

# **PATHFINDER**<sup>®</sup>

**PLAYER COMPANION**<sup>™</sup>



## **HEROES OF GOLARION**



To the governors of the citie  
the mountains, this travel  
found shipwrecked upon our  
and was pulled to land by  
of our fishers. In return for  
rescue, he has performed many  
for me and my city that have more  
than covered any debts he owed. He  
has asked permission to travel  
along the mountains in  
the city of Segada and  
home - are granted  
in safe pa



Let it  
that o  
Neth  
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Let it be known  
that on the 17th  
of Neth, 50 gold  
pieces were paid in  
taxes to the Ruby  
Prince Khemet  
III, permitting  
travel into the  
deserts of Ogrion.



should I find but that you have  
afoul of both! I will most certainly  
demanding recompense  
longings when I

DE  
ons red wine vinegar  
ons garlic salt  
oon ground cumin  
spoon ground coriander  
2 teaspoon ground cinnamon  
1/2 teaspoon black pepper  
1/2 cup honey  
1/2 cup olive oil  
**HONEY-SPICE COUSCOUS**  
2 cups water  
1/3 cup marinade  
8-3/4 ounces chickpeas  
1 cup fresh tomato, chopped  
(Where am I meant to find a pro  
tomato in Avistan? Check in  
1/3 cup fresh flat-leaf parsley  
10-12 ounces couscous





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## ON THE COVER



Two unlikely partners hold on for their lives as they struggle against a towering undead foe in this incredible scene by Setiawan Lie!



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## REFERENCE

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

<i>Advanced Player's Guide</i>	APG	<i>Occult Adventures</i>	OA
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM
<i>Bestiary 5</i>	B5	<i>Ultimate Wilderness</i>	UW



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# INTRODUCTION



Hurling through space nearly 100 million miles out from the Burning Mother is a small, blue world called Golarion. Known as “the Cage” because of its role as the prison of the qliploth deity Rovagug, Golarion is home to seven robust continents whose untold inhabitants wander their way through life. Living on Golarion isn’t always easy and is hardly ever safe—throng of monsters lurk in its wilds, while nation-states and powerful individuals plot to improve their status and wealth. The people of Golarion have survived a thousand years of darkness, the rise and fall of numerous empires, dealings with devils, demonic incursions, and the death of gods. Yet through it all, people have risen around the world to defend all that Golarion’s citizens hold dear as best they can. Golarion always needs more heroes.

This section summarizes each of the major continents of Golarion, as well as the nations, races, and ethnic groups that dwell there in large numbers.

**Arcadia:** Located due west of the Inner Sea region across the treacherous Arcadian Ocean, Arcadia is a land that to outsiders may seem untouched by civilization, though such assumptions couldn’t be further from the truth. Over a dozen nations are spread across Arcadia, each heavily invested in maintaining the ecological beauty and health of their territory. Little is known about Arcadia’s nations and politics, aside from the Avistani colonies of Anchor’s End, Elesomare, and Valenhall, as well as the wandering gnome settlement of Gogpodda. The Segada Protocol enacted by Arcadians ensures

that few outsiders are ever permitted beyond the gates of the Degasi city of Segada. Arcadia is home to large populations of halflings, orang-pendaks, rougarous, skinwalkers, syrinxes, and wyrwoods, as well as the Arcadian human ethnic groups, which include Calani, Kansari, Mahwek, and Oeurfasians.

**Avistan:** Located north of the Inner Sea and east of the Arcadian Ocean, Avistan is known for its bustling metropolises and wealthy nations. Several of the world’s great powers—both rising and former—are located here, including Andoran, Brevoy, Cheliax, Druma, the Five Kings Mountains, Irrisen, Kyonin, Taldor, and others. Avistan is home to large populations of dwarves, elves, gnomes, halflings, and orcs, as well as the Jadwiga, Kellid, Nidalese, Shoanti, Taldan, Ulfen, Varisian, and Varki human ethnic groups.

**Casmaron:** Stretched across Golarion’s northern hemisphere to the east of Avistan, Casmaron is the largest of Golarion’s continents and home to two of the world’s most prominent and powerful empires: Kelesh and Vudra. Additionally, while Qadira holds some territory in Avistan, most of this nation’s holdings are in Casmaron, as is the legendary island nation of Iblydos. Casmaron is home to large populations of the planar-touched ifrits, oreads, sulis, sylphs, and undines, as well as vanaras, vishkanyas, and the Casmar, Iobarian, Keleshite, and Vudrani human ethnic groups.

**The Crown of the World:** A natural land bridge between Avistan and Tian Xia, the Crown of the World sits atop

Golarion's north pole. Consisting of frigid deserts, massive glaciers, and rings of mountains, the Crown of the World is among the most inhospitable places on Golarion, and the only nation that manages to eke out a living there is the dwarven kingdom of Zavaten Gura. Most who live on the Crown of the World dwell in isolated communities or tribal confederations, while caravans from several nations travel along the Path of Aganhei, a trade route linking Avistan and Tian Xia. The Crown of the World is home to large populations of dwarves and snowcaster elves, as well as the Erutaki human ethnic group.

**Garund:** Throughout history, many of Golarion's mightiest nations have existed on Garund, the continent located to the south of the Inner Sea and west of Casmaron. Often divided into four regions—the north, the east, the central west, and the south—Garund is home to an incredibly diverse collection of cultures and creatures. To the north, Garund's deserts host the nations of Katapesh, Osirion, Rahadoum, and Thuvia, while to the east lie Alkenstar, Geb, Jalmeray, and Nex. Sargava, the Shackles, and the Sodden Lands are the most infamous of Garund's western nations, while to the south lie lesser-known nations such as Dehrukani, Droon, Holomog, Kaz'ulu, and Murraseth. Garund is home to large populations of catfolk, dwarves, elves, gribplis, halflings, ifrits, oreads, sulis, sylphs, undines, and wyvarans, as well as the Bekyar, Bonuwat, Caldaru, Garundi, Lirgeni, Mauxi, and Zenj human ethnic groups.

**Tian Xia:** Known to some by its moniker, the Dragon Empires, Tian Xia is an ancient land positioned far east of Avistan and Casmaron, rife with secrets and spirits. Once home to the mighty Lung Wa empire, over a dozen disparate Successor States now vie on Tian Xia's political stage, including Amanandar, Bachuan, Chu Ye, Dtang Ma, Goka, Hwanggot, Kaoling, Kwanlai, Lingshen, Po Li, Quain, Shokuro, Tianjing, and Wanshou, as well as the nations of Minkai, Nagajor, and others. Tian Xia is home to large populations of kitsune, nagaji, samsarans, tengus, and wayangs, as well as the Tian human ethnic group, which includes Tian-Dans, Tian-Dtangs, Tian-Hwans, Tian-Las, Tian-Mins, Tian-Shus, and Tian-Sings.

**Others:** In addition to the continents described above, Golarion bears two other continents. Azlant was once the cradle of human civilization, until the aboleths called the *Starstone* to crash into the continent's heart, sinking all but its tallest mountains beneath the waves. Sarusan, by contrast, is a mysterious nation that no modern expedition has ever successfully returned from. Any nations that once existed in these continents either have been annihilated or simply do not wish to have contact with greater Golarion.

## RULES INDEX

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

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# HEROES OF ARCADIA

Arcadia is a vast continent far west of the Inner Sea. Few outsiders from the Inner Sea have ever explored the interior nations of Arcadia, and many of their cultures and customs are known only to those born there. Arcadia holds many diverse traditions, martial arts, arcane disciplines, and even deities that most citizens of the Inner Sea know nothing about.

## ARCADIAN GUN FEATS

Guns are still rare in Arcadia, and Arcadian gunslingers often have difficulty finding ammunition in the wilderness. In response, these gunslingers have developed their own techniques using Arcadian magic.

### Dragon Shot (Combat, Grit)

You instinctively channel your latent magical abilities through your firearm.

