully recovered, at full hit points, and all curses, diseases, and other lingering negative effects removed. If the creature was shrunk to fit inside the egg, it regains its full size after 5 minutes. Once a creature is revived in this way, the egg remains shattered and useless.

Suit of Beasts

Wondrous item, legendary (requires attunement)

With a great head of some beast done up in a very stylized fashion with huge eyes and a merry smile, this suit seems to imitate an animal, but is clearly intended to be worn by a person pretending to be that animal.

The origins of this artifact are lost to time, though tales of it are known through the Untamed Lands as myths and fables. Not all humans look at the beast folk as primitives that stand in the way of expansion. Some envy them, some even wish they were one, gazing with jealous eyes at the line that the beast folk straddle and wishing they could have that place.

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but attempts to do so when not being watched (Perception DC 15 to notice it changing).

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 - When the transformation is complete, the suit slips free of the wearer as if it had no clasps or buttons and despite any attempt to keep it on. Nothing stops them from putting it back on once it has finished falling off.
- Removing an incomplete form can be done with a *remove curse*.
- When the change is complete, the user becomes a beast folk permanently. If you are using the Hybrid Blood rules, they lose the physical aspects of their former race and gain the physical aspects of a beast folk.
- Worn by a beast folk with the ability to wild shape, the suit allows them to use wild shape one additional time.
- Worn by someone with an animal companion that matches the suit, the user can understand and speak with their companion as if they shared a language, though others only hear the natural noises of the animal.
- If worn for a year and a day without pause, the user must make a Fortitude save against a DC of 21 or instantly perish. Their body becomes another suit of beasts inside the first, though the two can be separated easily. If this check is passed, the user must make another saving throw if they continue to wear it for a year and a day longer.
- If a user has succeeded at one of the saving throws for wearing it for an extended period of time, grander, and terrible, powers become available to them.
 - Dark: Any time they succeed at grappling an enemy and begin the turn, or as an action with a helpless victim, they can

force the suit onto them and force their immediate transformation into a harmless animal of small or tiny size. The original wearer may also leave the victim's mind intact, or force them to make a Wisdom save against the same DC to retain their thoughts. The Constitution DC to resist changing is 20. The instant the transformation is complete, it vanishes, re-appearing on the wearer. This does *not* count as time not wearing the suit.

- Light: Once per raising of the sun, the user may touch a willing creature and allow them to become an animal. The touched creature can assume an animal form as if using *polymorph* and remains in that form for up to 24 hours or until they end the effect as an action. The wearer of the suit may also end the effect as an action.
- If a wearer has ever used this dark power and perishes while wearing the suit, their body immediately rots away to nothing, its essence drawn into the suit to fuel it.
- If the wearer has used its light power and never the dark and perishes wearing the suit, their body instead becomes that of an animal that flees as best it can to safety. If the animal can be found and calmed, it can be used as a focus for spells that would restore them to life, allowing the user to be revived at half the usual cost.

Destroying the Suit. To properly banish this cursed and blessed artifact, one must bring it to an animal while it represents it and convince the beast to rip it to shreds.

Temporary Tail

Wondrous item, uncommon

This fake looking cloth construct can appear to be any manner of animal tail. When hung from approximately the correct place, it fuses with the wearer and becomes a functional tail and remains until the wearer takes a long rest, at which point it falls free and returns to its original form to be worn again when desired. While worn and active and the user fails a check to retain their balance, the failure becomes a success. This can only happen once until the wearer has a long rest.

Trumpet of the Bull

Wondrous item, uncommon → *legendary (requires attunement)*

This appears to be the trunk of an elephant, with a place at the thick end to press one's lips and give a mighty blow. Attuned and played as a horn, it emits a haunting deep trumpet that is clearly audible for a mile in all directions. The ground trembles, but nothing seems to happen until the user's next turn, at which point they may specify a 30-foot radius. Any creatures or objects within the area take damage according to the rarity of the trumpet in magical bludgeoning damage as a sudden stampeding herd of elephants tramples everything in the area. The blower may specify up to 1 creature or object per charisma bonus to be unharmed. Once used, it cannot be used until the user next has a long rest, or they suffer a level of exhaustion.

Rarity	Damage	Dexterity Saving throw (half damage)
Uncommon	3d6	14
Rare	6d6	16
Very Rare	12d6	18
Legendary	18d6	20

Warning Blade

Weapon, uncommon

The warning blade can be found in the form of any variety of weapon. Every day it issues dire warnings about what could go wrong in the day to come. Unfortunately, these warnings are quite vague and largely impractical, but sometimes there is a nugget of useful fact hidden among its assurances that something terrible will happen before the sun sets. It takes special delight when something does go wrong with its owner or their friends with a joyful cry of, "I warned you!"

(PF2)

Consumables

Egg of Renewal

ITEM 8

Uncommon Magical Necromancy

Price 475 gp

Usage placed; Bulk 1

This looks like an ostrich egg, but beautifully and

elaborately etched and painted with all manner of egg laying creatures. When the egg is cracked open, it is hollow, but through a ten minute ritual, any dying or dead creature of level 8 or lower may be placed inside the egg (the creature shrinks if they are larger than the egg during the process), which then seals up and becomes warm to the touch. After 1d4 days, the egg will hatch, and the creature will emerge fully recovered, at full hit points, and all curses, diseases, and other lingering negative effects removed. If the creature was shrunk to fit inside the egg, it regains its full size after 10 minutes. Once a creature is revived in this way, the egg remains shattered and useless.