**Prerequisites:** Amateur Gunslinger feat or grit class feature, Spellcraft 5 ranks.

**Benefit:** As a swift action, you can spend 1 grit point to convert your gun's damage into acid, fire, electricity, or cold damage for 1 round. You can choose a different damage type each time you use this ability. This still counts as a ranged weapon attack for critical hit multipliers and abilities such as Deadly Aim.

### Infused Spell Cartridges (Combat)

You can improve your arcane ammunition with more powerful magic.

**Prerequisites:** Int 15, Arcane Strike, Spell Cartridges\*, ability to cast 4th-level arcane spells, proficient with firearms.

**Benefit:** While your gun is imbued with power from the Arcane Strike feat, you can spend a standard action to cast a spell of 3rd level or lower and deliver it via a force bullet. The spell must have a range of touch or produce a ray; if the spell would produce multiple rays, the bullet delivers the effect of only one ray. If the force bullet strikes a target, it deals its force damage and also delivers the effects of the spell. If the force bullet critically hits a target, the spell deals double damage.

### Recall Ammunition (Combat, Grit)

You use your innate magical abilities to instantly recall a missed shot.

**Prerequisites:** Amateur Gunslinger feat or grit class feature, base attack bonus +9, Spellcraft 5 ranks.

**Benefit:** After missing with a ranged weapon attack using a firearm, you can spend 2 grit points as an immediate action to recall the shot. If you do so, the ammunition from the missed shot is magically loaded back into the firearm and is ready to fire again immediately.

### Spell Cartridges (Combat)

You can fire bullets of arcane energy when your ammunition runs low.

**Prerequisites:** Arcane Strike, ability to cast arcane spells, proficient with firearms.

**Benefit:** While your gun is imbued with power from the Arcane Strike feat, you can fire force bullets instead of regular ammunition. A force bullet deals 1d4 points of force damage for every five caster levels you have. Force bullets do not use black powder or ammunition and count as magic for the purpose of bypassing damage reduction.

## JAGUAR SLAYER TALENTS

Kazutal was once a goddess of war and conquest, but she changed when a great calamity threatened her people. Now she is known as Mother Jaguar and revered as a goddess of community, love, and protection. Kazutal's faithful prefer to capture their enemies rather than killing them, offering them the chance to make peace. The following slayer talents are suitable for warriors dedicated to Mother Jaguar.

**Jaguar's Grace (Ex):** A slayer with this talent does not take the normal –4 penalty when dealing nonlethal damage using a weapon that normally deals lethal damage. Attacks made this way can apply nonlethal sneak attack damage. The slayer must be at least 4th level to select this talent.

**Jaguar's Pounce (Ex):** When a slayer with this talent deals sneak attack damage, he can attempt a disarm or trip combat maneuver as an immediate action as if the target were flat-footed (losing its Dexterity bonus to CMD). This combat maneuver does not provoke attacks of opportunity. The slayer must have the jaguar's grace talent to select this talent.

**Jaguar's Protection (Ex):** When a slayer with this talent deals sneak attack damage, he draws the target's attention away from his allies. The affected enemy takes a –2 penalty on attack rolls made against anyone other than the slayer for 1 minute. The slayer must have the jaguar's pounce talent to select this talent.

## VALENHALL LEGENDARY SPIRITS

The Ulfen colony of Valenhall is one of the few Avistani settlements on Arcadia, and one of the oldest. In the Lands of the Linnorm Kings, Valenhall is considered the legendary resting place of heroes and kings, and so many Ulfen adventurers of great renown brave the journey across the Arcadian Ocean near the end of their lives. In recent years, as the relationship between Ulfen and Arcadians improved, Arcadian mediums have begun to learn more about these legends and feel their spirits. However, the stark differences in their cultures may still lead to some difficulty channeling these spirits. More information on legendary spirits can be found on page 10 of *Pathfinder Campaign Setting: Occult Realms*.

### Ardril, the Would-Be King (Champion)

The Would-Be King is an Ulfen folk hero famous for slaying nearly a dozen linnorms but refusing to rule any nation until she had slain Fafnheir, the father of all linnorms.

The Linnorm Kings at the time were fearful of losing their positions and sent their own warriors to kill her. Ardril barely escaped with her life, and she fled her home for Valenhall.

**Gaining Favor:** To gain Ardril's favor, you must defeat an enemy with the dragon type and at least 7 Hit Dice without any aid from allies. After defeating the enemy, you must attempt a Wisdom check as you are bombarded with the memory of a linnorm's curse. If you succeed, Ardril answers your call.

**Taboo:** If you accept a taboo while channeling Ardril, you must never seek out or accept any position of power or leadership.

**Challenge (Lesser, Su):** You gain the challenge ability as a cavalier of your level. When you challenge a foe, your attacks ignore any damage reduction your target has. In addition, you gain a +2 bonus on saving throws until the challenge ends.

**Death Curse (Supreme, Su):** When you channel Ardril, you can select any two linnorm death curse rage powers (*Pathfinder RPG Advanced Class Guide* 114). You can select different rage powers each time you channel Ardril. Treat your medium level as your barbarian level for the purpose of meeting prerequisites. You gain the benefit of these rage powers against challenged foes even if you are not raging. For each additional point of damage that would be dealt by a rage power, you deal 1d6 points of damage instead.

## Father of Legends (Marshal)

The Ulfen regard the Father of Legends as the greatest skald of all time. During his life, there was no greater honor than to be immortalized by his song, and several of the most famous Ulfen epics were first sung by him.

**Gaining Favor:** To gain the Father of Legends' favor, you must first compose a song or poem about a heroic event that you witnessed but did not take part in. Then you must perform the piece in front of a crowd of at least 100 people. If you succeed at a Charisma check during the performance, the Father of Legends will answer your call.

**Taboo:** If you accept a taboo while channeling the Father of Legends, you cannot take any actions that would deny an ally an opportunity for glory. This includes killing an enemy that an ally was attempting to defeat or forcibly removing an ally from combat, even when her life is in danger.

**Song of Valor (Intermediate, Su):** As a standard action, you can begin a performance that fills allies with power and confidence. Any ally that participated in your seance who can hear your performance receives a morale bonus to Strength and Constitution equal to your spirit bonus. You can maintain this performance for a number of rounds

equal to your Charisma modifier plus your spirit bonus. These rounds need not be consecutive. Maintaining your performance is a free action.

**Saga of Future Kings (Supreme, Su):** Each ally who benefits from your song of valor gains DR/— equal to your spirit bonus. In addition, when an ally affected by your song would be reduced to fewer than 0 hit points, she can attempt a Fortitude saving throw (DC = 10 + half the damage received). If the ally succeeds, she instead is reduced to 0 hit points.



# WYRWOODS

Wyrwoods (*Pathfinder Campaign Setting: Inner Sea Races* 189, 254) are a race of living constructs with *ioun stone* cores, first built hundreds of years ago by wizards to act as minions. After they grew more aware as a species, they rebelled and defeated their creators. Wyrwoods sought to create their own society but were met with distrust throughout the Inner Sea. For their safety, they fled the region and found a new home in Arcadia.

## ALTERNATIVE RACIAL TRAITS

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

**Experimental Body:** Some wyrwoods have been built from rare materials in an effort to imbue them with special properties. Choose one of the following abilities.

**Blessed:** These wyrwoods contain divine relics. Wyrwoods with this trait can use *divine favor* once per day as a spell-like ability with a caster level equal to their Hit Dice.

**Enchanted:** Crafted from the remnants of broken staves, wands and other items, these wyrwoods have a natural attunement to the arcane. Wyrwoods with this trait treat their Intelligence score as 2 higher for the purpose of determining bonus spells or extracts per day.

**Fey-Touched:** These wyrwoods have components that create a powerful link to the First World. Wyrwoods with this trait can use *charm animal* once per day as a spell-like ability with a caster level equal to their Hit Dice.

**Scorched:** These wyrwoods are built from the ruins of cities and structures destroyed by conflict. Once per day, after a successful melee attack against an enemy, wyrwoods with this trait can deal an additional number of points of damage equal to their Wisdom modifier as a free action.

This replaces darkvision and low-light vision.

**Living Machine:** Through generations of refining the techniques of creation, many young wyrwoods have become closer to organic beings than constructs. These wyrwoods are constructs with the living machine subtype. They gain a Constitution score and can be targeted by spells and effects that target living creatures or constructs, as well as those that require a Fortitude save. They are no longer immune to ability damage, ability drain, energy drain, exhaustion, or fatigue. Wyrwoods with this trait require sleep, but they do not need to breathe or eat. They are not destroyed when reduced to 0 hit points, instead becoming unconscious and stable. They are destroyed when reduced to a negative number of hit points equal to their Constitution score. They can be raised or resurrected when destroyed.

This alters the wyrwood's creature type.

## FAVORED CLASS OPTIONS

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

**Alchemist:** Reduce the mental ability score penalty of the alchemist's mutagens by 1/5 (minimum 0).

**Arcanist:** Add 1/4 to the arcanist's level for the spell resistance exploit.

**Cleric:** Add 1/4 to the cleric's caster level when casting spells or using abilities from the Law domain or one of its subdomains, or when casting spells with the lawful descriptor.

**Magus:** Add 2 rounds to the duration of the magus' arcane pool enhancements.

**Oracle:** Add one spell known from the wizard's evocation school spell list. This spell must be at least 1 level below the highest-level spell the oracle can cast. That spell is treated as 1 level higher unless it is also on the oracle spell list.

**Paladin:** The paladin gains 1/4 of a bonus spell per day of the highest-level spell that the paladin can cast.

**Psychic:** The psychic gains 1/6 of a phrenic amplification.

**Rogue:** The rogue gains 1/6 of a rogue talent.

**Slayer:** The slayer gains 1/6 of a slayer talent.

**Wizard:** The wizard gains 1/6 of a bonus item creation, metamagic, or spell mastery feat.

## FEATS

Wyrwoods were originally designed to act as both familiars and assassins in service of the wizards who created them. Even now, most of them are experts of the arcane arts, subterfuge, or both. Wyrwoods can select from the following feats.

## Consume Power

You can absorb magic items to gain a boost in power.

**Prerequisites:** Spellcraft 3 ranks, wyrwood.

**Benefit:** Once per day as a full-round action, you can consume a single magical item in your possession. The item is destroyed upon consumption, but you regain 1d6 hit points + 1 additional hit point per caster level of the item. You also gain a +1 bonus on attack and damage rolls for a number of rounds equal to the caster level of the item.

## Expressionless

Other races have difficulty reading your wooden features.

**Prerequisite:** Wyrwood.

**Benefit:** Your lack of emotion make it difficult for non-wyrwoods to relate to you. When dealing with any race other than your own, you gain a +2 bonus on Bluff checks. In addition, creatures of other races take a –2 penalty on Diplomacy and Sense Motive checks attempted against you.

## Freeze in Place (Combat)

You become an expert of hiding in plain sight.

**Prerequisites:** Stealth 5 ranks, wyrwood.

**Benefit:** You gain the freeze universal monster rule (*Pathfinder RPG Bestiary* 2 297), allowing you to appear as an ordinary statue. If you attack a creature unaware of you while using this ability, you double your critical threat range.



This effect doesn't stack with any other effect that expands the threat range of your attacks or weapons.

## Ioun Resonance

You can create a magic link between your ioun heart and an *ioun stone* in your possession.

**Prerequisite:** Wyrwood.

**Benefit:** As a standard action, you can create a link between your ioun core and an active *ioun stone* you hold or carry. For as long as you gain the benefits of the linked stone, any numerical bonuses and penalties granted by the stone are increased by 1. You can maintain a link with only one *ioun stone* at a time. Creating a link to a new stone ends any previous links.

## Lifecrafting (Item Creation)

Your crafting skill and the secret knowledge of your people allows you to create new wyrwoods.

**Prerequisites:** Craft Construct, Leadership, wyrwood.

**Benefit:** By completing a unique ritual, you can create a wyrwood. While you can use any Small wooden construct to create the base of a wyrwood, infusing it with life and consciousness requires a specific process. The process requires a flawless *ioun stone* worth at least 10,000 gp. For the ritual to succeed, you must spend 1 month in complete isolation with the construct that will become a wyrwood. Each week, you must succeed at a DC 30 Craft (carpentry) or Craft (sculpture) check. Failure requires you to start again, although the materials can be reused. Over this time, the construct reshapes itself around the *ioun stone* until it finds the form it will take permanently—thus even non-humanoid constructs become humanoid as they become wyrwoods. While wyrwoods are born as fully formed adults, they lack any skill or training, so they have only 1 level in the commoner class.

## Magical Heart (Combat)

Through intense focus, your magical strikes reinforce your ioun heart.

**Prerequisites:** Arcane Strike, Improved Unarmed Strike, wyrwood.

**Benefit:** While your unarmed strikes are imbued with power from the Arcane Strike feat, a successful hit with an unarmed strike grants you a number of temporary hit points equal to the bonus damage granted by Arcane Strike.

## Occult Conduit

You can use your body as an implement to focus spells.

**Prerequisites:** Caster level 5th, implements class feature, mental focus class feature, wyrwood.

**Benefit:** You can invest mental focus in your body rather than an implement. When you invest mental focus this way, you treat your body as an implement of any implement school you know. You do not gain the resonant power for the chosen school, but you treat your occultist level as 1 higher for the purposes of that school's focus powers.

You can change which implement school is tied to your body when you invest your chosen implements for the day.

## Sword's Shadow (Combat)

You attack with a second strike before your opponent can recover from the first.

**Prerequisites:** Deft Hands, base attack bonus +7, wyrwood.

**Benefit:** When you successfully damage an enemy with the first attack of a full attack, you can attempt a Sleight of Hand check against that enemy's CMD as an immediate action. If you succeed, you can treat that enemy as flat-footed for the next attack you make as part of the full attack action.



# AVISTAN AND THE CROWN OF THE WORLD

Avistan is home to some of the most powerful nations on Golarion, from prosperous Qadira to tyrannical Cheliax. But the continent contains much more than the famous trade-nations bordering the Inner Sea. Strange and unique realms reside within the lush forests stretching across central Avistan. The north teems with danger, from the ghosts of Ustalav to the demonic scourge of the Worldwound. Even farther north, the Crown of the World connects Avistan to Tian Xia, making it a popular (if treacherous) trade route; this frozen continent is home to the Erutaki people, whose clans each have their own distinct cultures and ways of thriving in a hostile environment.



## SPEAKER OF THE PALATINE EYE (BARD ARCHETYPE)

Working from the shadows of Ustalav's high society, the Esoteric Order of the Palatine Eye is a mystical cult built around the quest for immortality. Founded by a count who claimed to have been enlightened by angels, the Order follows a strict hierarchy, and membership is open only to the elite. The more money a member provides the Order, the more secrets he learns to aid his path toward angelic ascension. More information on the Esoteric Order of the Palatine Eye can be found in *Pathfinder Adventure Path #44: Trial of the Beast*.

A speaker of the Palatine Eye influences others using his occult knowledge rather than the boisterous enthusiasm of most bards. He must be a worshipper of Pharasma, but he may worship additional deities as well.

**Angelic Grace (Ex):** Members of the Order of the Palatine Eye carry themselves with the austerity and import their heavenly aspirations demand. A speaker of the Palatine Eye does not have Acrobatics or Escape Artist as class skills, but he gains Celestial as a bonus language. This does not count toward the number of languages he is otherwise able to learn.

This alters the bard's class skills.

**Spells:** A speaker of the Palatine Eye draws his powers from the mysterious rites of the Esoteric Order of the Palatine Eye. He casts psychic spells from the mesmerist list instead of arcane spells from the bard spell list. He otherwise casts spells, learns spells, and determines his spell allotment and spell DCs as a bard.