Runes

Warning

RUNE 5

Uncommon Divination Magical

Price 100 gp

Usage etched onto a weapon

The *warning* rune can be found attached to of any variety of weapon. Every day it issues dire warnings about what could go wrong in the day to come. Unfortunately, these warnings are quite vague and largely impractical, but sometimes there is a nugget of useful fact hidden among its assurances that something terrible will happen before the sun sets. It takes special delight when something does go wrong with its owner or their friends with a joyful cry of, "I warned you!"

Worn Items

Braces of the King

ITEM 6

Uncommon Invested Magical Transmutation

Price 230 gp

Usage worn leggings; Bulk 1

These braces wrap around all four legs of a quadruped creature. While worn and invested, they allow them to stand bipedally and move just as quickly as they did on four legs.

Activate ♦ interact; **Effect** If they did not have hands, they may gain hands at the ends of their arms until the start of their next turn.

Rock of Magic Distraction ITEM 4

Uncommon Evocation Magical

Price 90 gp

Usage placed; **Bulk** L

Devised when the beast folk had to spar with other spellcasters of great and terrible skill, these rocks look bland and mundane to untrained eyes. When viewed with any ability or effect that would detect or analyze magic, they are blindingly bright and overwhelming to the senses. Upon detecting or trying to analyze such an item, one must make a Will saving throw against DC 16 or become blind for one minute. Once blinded by such an effect, a person cannot be blinded again for an hour by that rock or any other like it.

Temporary Tail ITEM 5

Uncommon Invested Magical Transmutation

Price 150 gp

Usage worn tail; **Bulk** L

This fake looking cloth construct can appear to be any manner of animal tail. When hung from approximately the correct place, it fuses with the wearer and becomes a functional tail and remains until the wearer next performs their Daily Preparation, at which point it falls free and returns to its original form to be worn again when desired.

Activate ⤴ envision; **Frequency** once per hour; **Trigger** The wearer fails a check or saving throw to maintain balance; **Effect** The failure becomes a success.



Notable Untamed Lands

Folk

Big Tail

This jovially curved female skunk taur beast folk is the life of the party during the day, seeing to her people's needs with kindness and understanding. A shrewd city planner, she often considers the long-term effects of each law and idea before acting on them. She greets newcomers with smiles and offers of hugs if they seem open to the idea, bidding them to relax and feel safe within the community she does her best to keep open and inviting.

When the sun sets, she retires to bed, but truly awakens. Like most skunks, she is actually nocturnal, and takes to the walkways in a form-concealing collection of billowing clothes. Far from the only four-legged centaur-like creature in Treetop, with her bound tail and flexible voice, she has yet to be found out, enforcing the laws of the city quietly behind the citizens' back, oft with a note left behind explaining the misdeed and how to avoid doing it in the future.

GM Notes: Gregarious and warm by habit, she would rather any troublemaker she dealt with learn from their crime rather than seeing any person punished. Loyal to Treetop, she is unlikely to be drawn from it unless it is to directly protect it and is likely to return the moment the danger has passed. She tries to greet all newcomers, but powerful adventurers get a second visit from her night-time identity of Nyeusi, the shadow.

Cindy Cheeks

The first thing noticed about Cindy is an unending amount of vigor and energy. This female squirrel beast folk darts from place to place with barely a pause between. The only time she slows down is when she's facing a puzzle or a trap, which is when her tongue begins wagging in place of her feet and her tail begins to twitch wildly. With grey-black coloring and bright golden eyes, she is a cheerful person to meet and tends to greet strangers warmly, especially if they are other beast folk.

Her goal in life is to find the rarest and oldest

treasures. She believes that each artifact pulled from the depths is another victory that will make the world a better place. She rarely keeps them, despite their value, or lack thereof. She eagerly surrenders them to the next safe place she can find, unless they can directly help her find and secure more treasures.

GM Notes: Though many assume she is a rogue, she is actually an energetic arcanist that happens to be very good with traps and puzzles. She does not cast spells where others can see or hear her, leaning on enhancing spells or using metamagic to disguise her magic to make it look like her clever fingers are doing all the work.

Clear Song

Fairly serious for a citizen of Treetop, Clear Song sees the protection of its people as his sole responsibility, even if there are other guards that serve under him. A bipedal robin beast folk with bright red and deep black feathers in stark contrast, he likes to think his motives are as clear and divided as their patterns, his path crystal clear.

Though he distances himself somewhat from the very people he protects, his fellow guards look on him with praise on their lips. Steadfast and loyal, Clear Song works tirelessly to keep the settlement safe from all dangers that would approach it. Leading the others with bold songs of fortune and clear purpose, those who fight with him say they can meet any enemy as if filled with righteous rage, seeing to victory.

GM Notes: He dislikes strangers, whom may hurt his precious wards, and will give them a stern warning if any greeting is given at all. Watchful and suspicious, he awaits any sign that evil lurks in their hearts to properly banish them and rid the town of their foul presence. He will not leave Treetop unless doing so would act in its defense and will return to it immediately afterwards.