This alters spells.

**Corpse Speaker (Su):** A speaker of the Palatine Eye can make it appear as if a corpse is speaking, similar to *ventriloquism*. A creature must succeed at a Will saving throw (DC = 10 + half the bard's level + the bard's Charisma modifier) to see through the ruse. A creature that fails the saving throw is convinced that the corpse is speaking of its own volition.

This replaces countersong.

**Keen Ritualist (Ex):** At 10th level, a speaker of the Palatine Eye reduces the number of secondary casters required to cast a ritual by 2. At 16th level, the DCs of skill checks the speaker of the Palatine Eye attempts during a ritual are reduced by 2. At 19th level, a speaker of the Palatine Eye can perform any ritual by himself without needing to satisfy any secondary caster requirements. The DCs of skill checks he attempts during a ritual are reduced by an additional 2, for a maximum DC reduction of 4.

This replaces jack-of-all-trades.

## BLIND MESMERISTS

Though the Darklands are spoken of with fear across Golarion, this vast subterranean realm is home not only to monsters. The ordinary folk of the Darklands, whether drow peasants or races largely unknown to surface dwellers, must



adapt to the low light and unique hazards of the Darklands in order to survive. The following mesmerist options are useful to blind characters or those who are accustomed to dwelling in dark or subterranean areas, though they can be taken by any character who meets the prerequisites.

## Blind Mesmerist Feats

The following feats are available to blind mesmerists.

### Mental Stare (Stare)

Blind mesmerists have learned to navigate the world without relying on sight and can use their hypnotic stare regardless of their sight level.

**Prerequisite:** Hypnotic stare class feature.

**Benefit:** You can use your hypnotic stare ability without relying on sight and do not have to attempt concentration checks to use this ability while blinded.

### Overpowering Stare (Stare)

Your painful stare overwhelms your foe's mind.

**Prerequisites:** Mesmerist level 11th, painful stare class feature.

**Benefit:** Whenever you use your painful stare, the target must succeed at a Will saving throw ( $DC = 10 + \text{half your mesmerist level} + \text{your Charisma modifier}$ ) or become confused for 1 round. Whether or not the save is successful, a creature cannot be affected by this ability again for 24 hours.

## Mesmerist Tricks

The following tricks are available to mesmerists and can be selected whenever they would normally select a trick.

**Psychic Impression:** Objects retain psychic impressions of those who come in contact with them, and a powerful mind can read these impressions. The mesmerist can trigger this trick when the subject touches an object that another creature with an Intelligence score of 3 or more has touched in the last 10 minutes. The mesmerist receives a psychic impression of the emotional state of the last such creature to touch the object. This impression contains no images or languages and can't show the mesmerist who the creature was if the mesmerist doesn't already know.

**Telepathic Link:** The subject can communicate telepathically with the mesmerist during a crisis. The mesmerist can trigger this trick when the subject and her allies are outnumbered in combat. For 1 minute per mesmerist level, the subject and the mesmerist can communicate telepathically. If the subject and the mesmerist are more than a medium distance (100 feet + 10 feet per level) apart, the telepathic connection is severed and cannot be regained unless the trick is implanted again. The mesmerist and the subject must share a language to be able to communicate.

**Voice of Reason:** The subject can more easily pierce sight-based illusions with the mesmerist's aid. The mesmerist can trigger this trick when the subject attempts a saving throw to disbelieve a sight-based illusion effect, but only so long as the mesmerist is not affected by or has disbelieved the illusion himself. The subject receives an insight bonus

on her saving throw to disbelieve the illusion equal to the mesmerist's Charisma modifier. This trick cannot be used for illusions that do not allow a saving throw.

## Bold Stares

The following bold stares are available to mesmerists and can be selected whenever they would normally select a bold stare.

**Distracted:** The hypnotic stare penalty also applies to concentration checks.

**Sensed:** The hypnotic stare penalty also applies to Stealth checks.

**Unaided:** The target of the hypnotic stare is not able to grant or receive flanking bonuses.

## HEROIC GOBLIN FEATS

From the Hookback Tribe living in the depths of the caverns under Iger's Chitterwood to the Frostfurs of far northern Irrisen, goblins can be found all across Avistan. While many goblins live in tribes that thrive on destruction and clash with their neighbors, more and more goblins are leaving home and striking out to become adventurers. These goblins may be met with suspicion by the outside world, but a goblin can be an invaluable member of an adventuring team. The following feats provide options for goblins to use the quirkiness they are known for as an asset to their allies.

## Glorious Blaze

The goddess Sarenrae welcomes all who seek good in the world into her fold, and some goblins are drawn to worship her, in part due to her incarnation as a giant ball of fire.

**Prerequisites:** Goblin, worshipper of Sarenrae.

**Benefit:** If the sun is visible, you can spend 1 round performing a wild dance in worship of the Dawnflower. Starting at the beginning of your next turn, allies who can see you gain a +1 morale bonus on attack rolls, skill checks, and saving throws. This effect lasts for a number of rounds equal to half your character level + your Wisdom modifier (minimum 1 round). At 9th level, this bonus increases to +2.

## Mental Derail

Your logic is so ridiculous it can cause people's brains to shut down in self-defense.

**Prerequisite:** Goblin.

**Benefit:** You can shout nonsense as a swift action to throw off an enemy. Choose a single target that can hear you. It must attempt a Will saving throw ( $DC = 10 + \text{half your level} + \text{your Charisma modifier}$ ). On a failed save, the target is caught off guard, and it takes a -2 penalty on attack rolls and Strength- and Dexterity-based skill checks until the end of its turn. Whether or not the save is successful, a creature cannot be the target of this ability again for 24 hours. This is a mind-affecting effect.

## Piercing Chant

Music plays a key role in goblin culture—at the very least, goblins are fond of cacophonous chants describing the

last enemy they slew or what they're roasting for dinner. You have gathered, however, that non-goblins don't appreciate your songs very much.

**Prerequisite:** Goblin.

**Benefit:** As a full-round action, you can sing a song so terrible and ear-splitting that each enemy within 15 feet of you that hears it must succeed at a Will save or be dazed for 1 round. The DC of this saving throw is equal to 10 + half your level + your Charisma modifier. Whether or not the initial save is successful, a creature cannot be affected by this ability again for 24 hours. This is a mind-affecting effect.

## Robust Stench

Your questionable hygiene choices may offend your allies, but exposure has injured them to other, deadlier effects.

**Prerequisite:** Goblin.

**Benefit:** Allies within 5 feet of you receive a +2 morale bonus on Fortitude saving throws. This bonus ends as soon as they move more than 5 feet away from you. This bonus applies only to allies you have fought alongside at least once before.

## Sacred Pyromania

Your faith in Sarenrae and the power of flame allows you to lace fire with holy power and burn things that normally can't be burned.

**Prerequisites:** Goblin, worshipper of Sarenrae.

**Benefit:** Whenever you make an attack or cast a spell that deals fire damage, the fire damage applies to incorporeal creatures, regardless of whether the fire is magical. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to any fire damage that you deal.

## UNICORN SORCERER BLOODLINE

The deep forests of Avistan, such as those found in Molthune and Nirmathas, are a haven for one of Golarion's most fabled creatures: unicorns. Deeply empathetic and fiercely protective, unicorns on occasion form close bonds with humans, often young and noble-hearted women. When the two have a particularly strong bond, the unicorn's magic can become a part of the bonded human, and sometimes is even passed on to her children. These children, blessed by their parent's connection to that force of true good, grow up to become sorcerers of the unicorn bloodline.

**Class Skill:** Heal.

**Bonus Spells:** *Cure light wounds* (3rd), *cure moderate wounds* (5th), *cure serious wounds* (7th), *atonement* (11th), *heal* (13th), *greater restoration* (15th), *mass cure critical wounds* (17th), *mass heal* (19th).

**Bonus Feats:** Alertness, Animal Affinity, Brew Potion, Fleet, Greater Fortitude, Improved Counterspell, Self-Sufficient, Skill Focus (Heal).

**Bloodline Arcana:** Every time you cast a spell, you can restore a number of hit points equal to double the level of the spell you cast to one target of your choice that you can see. A creature at its maximum hit points cannot be affected by this ability. Healing a dying creature with this ability does

not automatically stabilize the creature unless its hit points are brought to 0 or above.

**Bloodline Powers:** Your connection to the unicorns' blessing shapes you as you grow, empowering you with the forces of good and restoration.

**Safekeeping (Su):** At 1st level, you can touch a creature as a standard action, granting it a +2 insight bonus to AC for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Pure of Mind (Su):** At 3rd level, you gain a +2 bonus on saving throws against charm effects and a +4 bonus on saving throws against spells with the evil descriptor. At 9th level, your bonus on saving throws against charm effects increases to +4 and your bonus on saving throws against spells with the evil descriptor increases to +6.

**Righteous Fury (Su):** At 9th level, once per day you can create a spear of pure light and throw it at a creature within 60 feet as a standard action. This is a ranged touch attack that uses your Charisma modifier in place of your Dexterity modifier to determine the attack bonus. The spear deals 1d6 points of damage per sorcerer level and ignores all damage reduction and hardness. This damage increases to 1d8 points of damage per sorcerer level against an evil creature. At 13th level, you can use this ability twice per day. At 17th level, you can use this ability three times per day.

**Friend to Nature (Su):** At 15th level, creatures with the animal or magical beast type and a nonevil alignment instinctually trust you. Such creatures automatically have a starting attitude of indifferent or better toward you unless you or a creature allied with you has attacked or otherwise threatened violence against such a creature.

**Blessing (Su):** At 20th level, you gain immunity to poison, to charm effects, and to spells and weapons with the evil descriptor. You can also cast *magic circle against evil* at will with a caster level equal to your sorcerer level.

## FROST SHAMAN SPIRIT

Far to the north, Erutaki tribes have adapted to life in the bitter cold of the Crown of the World. The frost spirit is seen by some Erutaki as a protector of their way of life, and shamans who commune with the spirit are shown great respect in their communities.

A shaman who selects the frost spirit has coarse white hair and always feels cold to the touch.

**Spirit Magic Spells:** *Frostbite*<sup>UM</sup> (1st), *elemental touch*<sup>APG</sup> (cold only, 2nd), *elemental aura*<sup>APG</sup> (cold only, 3rd), *ice storm* (4th), *summon monster V* (ice elementals only, 5th), *freezing sphere* (6th), *ice body*<sup>UM</sup> (7th), *polar ray* (8th), *mass icy prison*<sup>UM</sup> (9th).

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

**Biting Frost (Su):** The shaman turns the air frigid around a target within 30 feet for a number of rounds equal to the shaman's Charisma modifier (minimum 1). The target must attempt a Fortitude saving throw at the beginning of each turn or be damaged by exposure to the extreme cold. On a failed save, the target takes 1d6 points of nonlethal damage.



On a successful save, the effect ends immediately. Whether or not the initial save is successful, the creature cannot be the target of this hex again for 24 hours.

**Hypothermia (Su):** The shaman afflicts a creature within 30 feet with hypothermia. The target must attempt a Fortitude saving throw. On a failed save, the target is fatigued for 2 rounds. At 8th and 16th levels, the duration of this hex is extended by 1 round. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

**Sluggish (Su):** The shaman causes the speed of a creature within 30 feet to be halved. The target can attempt a Fortitude saving throw to negate this effect. The penalty lasts for a number of rounds equal to the shaman's character level and does not stack with other effects that reduce speed. Whether or not the save is successful, the creature can't be the target of this hex again for 24 hours.

**Tundra Dweller (Su):** The shaman touches a willing creature and grants it cold resistance 10 for a number of rounds equal to her Charisma modifier (minimum 1). This resistance does not stack with any other cold resistance, such as from special abilities or magical items. At 8th and 16th levels, the duration of this hex is extended by 1 round. A creature targeted by this hex cannot be affected by it again for 24 hours.

**Wilds-Attuned (Ex):** The shaman receives Animal Affinity as a bonus feat and gains a +4 insight bonus on Knowledge (nature) checks when in a cold climate.

**Spirit Animal:** The shaman's spirit animal is covered in a light layer of glimmering frost, and its breath comes out as mist regardless of the temperature. The animal has resistance 5 to cold and electricity.

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

**Ice Splinter (Su):** As a standard action, the shaman can shoot razor-sharp icicles at an enemy within 30 feet as a ranged touch attack. This barrage deals 1d6 points of piercing damage + 1 point for every 2 shaman levels she has. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a frost weapon.

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

**Frigid Blast (Su):** The shaman gains cold resistance 10. In addition, as a standard action, she can summon an icy blast

in a 20-foot-radius burst originating from a point she can see within 30 feet. This blast deals cold damage equal to 1d6 per shaman level she has to each creature caught in the burst. Each target can attempt a Reflex saving throw to halve this damage. The shaman can use this ability three times per day, but she must wait at least 1d4 rounds between each use.

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

**Guardian of the North (Su):** As a standard action, the shaman assumes the form, as *beast shape IV*, of one of the following animals: dire bear, dire tiger, mastodon, or woolly rhinoceros. The duration of this transformation is 1 hour per level. The shaman can use this ability once per day.

**Manifestation:** Upon reaching 20th level, the shaman becomes a being of ice and snow. The shaman gains immunity to cold. She can also apply any one of the following feats to any spell with the cold descriptor that she casts without increasing the spell's level or casting time: *Enlarge Spell*, *Extend Spell*, *Silent Spell*, or *Still Spell*. She doesn't need to have these feats to use this ability.



# HEROES OF CASMARON

From the cold, plague-ravaged lands of northern Casmaron to the psychic colleges of ancient Vudra in the far south, the people of Casmaron and their heroes are closely linked to the unique needs of their land. These heroes set aside their own glory and take on duties that their communities cannot shoulder, despite the risks involved.

## HOLY BEAST (SHIFTER ARCHETYPE)

Thousands of gods are venerated in Vudra, and devoted followers might have personal relationships with their chosen deities. Holy beast shifters pledge to hunt down their deity's enemies to earn that deity's blessing. These shifters tend to take on the aspect of their deity's sacred animal, and many of them seek to destroy rakshasas.

**Beast's Blessing:** A holy beast must worship a deity.

**Blessed Claws (Su):** This ability functions as the shifter's claws class feature, except the holy beast shifter's default claws are long and thin, dealing piercing damage. At 3rd level, her claws are treated as one type of aligned weapon (chaotic, evil, good, or lawful) within one step of her deity's alignment in addition to ignoring DR/cold iron, DR/magic, and DR/silver. If multiple alignment components are available to the holy beast, she selects one; this choice cannot be changed later.

This alters shifter claws.

**Divine Fury (Su):** A holy beast shifter focuses entirely on hunting down specific outsiders on behalf of her deity. She gains the ranger's favored enemy class feature, except she can select only an outsider type from the favored enemy table. The bonus against her favored enemy automatically increases by 1 at 5th level and every 5 levels thereafter. At 5th level and every 5 levels thereafter, she can forgo gaining an additional shifter aspect to instead gain an additional outsider type as her favored enemy. Her bonuses from the favored enemy feature against new outsider types chosen in this way are equal to the bonus for the type chosen at 1st level.

This replaces wild empathy, track, woodland stride, and trackless step.

## PLAGUE EATER (SPIRITUALIST ARCHETYPE)

Iobarra has been ravaged by plague for centuries, and many of its dead do not rest. These ghosts often flock around specialized spiritualists called plague eaters. Such a spiritualist bears the weight of many souls within her consciousness, spirits that remember the devastation of disease and seek to protect their host from infections, cleanse others of plague, and use disease itself as a weapon.