Grey Tail

With deep orange and soft cream fur, this vixen regards the world with green eyes that seem to look a little past those she speaks with. The spirits of the land whisper to her constantly, and her vulpine ears dance to hear what secrets they may impart. She is usually aware of visitors before seeing them. One rumor states that an assassin once came for her, and she was already

facing the secret door when he entered her chamber. She had tea prepared and bid him join her.

Serious, but not unkind, Grey Tail heeds the calls of the land and the spirits that dwell with in it, and the requests are not always immediately understandable by the mortals that live on it. Despite this, her advice has always led to the betterment of the fortress, and her word has become law. If she insists a tree that had stood rooted in place for years simply must be moved five feet under the light of a full moon, it will be done.

GM Notes: Grey Tail already knows when the PCs approach, their enhanced destiny (by dint of being players) means she cannot be caught unaware by them unless something is impeding her abilities. She is a rich source of plot seeds, seeing the benefit in putting dangerous or far-flung tasks in the hands of outsiders to handle that she would hesitate to assign to a local. She reports those who do her bidding well, getting such mercenaries reputation within the city and favorable treatment by others, but does not pay in gold. She may yield a magic item, if its use will benefit her or help assure the success of the mission assigned.

Howl

Most often seen perched atop a great dire wolf, this female wolf sees little difference between herself and the ferocious beast she rides. Both are dedicated to the safety and protection of all others in their pack, which they consider all lawful residents of the city to be. Though she can't actually speak with the wolf, they seem to have an empathic bond, able to understand the basic wants of one another. The dire wolf understands but does not speak common and she does not give hints to this fact, often listening on conversations and relaying anything that would concern Howl as best she can later.

Renowned through the town as a protector, none ask her to leave her companion outside, even if others are forbidden from doing so. Despite this, she keeps her time in such places to a minimum. "It sets a bad example," she explains, preferring to not take too much advantage of her position where any can see it happening. She is willing to give the benefit of the doubt to any that approach her peacefully and can serve as a fine

first point of contact for the city she serves.

GM Notes: A warrior and defender, Howl can be called to battle if it means preventing or stopping trouble to her city, but is not looking for adventure and will return the moment she can. If she believes the PCs are up to trouble, she will use her stealth and control of the people of the town to keep tabs on them.



Kr'kista

Patrolling the forests of Berteg Vale, Kr'Kista has stalked those lands for as long as any have known them. Her broodlings have spread out across the Untamed Lands and beyond, making her a grand draconic matriarch of great renown. Though she proudly stands for herself and is quite capable of defending herself, few with the intelligence to know of her would dare test her, knowing the revenge that would surely fall on their head should they succeed at harming her.

She has taken favor with the beast folk and considers any that wander into her territory as if they were a pet with a wild streak. She speaks gently and kindly but expects them to know little she does not yet already know, but she enjoys their presence and has soft strokes and kind encouragement to offer the little adorable people she has chosen to like. Though she is capable of shapeshifting as many older dragons eventually learn to do, she only rarely dons the face of lesser beings, preferring to admire her pets from on high.

The beast folk of the area know her well, and do not hesitate to offer her grand sacrifices of well-prepared meat to slake her hunger and continue to be on her good side. She is a potent defender and has kept the vale from the greatest threats for many years. Even when the Untamed Lands were contested, the beast folk were safe there beneath the watchful eye of their draconic matron.

GM Notes: She is terrifically unlikely to properly join a PC party but can become a great ally or antagonist depending on the situation. She is also a font of knowledge and may become a quest giver, directing the PCs towards where their presence is most needed to put things right for her dear little pets. If the PCs are beast folk, she will regard them with a mothering and patronizing tone, for they are her dear pets, passing through or not. Otherwise she speaks with the regality her age and station demands and expects she be treated properly.

Moon Dash

With silvery white fur and black tips at the ends of his ears and tail, Moon Dash's coloration makes him easy to spot in a crowd, and he likes it that way. This wolf beast folk thrives at the center of attention, which may explain why he became the mayor of the city and friend to all that live there, whether they want to be or not. A little socially aggressive, he pushes past boundaries and insists that all he encounters are best of friends, either currently or in the near future. Fortunately for him, he is good at his job, often making apt decisions about construction and in mediating troubles between citizens.

Unlike many others, he holds the opinion that anyone could be a member of his pack, and he would gladly welcome them to it. Aware of the popular opinion, he does not invite non-canines or vulpines publicly, but makes it a point to speak with them privately, to let them know he is a kind ear and a friendly face. Though he has a poker face that cannot be rivaled, his tail is a traitor. Those who think to check it and when he does not hide it, can determine his broad emotional state with ease (excited, scared, cautious, curious, happy, etc.)

GM Notes: A friendly soul, Moon Dash just wants everyone to get along, and does his best to see that is the case. A peacekeeper and

diplomat, he bargains with local tribes and distant settlements to ensure Iron Fort is on top when it comes to trade deals and is paid for the defense it provides, but without resorting to threats. The PCs are likely to intrigue him, and he could be lured away from the settlement, if the adventure were grand enough. He would see that another mayor was assigned before he left.