**Plague Ward:** A plague eater does not bond with a single spirit, but rather a group of spirits gathered around her psychic presence. The spiritualist can meditate on an emotional focus during her 8-hour rest and bond with a spirit from her community with a matching focus. A spirit associated with the chosen emotion links with the spiritualist and acts as her phantom until the plague eater changes her

emotional focus with another 8-hour rest. The changing roster of spirits dilutes the bond between the plague eater and her community, and the manifesting phantom has a level 1 lower than the spiritualist's level (minimum level 1).

While a phantom is confined in a plague eater's consciousness (but not while it's fully manifested or banished to the Ethereal Plane), it grants a +4 bonus on saving throws against disease. At 12th level, this bonus increases to +8. In addition, the phantom grants the plague eater the Skill Focus feat in one of the skills determined by the phantom's emotional focus. This skill is chosen by the plague eater the first time she confines the phantom tied to that particular emotional focus. Once this choice is made for a given emotional focus, it cannot be changed.

This alters phantom and shared consciousness.

**Spiritual Inoculation (Su):** At 4th level, whenever a plague eater is within reach of her ectoplasmic manifested phantom, she gains a +4 circumstance bonus on saving throws against disease.

This alters spiritual interference.

**Remove Sickness (Sp):** At 5th level, a plague eater's understanding of disease grows to the point where she can cast *remove sickness*<sup>UM</sup> at will as a spell-like ability with a caster level equal to her spiritualist level.

This replaces detect undead.

**Disfiguring Touch (Sp):** At 7th level, a plague eater can inflict upon others the superficial disfigurement associated with plague by casting *disfiguring touch*<sup>UM</sup> as a spell-like ability once per day. At 11th level and every 4 levels thereafter, the spiritualist can use this ability an additional time per day (to a maximum of four times per day at 19th level).

This replaces calm spirit.

**Remove Disease (Sp):** At 9th level, a plague eater gains the ability to purge disease from herself and others. She gains the ability to cast *remove disease* as a spell-like ability three times per day.

This ability replaces see invisibility.

**Fused Well-Being (Su):** At 10th level, a plague eater always gains the benefits of bonded senses when her phantom is manifested. She also gains the skill ranks and bonus to resist disease granted by the spirit's emotional focus, even when her phantom is manifested.

This replaces fused consciousness.

**Greater Spiritual Inoculation (Su):** At 12th level, the plague eater becomes immune to disease, including supernatural and magical diseases. In addition, whenever a manifested phantom is in ectoplasmic form, each of the plague eater's allies within the phantom's reach gains a +4 circumstance bonus on saving throws against disease.

This ability alters greater spiritual interference.

**Withdraw Affliction (Sp):** At 16th level, a plague eater can reach into a body, remove an affliction directly from the flesh, and use the diseased matter as a weapon. She can cast



*withdraw affliction*<sup>OA</sup> once per day as a spell-like ability with a caster level equal to her spiritualist level.

This replaces call spirit.

## NEW SHIFTER ASPECT

Many Vudrani shifters add the vibrant peafowl to their repertoire of different forms.

### Peafowl

Peafowl are popular ornamental birds due to their spectacular colors, and they are often symbols of royalty or the divine. A shifter using the alternate natural attacks rules on page 8 of *Pathfinder Player Companion: Wilderness Origins* can select a bite (B, P, S) or tail slap (B) attack.

**Minor Form:** You gain a +2 enhancement bonus to your Charisma score. At 8th level the bonus increases to +4, and at 15th level it increases to +6.

**Major Form:** Your shape changes to that of a Small peafowl. While in this form you gain low-light vision, a fly speed of 40 feet (clumsy), two talon attacks (1d3 damage), and a +4 racial bonus on Stealth checks. A peafowl can't use its fly speed to hover and must end any flying move action by landing or perching on a solid surface. A peafowl can perform a captivating dance targeting all creatures within a 15-foot cone. Each creature in the cone that can see your dance must succeed at a Will save (DC = 10 + half your shifter level + your Charisma modifier) or be stunned for 1 round. At 8th level, the stunned effect lasts for 2 rounds, and at 15th level the duration increases to 4 rounds. Whether or not it succeeds at the initial save, a creature cannot be affected by this ability again for 24 hours.

## VUDRANI PHRENIC AMPLIFICATIONS

Countless Vudrani temples and ashrams teach students physical and mental discipline as a path toward self-perfection. But some schools reserve the most exacting methods of self-improvement for psychics.

**Mind's Eye (Su):** Some psychics train their visual and psychic senses, binding them together into a unified focus to better guide their ranged spells and place them with uncanny precision. While casting a spell that requires a ranged attack roll, the psychic can spend 2 points from her phrenic pool and gain a +4 insight bonus on the attack roll. The psychic can spend 1 additional point to ignore penalties from cover (but not total cover).

**Perfect Body (Ex):** Some practitioners of psychic techniques extend their training to improve their bodies as well as their minds. When the psychic casts a linked transmutation spell, she can spend 1 point from her phrenic pool to gain a +2 bonus on her next Reflex or Fortitude save.

**Psychic Defense (Su):** Reading small, invisible cues allows the psychic to take advantage of social circumstances and subtly influence her target. Casting a linked spell during a social encounter and spending 1 point from her phrenic pool allows the psychic to add a +4 bonus on her next Bluff, Diplomacy, Intimidate, or Sense Motive check.

**Whisper of Ancients (Ex):** The psychic can send her consciousness into the Astral Plane for a glimpse of synchronous information. While casting a linked divination spell, the psychic can spend 1 point from her phrenic pool to gain a +2 bonus on any associated skill check. She can spend 2 points from her phrenic pool to instead gain a +4 bonus.



# IBLYDOS

Iblydos is a land of legend, myth, and magic. Made up of dozens of small islands, it's home to one of the oldest civilizations on Golarion, with a legacy of mythic heroes. The Ibydan archipelago is located off the coast of Casmaron in the Obari Ocean. Bustling port cities make for common stopping points on the Obari Crossing, but the waters that surround the islands and allow them to prosper also hold the nation's greatest dangers. Still, the magic of Ibydan ancestors flows through its people to this day, making them formidable adventurers. More information about Iblydos can be found in *Pathfinder Campaign Setting: Distant Shores*.

## ORACLE

The following oracle curse is available for oracles from Iblydos, or who otherwise have a tumultuous relationship with the gods.

**God-Meddled:** The isle of Iblydos is populated and watched over by hero-gods, some of whom are known for entangling mortals in their own affairs. The gods' interference in your life has left you with strange, unpredictable powers dependent on divine whim. Bizarre side effects occur whenever you are affected by a spell from a divine caster—for better or for worse. Once per round, when a creature casts a divine spell including you as a target, roll 1d20 and consult the table below. The effect resulting from this roll begins at the end of that enemy's turn. This effect targets only you, even if other creatures were included as targets of the triggering spell. At 5th level, you gain a +2 competence bonus on saving throws to resist divine spells. At 10th level, you become immune to the confused condition. At 15th level, you gain a +4 competence bonus on saving throws to resist mind-affecting effects.

## GOD-MEDDLED EFFECTS

d20	Effect
1	You provoke an attack of opportunity from one enemy adjacent to you. If no enemy is adjacent, the closest enemy can move its full movement speed in your direction as a free action. If multiple enemies qualify, the GM determines which creature attacks or moves. This movement does not trigger attacks of opportunity.
2-3	Your movement speed is halved for 1 round.
4-5	You are deafened for 1 round.
6-7	You are knocked prone.
8-10	You shrink by one size category for 1 round, as <i>reduce person</i> .
11-13	You grow by one size category for 1 round, as <i>enlarge person</i> .
14-15	Your caster level is treated as 1 higher for the purpose of spell durations for 1 round.
16-17	Creatures in squares adjacent to you are pushed 10 feet away from the space you occupy.

18-19	You are able to understand all languages for 1 round.
20	You gain the benefits of <i>haste</i> for 1 round.

## MEDIUM LEGENDARY SPIRITS

Aelysos is a vibrant metropolis on the northwestern coast of the Ibydan archipelago. Trade has made the city prosper, but a threat ever looms from the depths of the Obari Ocean: a thalassic behemoth called Ousmariku, who destroyed Aelysos's sister city Liachora centuries ago and demands yearly tribute. The safety of the city lies in the hands of the only two hero-gods who survived Ousmariku's wrath—Kelksiomides and Psomeira.

## Kelksiomides (Hierophant)

Kelksiomides spent his early years working in his family's vineyard. He was selected by his village to be blessed by the cyclopes of the isle, who told the young vintner that tragedy would precede his mythic ascension. Sure enough, Kelksiomides returned home to find his whole village slaughtered. The culprits were captured, but Kelksiomides forgave them, an act that was rewarded by the gods. Kelksiomides stands for hope in the face of despair, for new growth, and for redemption.

To gain Kelksiomides's favor, you must travel to the hills of Pol-Ptirmeios, where the hero-god was born. There you must swear to never bear a grudge against another, even if you have been grievously wronged. You must then succeed at a Wisdom check, and if you do, Kelksiomides will answer your call.

**Spirit Bonus:** When you channel Kelksiomides, your spirit bonus applies on Wisdom checks, Wisdom-based skill checks, and saving throws against spells with the evil descriptor.

**Favored Locations:** Farms, gardens, orchards, and wooded areas.

**Taboo:** If you accept a taboo while channeling Kelksiomides, you may not deal lethal damage.

**Student of the Earth (Lesser, Su):** This power functions as the archmage arcana spirit power, except that you add spells from the druid spell list instead of the sorcerer/wizard spell list. When you cast these spells, they count as divine.

**Divine Overseer (Greater, Su):** You can allow Kelksiomides to gain 1 point of influence over you as a swift action to enable you to channel positive energy as a cleric of your level and automatically restore or deal the maximum amount your channel permits (for example, 6 points if you roll 1d6 when you channel). You can use this channel energy ability a number of times per day equal to your Charisma modifier (minimum 1).

## Psomeira (Champion)

Psomeira was a prodigy captain in the Liachoran guard. It was her spear that forced the beast Ousmariku back into the sea, though not before it laid the city to ruin. Psomeira went



missing following the battle and was presumed dead, but she returned a decade later in Aelysos, and quickly stepped up to train the city for the battle against Ousmariku which she feels is inevitable.

To gain Psomeira's favor, you first must travel to the ruins of Liachora. On the beach where Psomeira fought the sea monster Ousmariku, you must swear an oath to defend civilization from senseless violence wherever you find it. You must then succeed at a Strength check, and if you do, Psomeira will answer your call.

**Seance Boon:** You gain a +2 morale bonus on attack rolls against creatures that are at least one size category larger than you.

**Taboo:** If you accept a taboo while channeling Psomeira, you must attack any hostile Huge or larger creature on sight.

**Divine Vengeance (Intermediate, Su):** As a divine warrior, you can cast each of the following spells once per day: *align weapon* (lawful), *magic weapon*, and *shield of faith*. Use your medium level in place of a cleric level. These spells do not count toward your regular allotment of spells per day, but you must have a Charisma score of at least 10 + the spell's level to cast them.

**Spiritual Force (Greater, Su):** Add *divine power*, *greater magic weapon*, and *magic vestment* to the list of spells you can cast once per day, following the same rules as the divine vengeance spirit power.

## IBLYDAN WITCH HEXES

The myths of ancient Iblydos tell of powerful (and often vengeful) witches, fierce women and men who used their magic to shape the world around them to their will. Some used their dire powers out of desperation, seeking freedom from those who would control them. Others warped the minds and bodies of their foes for their own amusement. Regardless of their intentions, the legacy of the Iblydan witches lives on, and a witch from Iblydos can use her connection to the unknown to learn the secrets of her forebears.

## Hexes

The following hexes are available to witches native to or familiar with Iblydos.

**Combat Hypnosis (Su):** The witch can lull her enemies into a trance, even in the chaos of combat. This hex functions as *hypnotism*, except it can affect only one creature at a time, and the target creature does not receive the usual +2 bonus on its saving throw while in combat. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Dark Apothecary (Ex):** The witches of ancient Iblydos were masters of herbalism, crafting potent drugs and poisons. The witch receives a +4 insight bonus on checks to craft and apply poison.

**Minor Prophecy (Su):** The witch can call on her prophetic ancestors to cast *augury* once per day. She can spend a full hour

casting the spell to negate the need for material components, but this reduces the accuracy of the spell by 5%.

**Swine (Su):** The witch can partially transform an enemy into a pig. The effects of the transformation are mostly cosmetic and do not change the creature's size category or overall shape, but the affected creature takes a -2 penalty on Will saving throws for a number of rounds equal to the witch's Intelligence modifier (Will negates). At 8th level, the affected creature's hands (or paws) turn into hooves, preventing it from using claw attacks or taking any action that would require the creature to use its fingers.



## Major Hexes

The following major hexes are available to witches native to or familiar with Iblydos.

**Beast's Gift (Su):** The witch can use her magic to grant her allies ferocious animal abilities. The witch can partially transform a willing ally, granting him natural attacks for a number of minutes equal to the witch's level. Choose one: the creature gains one bite attack that deals 1d8 points of damage and one secondary attack of the witch's choice that deals 1d6 points of damage, or the creature gains two claw attacks that deal 1d4 points of damage each. These attacks follow the standard rules for natural attacks.

**Drugged (Su):** The witch can combine her magic with her poisons to weaken her enemies' minds. When the witch creates a poison, she can require the target of the poison to attempt a Will save rather than a Fortitude save. The witch must use this hex when she crafts the poison, and once used, the hex can't be undone without remaking the poison.

**False Hospitality (Su):** The witches of Iblydos are known for greeting travelers with warmth only to reveal their powers once their enemies have lowered their defenses. A witch can use this hex to gain the benefits of *glibness* with a caster level equal to the witch's level. This hex can be used once per day.

**Prophecy (Su):** The witch can call on her prophetic ancestors and cast *divination* once per day. She can spend a full hour casting the spell in place of providing the usual material components.

## Grand Hex

The following grand hex is available to witches native to or familiar with Iblydos.

**Animal Servant (Su):** The witch can use this hex to turn a humanoid enemy into an animal and rob it of its free will. The transformation works as *beast shape II* and is negated by a successful Will save. The transformed creature retains its Intelligence score and known languages, if any, but the witch controls its mind. This effect functions as *dominate monster*, except the creature does not receive further saving throws to resist the hex. The effect can be removed only with *wish* or similar magic, although slaying the witch also ends the effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

## MEDUSA BLOODRAGER BLOODLINE

No magical creature is more iconic in Iblydan lore than the medusa. Perhaps your lineage traces back to a medusa, or an ancestor survived a medusa's petrifying gaze and was forever changed by the experience. However the medusa's influence entered your bloodline, when you bloodrage, you gain fearsome and ancient powers.

**Bonus Feats:** Alertness, Blind-Fight, Greater Fortitude, Improved Initiative, Improved Unarmed Strike, Intimidating Prowess, Toughness.

**Bonus Spells:** *Cause fear* (7th), *resist energy* (10th), *hold person* (13th), *stoneskin* (16th).

**Bloodline Powers:** The cold fury of your cursed rage can freeze others in their tracks.

**Gaze (Su):** At 1st level, you can harness the power of the medusa through your gaze. As a standard action, choose a creature within your line of sight who is within 30 feet of you. The creature must succeed at a Fortitude saving throw or have its speed halved for a number of rounds equal to your Constitution modifier (minimum 1 round). The DC of this save is equal to 10 + half your bloodrager level + your Constitution modifier.