Ookami Denki

Born far in the east, Ookami is a quiet and disciplined warrior with piercing eyes. Even his closest friends are kept at arm's length and watched carefully. Less out of concern for what they might do to him and more out of concern for what might happen to them. Quick to right injustice with a slash of his katana of shock and slow to allow anyone to become close to him.

Never visibly armored but always wearing a katana/wakazashi pair as well as the ever-present bow and quiver of arrows.

When strangers are in town, he is never far from them. Always casually doing something else. Smoking a pipe at the general store, playing checkers at the cafe or just happens to be strolling down the same street. Silent. Never confronting anyone unless they need to be



stopped.

On a first name basis with all of the town guard he does his best to not interfere in their work but will not let disruptions get out of hand.

GM Notes: A grey-furred wolf beast folk samurai that pledges himself to the protection of the meek and defenseless around himself, Ookami does not bend towards any specific ruler, to the confusion of some others that follow the path. An adventuring party that seeks to right injustice and protect those that need it could draw his attention and lure him aware, if their goals are worthy of his blade.

Silent Wing

This owl beast folk watches the world with piercing eyes that rest behind thick-rimmed glasses. Though her face can be hard to read, her voice does her emoting for her. She is a seeker of lost things, people specifically. Whenever she hears tale that someone has gone missing, by becoming lost, kidnapping, or anything else that may separate people, she takes it on herself to find them.

Even should the target be dead when she

finds them, she does not rest until at least proof of it can be returned, preferably with the body included, that they may be reunited in at least that minimal way. She much prefers when things go well and will risk much to keep her wards alive and well as she guides them home. She has no home of her own, wandering the Untamed Lands, always seeking lost people and trying to get them where they belong.

Some say she lost someone herself, someone she still hunts as she wanders aimlessly. It's why she doesn't settle down, they whisper, still hoping for some trace of this missing person. A family member? A lost lover? A childhood friend? She doesn't speak of it. It is a shame, it is softly whispered, that she can find so many people, but the one she would want for herself.

GM Notes: Silent Wing is a natural companion for an adventuring group. She could be a source of adventure with tales of someone in need of rescue, but she is unlikely to send the party without going herself to help ensure the safety and recovery of the target individual. Good natured, she will not tolerate cruelty in her presence, especially towards a thinking person. In a party, she displays the talents of an investigator.

As the world prepared for war, the commander of Tono Castle, Ronald Claw sought to gather his subjects to the relative safety of his stone walls. Many, maybe even most, did not comply... willingly at least. That was acceptable to the monarch. Better his people live to despise him, than die needlessly. Even among the western settlements, who had long accepted the rule of the southern clans and gone peacefully along with their plans to that point, there was resistance.

The cats and snakes had gone too far. To the fox clans, to the east, who had never accepted the settled "civilized" lifestyle promoted by the southern clans, this was seen as final proof of the southerners foul intents. They began a war of harassment against Claw and his forces, harrying them should they dare enter unbroken forests of the east vale, sabotaging and robbing their caravans at every opportunity, until the day came the Southern clans withdrew within their castle and barred the gates. The fox families and their allies gathered around the walls, preparing a great siege, laughing at their cowardly foes hiding behind their stone walls, as they lived wild and free as their forefathers intended. They did not laugh when the blaze fell. Indeed, they did the only thing they could in the face of such a thing. They burned.

In the age of Ash, Ronald Claw is remembered as a great and wise ruler, and the savior of his people. They say he wept for noble but foolish fox clans, his only regret was that he could not bring more of his people to safety in time.

Places of Interest

Beast's Peak

Situated on the easternmost peak of the northernmost mountain range in the Untamed lands, there are no trails leading up to it despite animals making the migration frequently. Those native to the area know of it, but are in no hurry to share this knowledge. Others may find it by tracking the animals or other tricky means. At the very top of the mountain, what seems to be a peak instead becomes flat, with a tranquil pool in the center. Lush vegetation grows here that herbivores gently nibble on.

Predators come as well, but do not predate any that come to drink or sup on the greens. They drink as well, and seem content with that, despite the abundance of available game around them. It is not an uncommon sight to see a rabbit or mouse even scurrying over a predator as if they posed no threat.

Beast folk and other sapient beings can join in this, provided they come quietly and cause no harm. Animals will ignore them and enjoy the peace of this sacred place. To bring harm to another there is to anger the gods, though none know the name of whatever force watches over it. Once so cursed, all animals become hostile to such a person, no matter their usual inclinations.

Enjoyed, drinking from the water provides a full day's sustenance, and the next time they rest, it will be as if they rested for two nights instead of one, causing additional healing and restoration of negative effects. Though the water is clear and delicious, it offers no other benefits if bottled and taken away.

Hazards

This place poses no direct threat at all. If approached respectfully, it is entirely a boon.

Cloudy Ruins

GM Note: This place is only available in timelines where the elves steal Everglow's weather magic.

No one in the Untamed Lands knows who made them, only that they blew in on the wind one day shortly after the weather magic was stolen.

During one of the many flooding storms, a large mass of white fluffy clouds blew in, seeming to impale itself on a mountain peak. Curious beast folk found a strange sight on the slopes when they went to investigate. Scattered across the mountainside were pieces of buildings, furniture, and machinery--all made from fluffy clouds of different colors, as if they had been dyed or painted. Although fluffy and soft to the touch, the cloud-stuff proved to be a solid material, able to be picked up and handled.

Reaching the mountaintop, they found an entire town made of clouds, supported by a collection of massive clouds just as solid as the mountain rock pinning it in place. The town was clearly abandoned and badly damaged, but still recognizable as a settlement. The dry well and overgrown crops, in some cases the only things holding a building together, indicated that the town had been abandoned for months. Any personal belongings had either been taken during the evacuation or else blown away in the storm, leaving the previous inhabitants unknown, along with how they had crafted such a marvel.

The ruins proved useful to the beast folk as more than just a curiosity, however. The solid clouds made for surprisingly good boats and emergency shelters, proving to be mostly waterproof, though still easily blown about by the wind. Famine was another serious concern, but it turned out that the strange berry crops overgrowing the cloud ruins were a viable food source. Since they would only grow in the solid clouds, waterlogged earth was no longer a problem, and the clouds could be moved as needed without the aid of weather magic. This, combined with the spell *goodberry*, meant that the plants provided much needed rations. Over time, the loose pieces of solid cloud, along with harvested berries and seeds, were gathered up and stored in caves on the mountain for future use. Some beast folk skilled in farming, and at least one who knew the *goodberry* spell, took up residence in the caves as well, to better tend the crops without needing to travel far. There is some talk of eventually restoring the ruins as a new settlement, if a way can be found to rebuild them or craft new solid clouds.

Hazards

This place holds no threat, except for falling

off the clouds or the mountain if one is careless. During the time of flood and famine, the ruins are guarded to ensure they aren't blown away by storm winds or that the material and food is not stolen.

Hundred Rainbow Lakes

Just to the southeast of the Ironwood Forest lay a dotting of lakes that separate the Ironwood from the lands beyond it. Each body of water has its own unique hue, from perfectly picturesque blue to alien shades of neon green and yellow. Despite this variation, the water is perfectly potable and does not react in any strange way to being cooked or used in alchemies. When drawn and placed in a jar, the color of the water remains without ever falling out. With the proper alchemy, the color can be used to stain things, making the waters quite useful as a dye.

Many aquatic beast folk find the lakes to be an agreeable home. Breathing the colored water has no harm and does not stain living flesh unless someone goes out of their way to perform the required chemical tricks that can give rise to very colorful tattoos and marks. Some natives of the area sport bedazzlingly complex patterns of a bewildering variety of shades, as if a painting were drawn on them by the gods themselves.

The water-dwelling people of this region are traditionally easy to approach, provided one obliges the one standard rule. To become a friend, one must swim. The better the swimming, the better, but being willing to submerge in the water and awkwardly paddle is often enough to gain at least a good natured welcome. Those who genuinely wish can even find instructors that will gladly share tricks of the water.

Hazards

Those who come bearing arms or obvious offensive magics will be given a far colder reception. In addition, monsters dwell here who take advantage of the bright colors to conceal themselves beneath the still waters of the lakes, waiting for a meal to happen by. Though the natives know which lakes are safe and which contain danger, few obvious markers exist for outsiders to know the difference.

Grave of Conflict

This site, right in the center of the Aphotic Swamp, is how the swamp came to be, they say. It was on this once verdant field that the forces of humanity did wage a terrific four-sided battle. Elves, humans, orcs, and the beast folk met with weapons drawn and hearts set on victory, but there were no winners to be found there. The battle was supposed to be decided quickly, with no castle to siege or major fortifications to overcome. All sides would meet, and blood would be spilled across the land, and the matter would be settled.

This idea faded after the first day and the armies still fought. Weak and small, the beast folk were the first to withdraw. Fractured and young, they had no real hope of victory, and pledged to return another day to get their chance. The elves wove terrific magic but were the smallest in number. Orcs rent the ground asunder with great blows that seemed just as magic as any invocation raised against them. The humans came in the greatest number, threatening both sides with martial and magic prowess blended together as roughly as their tactics.

All three sides remaining had their eyes set on the fertile land that would become the Untamed Lands, but the withdrawn beast folk refused to yield it to them. If they could not win by strength of arms or strength of magic, they would turn to other means. They called on the spirits of the land and ripped open holes between Here and There, beckoning the ripe forces of elemental power that were so close in Everglow. They did this even as the battle raged on, for whoever won that battle, the beast folk would surely lose.

Rather than flood the plains with fresh energy, they drew it free, taking advantage of the tremendous power being used by all three other sides already draining the area's local supply of energy. The ground softened and a sickly rain began as the sky tried desperately to fill the void that was forming. The battlefield turned almost instantly to slush, soldier movement coming to an uneasy stop. New screams filled the air as soldiers sank beneath the mire.

The beast folk spellcasters did not stop, even as the sounds of battle faded. As the forces of their enemies sank, they bid the forming swamp take and take. Corpses withered and turned to blackened sludge that would form much of the

swamp. All plants died, and fish refused to populate the place, as the water itself was bitter and lifeless. The swamp became a marker, a symbol that the beast folk would not accept being pushed aside by the other, larger, factions of the world.

Hazards

Besides being a macabre reminder of the horrors of war, the Grave of Conflict has a great many potential artifacts and devices lost by those who clashed in that ill-fated battle. Twisted elementals and blighted undead patrol the Aphotic Swamp, especially thick around the grave site, making would-be looters have to step cautiously if they don't want to meet their own end at the grasp of the ever-hungry swamp or the creatures that would protect it.

Mirror of Men

Stories tell of ancient powers that saw power in still waters and the reflections they could cause. In the northern reaches of the Ironwood Forest, where snow touches the ground during most of the year, there is a still pond of no special appearance. If one approaches when the full moon hangs directly overhead, reflected brilliantly in the pond, they may endure a challenge. This only works for beast folk, drawing free the bestial side of themselves to do battle with.

Instinctively, such a beast folk know they cannot use a weapon of grand design. If it is masterwork, it cannot be used, which precludes the use of enchanted blades. Short-lived enchantments are acceptable, but only if that enchantment is placed by the beast folk themselves, and only after the match begins.

Some beast folk have an easier time of it by dint of their other half. It can be easier to wrestle a house dog compared to a wild tiger, but such is the price of having a majestic and powerful heritage to measure oneself against.

If anyone save the beast folk whose reflection they battle takes part in the struggle, the reflection vanishes instantly and the beast folk is left with a feeling of regret and inadequacy that lingers for some time afterwards. This also occurs if the beast folk is reduced to unconsciousness or is pinned and does not free themselves within a round.

Similarly, if they manage to strike the reflection unconscious or pin them for more than a round, they are victorious. There is no immediate prize for winning this match, save the satisfaction in knowing they have lived up to the blood that stirs within them. Some shamans can detect a beast folk that has weathered this challenge and may react appropriately.

Hazards

This place is an opportunity, but, barring misfortune, is likely to leave someone humiliated rather than dead if things go poorly. On a failed challenge, they will have to wait a full moon cycle to try again and redeem themselves.

Laden Dens

Some beast folk enjoy a good den. A nice burrowed place, sometimes done by the folk themselves, other times by weather or other creatures, simply taken because they are there. Whatever the reasons, they pass from person to person, beast to folk and back to beast at times. Some of them become lost over time, abandoned by the folk, but not by the world itself. These places become places that reasonable folk suggest avoiding, but there can be rewards for being foolish.

Lurking within these places are the artifacts of bygone eras, ranging from within the same generation to things from so long ago that none still remember the tales of them. There was a time before the Untamed Lands even had the name, and even the area had passed hands between other species, from kobolds to humans and orcs and eventually to the beast folk. It is in these dens that one finds evidence of these past times.

Hazards

From ancient golems, the uneasy undead, to cunning traps designed to keep their old homes safe, the Laden Dens are an unsafe place to visit. The common wisdom of the Untamed Lands is that no home that doesn't have someone already living in it is safe to make your own, even by force. Even without supernatural menaces, local animals and monsters will take up habitation in such places and are often quite territorial about interlopers.

Lair of the Pale Horses

GM Note: This place is only available in timelines where the Pony Empire falls.

In the last days of the Pony Empire, during the War of Hoof and Fire, a herd of ponies escaped into the Untamed Lands. The young, old, and injured were taken in by Rosestone Monastery, but the others did not come seeking sanctuary. They sought weapons and powerful magic to aid the war back home. They themselves were learned in the ways of magic and built a small keep at the edge of the Aphotic Swamp, seeking both to search it, and to be left alone by the Beast People.

At first, the keep seemed perfectly normal as a settlement, despite the unfavorable location. Ponies would leave and return, visiting other settlements to buy supplies and trade crafted goods. They would even post notices to hire adventurers willing to brave the swamp for valuables and research data. Eventually, some of those adventurers decided to stay, taking up residence at the keep. Neighboring Beast People saw opportunity and came to set up shop as well, soon turning Pony Keep, as the place was nicknamed at the time, into a small but well-to-do town, with supplying adventurers and the nomadic groups of the Untamed Lands as its main income. Many of those ponies sheltered by Rosestone Monastery eventually returned to the keep to make their own living.

For a good while, the town was peaceful, except for the occasional undead roaming in from the swamp. The trouble began with little things at first, strange noises around the keep in the dead of night, glimpses of movement in the dark, the occasional surge of wild magic. At first it was thought to be just the nocturnal Beast People, but when asked, they claimed to have nothing to do with it. The ponies were asked, but any who did know claimed they were under oath not to speak of it, something about helping the war effort back in Everglow.

The beast folk kept careful watch on Pony Keep, wary now, but willing to leave them in peace so long as this war from Everglow posed no threat to them. Strange events continued in the town, but when no threat came, these were soon accepted as just an odd pony thing and a normal, if unsettling, part of life there.

Rumors eventually leaked out, despite the ponies' vow of secrecy, of three powerful mages hidden away in the keep's lowest basements below the cellars--which were closed off to all but a select few. The rumors said that each mage was focused on a different aspect of magic in their respective basement workshops.

One was Blade Rivet, a clockwork unicorn stallion who sought to forge war constructs capable of slaying even the mightiest of foes. It was claimed that he had been exiled permanently from both Bit-N-Bolt and from Kollektive 23, though none knew exactly why. Another was Flaming Rose, a unicorn sun mare who wished to craft fierce and terrible beasts, combining different traits of many creatures for the perfect monster. They say her ancestor created the Phoenix Wolves, and she sought to surpass that act, which she saw as a great work. The third was Astral Silk, a unicorn mare who strove to weave mighty spells, seeking a master work that would quickly end the war. They say she desired to best the goddess Princess Luminance in knowledge of spellcraft.

Pony Keep proved its usefulness as more than a mere oddity and supply hub when the weather magic was stolen by the elves. As the land flooded and famine spread, the keep offered shelter and food alongside Rosestone Monastery and the other cities, and also helped with rescues and repairs. Calling on the beast folk fighters and mages, and anyone else they could find, the people of Pony Keep gathered to contain the Aphotic Swamp, fearing that the floodwaters would spread its death throughout the Untamed Lands.

With the swamp successfully held at bay, life returned to normal for the town, although it was noticed that the oddities were growing steadily worse. The surges of wild magic came more frequently and lasted longer. The noises in the night grew more frightening, and creatures seen skulking around at night were larger, and some gleamed with metal in the moonlight. The ponies of the town seemed skittish, and some beast folk could sense, in that way animals have, that something was wrong.

The strange creatures and constructs became bolder, some seen in daylight, while attacking in darkness. Beast folk and ponykind alike began to disappear. More notices for adventurers were sent out and answered. Attempts to enter

the basement levels of the keep were made, only to be blocked by multiple traps, spells, and creatures. Messages were sent with the Blue Feathers to other cities for advice and aid. Warriors from Iron Fort were sent to aid the town in fighting off the monsters, while Sandra rabbits also answered the call, providing stealthy scouts to tunnel under the keep to see if the basements could be breached that way. They found one basement workshop had been tunneled out of, but were unable to get past the monsters who had made it their den. There was no sign of Flaming Rose, and it was assumed that she had been eaten.

The next day, a metal dragon erupted from the second basement workshop, up through the keep and out through the roof, destroying several floors and towers in the process. It seemed to grow in size as it flew, until its wings blotted out the sun and its roar shook the ground. No one can agree on what powers it had or what breath weapon it used, but all fled before it. Suddenly, as the dragon flew to give chase, it was yanked backwards, pulled back into the basement by some unknown force, shrinking as it fell. Attempts were made to follow it through the hole in the workshop ceiling, but that breach magically sealed itself, barring entry. Many assume Blade Rivet had also met his end, likely by the claws and teeth of that dragon. Most abandoned Pony Keep after that, not waiting to find out what terror might burst from the third basement workshop.

Soon after, the ruins of the keep began to sink, as if the swamp were claiming it, or else some other creatures had tunneled underneath, unsettling the foundations. Those townsfolk who had escaped welcomed the sinking, saying that the place had become more trouble than it was worth, but they said that the swamp could never take it completely. The stonework had been masterfully crafted, and powerful wards had been placed upon it, to keep out as much water and mud as was possible in case of just such an event. The basement and ground floor of the keep became completely submerged, buried into the hill on which it rested. Only the roofless upper floors and stumps of the wrecked towers remained above ground.

A few opportunistic shopkeepers remained, still willing to cater to adventurers brave or foolhardy enough to explore the ruins for plunder and knowledge. To this day, nobody knows the fate of

Astral Silk, and her workshop remains unopened. The name of Pony Keep was changed to “honor” the mages who had haunted it for so long. It became known as the Lair of Pale Horses.

Hazards

For those brave or foolish enough to enter the ruin, all manner of dangers awaits them. Undead and corrupted elementals from the swamp roam the grounds around the old keep, and the keep itself becomes a zone of wild magic once per day. While this wild magic zone is present, any spells cast, spell-like abilities used, or magic items activated inside the lair or in the tiny merchant village outside of it cause a wild magic surge. Roll on the Wild Magic Surge Table from *Spell Alterations* in *Pathfinder Unchained* to see what effects are caused. The time this wild magic zone appears is random each day, but it lasts for 1d4 hours.

Once inside the ruins, territorial monsters and hostile clockworks are the main concern until adventurers are able to reach the basement levels, where various traps and hazards have been laid. The types encountered depend on which workshop adventurers seek to explore. Those who approach Flaming Rose’s workshop will find living hazards, magical and non, among more powerful monsters to get past. It is said that the Beastmaker’s most powerful creation lairs inside her room, guarding it against any would disturb it, but none can say for sure what that monster is. Whoever seeks Blade Rivet’s workshop will find mechanical traps and non-living hazards, along with more dangerous clockworks and golems. Rumors say the metal dragon is still inside his room, ready to devour any who intrude. Any who dare to try for Astral Silk’s workshop will find magical hazards, magical traps, and illusions blocking their path, becoming more difficult and dangerous as they press onward. There is also the mage herself, whom many believe is still locked inside her workshop, somehow keeping herself alive—or perhaps even undead, if certain rumors be true.

Untamed Lands

Were they named for the region they dwell in, or the region named for them, few could say with certainty. The majestic and unspoiled lands, far away from even the larger beast folk settlements, have risen above the lovely scenery and verdant

plants that grow on it. Such lands gain an awareness and as the years pass, this awareness grows ever sharper. Druids find such places a delight, their natural magics working easily (PF: +1 caster level) as the land aids them so long as they serve the lands' needs.

When there is no druid in attendance, such lands see to their own needs. They can shape a form to inhabit but are restricted to their own land-mass. Having learned of the beast folk, they often take the form of an elderly version of the same, to approach them and see what is troubling it dealt with. Such an avatar can act as a powerful druid, though some lands prefer to hone other arts, and there seems nothing stopping such an avatar from being created of almost any profession, though few lands spare thoughts towards the divine, so divine classes are quite unusual.

It is possible for such lands to communicate with one another, especially when they border

one another. Their avatars meet at the border where they may become friends, or rivals, or even enemies, though often they simply are, and care little for the going ons of the next land over, until it begins to affect them. Moderate amounts of civilized people, but not enough to disrupt them, makes it more likely that neighboring lands will socialize among themselves for better or worse.

Hazards

Such lands see to their needs, and often think little for the short-lived creatures that crawl on them, especially when they are the source of what ails them. Any adventuring party that causes sudden and unwelcome changes to the land may face the ire of such an untamed land. Setting fires carelessly or cruelly, conjuring earthquakes, blocking rivers, and other acts of ecological upheaval can draw their attention.

As the pony empire fell, the backlash upon the beast-lands was considerable, not the least of which upon Tono Vale. The wild weather unleashed by the elves caused great floods. The rodent and mustie families of the west had just recently accepted the change from roving nomads to productive farmers only to see their fields become unplowable mires. The fox clans were fast to provoke malcontent, claiming had the western clans not settled in always "camping in one place" they could have moved on to higher ground, hunting and trading as their forefathers.

Ronald Claw, the Commander of Tono Castle, became obsessed with a coming doom, and began to press the disenfranchised farmers to relocate into his ever growing castle walls. The foxes scowled, and turned to their cousins, The Pack in the Ironwood Fort, to the east, but the canines of Ironwood Fort had little interest in the follies of lesser beast folk. In the end, the reign of Ronald Claw ended in infamy and his memory was forever stained by his paranoid madness. He sought to save his people from an end of the world that never came. Thus the world went on.

Untamed Lands Bestiary

Template: Vines of the Lost Guardian

The history of these vines and the golems they have taken over are lost to time. What is known is that these vines will seek out and cover any inactive golem and turn them into a guardian for a wood, grove or other sacred land area. Untamed Lands that have gained awareness are also acceptable targets for such beings to protect, but some are simply wanderers, straying across all the Untamed Lands, seeking those that would despoil it. Flesh golems covered in these vines no longer have a berserk chance due to the vines controlling instead of the confined spirit.

(PF)

“Vines of the Lost Guardian” is an acquired template that can be added to a golem construct, referred to hereafter as the base creature.

CR: +1

Type: A lost guardian uses all the base creature’s statistics and special abilities except as noted here.

Special Qualities: A lost guardian gains the following special abilities.

Living Repair (Su): When the lost guardian is reduced to 50% of its hit points, it is immediately healed for 1d6 damage per Hit Die. This can prevent it from being destroyed but can only occur once per day. A creature grappling the golem can attack the vines directly. Damage is dealt as if damaging the golem, but damage reduction does not apply. Dealing at least 1 hit point of damage per Hit Die of the golem to the vines prevents it from using its healing power until a day passes.

Vine Shrouded: *Warp wood* or *wood shape* slows a lost guardian (as the *slow* spell) for 2d6 rounds (no save). *Repel wood* drives the golem back 60 feet and deals 2d12 points of damage to it (no save).

(5e)

Any golem can become a vined golem. When it becomes a vined golem, it retains all its statistics

except as noted below.

Challenge. The lost guardian’s challenge increases by 1.

Living Repair. When the lost guardian is reduced to 50% of its hit points, it is immediately healed for half its total hit points. This can prevent it from being destroyed but can only occur once per day. If the golem is grappled, one may spend an action to damage, remove, or otherwise interfere with the vines, preventing the golem from healing itself for a day.

Vine Shrouded. Spells or effects that warp or shape wood slow down the lost guardian as if it was affected by the *slow* spell without a saving throw.

(PF2)

You can turn an existing golem into a vined golem using the following steps.

Increase the creature’s level by 1 and change its statistics as follows.

- Increase its AC, attack bonuses, DCs, and skill modifiers by 1.
- Increases its damage with Strikes by 1. If an ability can be used only a small number of times (such as an adamantite golem’s vent), increase the damage by 2 instead.
- Modify the Golem Antimagic ability by adding *shape wood* and similar spells with the plant trait to the list of spells the golem is slowed by and adding *horrid wilting* and similar spells that specifically are dangerous to plants to the list of spells the golem is harmed by.

Vines of the Lost Guardian Abilities

All lost guardians gains the following abilities.

Living Repair ⤿; **Frequency** once per day;

Trigger The lost guardian is reduced to 50% or fewer Hit Points. **Effect** The lost guardian gains Hit Points equal to half its maximum.

Vine Shrouded When grappling the lost guardian, a creature may choose to attack the vines. This functions as attacking the golem, except that it ignores any resistance the golem has. If damage equal or greater than the golem’s level is dealt this way, it cannot use its Living Repair for 24 hours as the vines regrow. The vines cannot be attacked if it cannot use its Living Repair ability.



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