**Gift of the Ancients (Su):** At 4th level, you gain a +2 resistance bonus on saving throws against gaze attacks and





to resist poison. You also gain a +2 competence bonus on Perception checks. At 8th level, these bonuses increase by 2.

**Staggering Gaze (Su):** At 8th level, when a creature is affected by your gaze bloodline power, it is staggered in addition to being slowed.

**Viper's Touch (Su):** At 12th level, you grow two sets of venomous claws resembling the teeth of a serpent. These claws are primary natural attacks that deal 1d8 points of damage (1d6 if you are Small). The claws also gain the following poison ability: *Viper's Venom*: Claw—injury; *save* Fort DC 10 + half the bloodrager's level + the bloodrager's Constitution modifier; *frequency* 1/round for 4 rounds; *effect* 1d3 Str damage; *cure* 1 save.

**Stone Resistance (Su):** At 16th level, you gain acid resistance 10 and are immune to disease, poison, and the sickened and staggered conditions. You also cannot be flanked.

**True Petrification (Su):** At 20th level, you can use your gaze bloodline ability to permanently turn a creature to stone, as *flesh to stone*. You can still use the less powerful versions of your gaze if you do not wish to turn the target to stone, but you must declare this at the time of the attack.

## PRIEST OF THE FALLEN (SPIRITUALIST ARCHETYPE)

Countless hero-gods have risen and fallen through Iblydos's long history, leaving behind mighty spirits. Those attuned to these fallen hero-gods can become conduits for their restless souls and agents acting out their divine will. The result is a priest of the fallen, a spiritualist who channels her land's legends and provides a vessel for mighty heroes to perform heroic acts once more.

**Mythmaker (Su):** A priest of the fallen can channel many different hero-god phantoms, though only one at a time. These spirits will not suffer being confined in a mortal's consciousness and must be manifested in ectoplasmic or incorporeal form or they return to the Ethereal Plane. They each have an emotional focus depending on their personality and retain some of their hero-god powers, determined by their mythic archetype. A priest of the fallen can channel a hero-god phantom with a ritual that takes 1 minute to perform. A priest of the fallen can channel only one hero-god phantom per 24 hours, but once channeled, a hero-god phantom remains until a new one is channeled.

**Archmage:** The phantom gains *magic missile* and *sleep* as spell-like abilities. It can use each spell-like ability a number of times per day equal to its Hit Dice, which it uses in place of a caster level. At 12th level, it can also cast *fireball* and *hold person* each once per day.

**Champion:** The phantom gains Weapon Focus (slam) as a bonus feat. At 12th level, it gains Greater Weapon Focus (slam) and Weapon Specialization (slam) as bonus feats.

**Guardian:** The phantom gains a +2 natural armor bonus when it manifests in its ectoplasmic form, and a +2 deflection bonus to AC when it manifests in its incorporeal form. At 12th level, the phantom increases its maximum hit points by twice its number of Hit Dice.

**Hierophant:** The phantom gains *bane* and *bless* as spell-like abilities. It can use each spell-like ability a number of times per day equal to its Hit Dice, which it uses in place of a caster level. At 12th level, it can also cast *prayer* and *searing light* each once per day.

**Marshal:** The phantom can fill its allies with its triumphant spirit as a standard action, granting them a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls for a number of rounds per day equal to 2 + its Charisma modifier. These rounds need not be consecutive. At 12th level, if the phantom is hit by an attack of opportunity, it can use an immediate action to allow an ally to make an attack of opportunity against the creature that attacked the phantom if it's within the ally's melee reach.

**Trickster:** The phantom gains the sneak attack rogue class feature as a rogue of a level equal to the phantom's Hit Dice. It can use the sneak attack ability a number of times per day equal to its Dexterity modifier (minimum 1). At 12th level, whenever the phantom is in darkness or dim light, it can move at full speed without taking a penalty on Stealth checks.

This alters phantom and replaces shared consciousness.

**Channel Energy (Su):** At 3rd level, a priest of the fallen can channel her phantom's divine energy. This functions as the cleric's channel energy class feature, except that the amount of damage dealt or hit points restored is equal to 1d6 points plus an additional 1d6 points for every 2 spiritualist levels beyond 3rd. The priest of the fallen decides to channel positive or negative energy based on her alignment. A neutral priest of the fallen can channel either positive or negative energy, but once this choice is made, it cannot be changed. She can use this ability a number of times per day equal to her Charisma modifier (minimum 1).

This replaces bonded manifestation.

**Phantom Call (Su):** At 6th level, once per day, a priest of the fallen can summon a fully manifested hero-god phantom from the Ethereal Plane as a standard action. If she already has a hero-god phantom manifested, that phantom vanishes back to the Ethereal Plane.

This replaces phantom recall.

**Fused Consciousness (Su):** At 10th level, this ability functions as usual, except the phantom retreats to the Ethereal Plane rather than the priest's consciousness.

This alters fused consciousness.

**Masterful Faith (Su):** At 17th level, a priest of the fallen chooses any two cleric domains and receives their full benefits, treating her spiritualist level as her cleric level. She adds the domain spells to her spells known.

This replaces dual bond.

**True Legend (Su):** At 20th level, a priest of the fallen is strong enough to confine a phantom in her consciousness as a standard action. On the start of her following turn, she gains access to all standard spiritualist abilities involving a confined phantom. She can confine her phantom for a number of rounds per day equal to 4 + her Wisdom modifier.

This alters empowered consciousness.

# HEROES OF GARUND

Garund holds many civilizations, both ancient and modern, and the people there use sophisticated technology, magic, and social customs to command the respect of other nations.

## ALKENSTAR GUNS AND AMMUNITION

The following new guns and ammunition are available to players with access to firearms technology from Alkenstar. See *Pathfinder RPG Ultimate Combat* for more on firearms.

**Air Repeater:** This long-barreled firearm is powered by a removable compressed air reservoir. A misfire while an air repeater has the broken condition does not cause the firearm to explode, but it does destroy the air reservoir. An air repeater can fire 6 shots before the air reservoir is depleted. An air repeater comes with three air reservoirs. Replacing the air reservoir requires 1 minute. The Rapid Reload feat reduces this to a full-round action.

**Air Reservoir:** A spare reservoir of compressed air comes with 6 pieces of ammunition to be used with an air repeater.

**Alchemical Cartridges:** Alkenstar's inventors have devised alchemical cartridges enabling their gunslingers to suppress and disrupt enemy spellcasters in other lands.

**Gray Dust Cartridge:** Packed with mysterious magic-suppressing dust from the Mana Wastes, these rounds burst on impact and inhibit spellcasting. When a gray dust cartridge strikes a target, it deals only half damage, but the creature struck takes a –10 penalty on concentration checks to cast spells for 1d4 rounds and cannot cast defensively.

**Gray Dust Shot Cartridge:** This version of the gray dust cartridge can be loaded only into a weapon with the scatter quality. It functions similarly to a gray dust cartridge, except upon impact it bursts into a 20-foot-radius cloud. Creatures within the cloud take a –5 penalty on concentration checks to cast spells. This cloud dissipates in 1d6 rounds in still air. Light wind disperses the cloud in 1 round.

**Smoke Cartridge:** This cartridge can be loaded only into a weapon with the scatter quality. Upon striking a target, it deals no damage, but instead bursts into a cloud of smoke in a 20-foot radius. This smoke impairs sight beyond 5 feet; any creature farther away gains concealment (20% miss chance). The cloud disperses after 1d4 rounds, or in 1 round in light wind.

**Bullet, Screaming:** This ammunition makes a piercing scream when fired. If fired as part of an Intimidate check, it imparts a +5 bonus on the check. If used with the startling shot deed, the target is flat-footed for an additional round.

## ALKENSTAR FIREARMS

Firearm	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type
<i>One-handed</i>									
Breech-loader	3,000 gp	1d4	1d6	×4	20 ft.	1 (5 ft.)	2	4 lbs.	B and P
<i>Two-Handed</i>									
Air repeater	600 gp	1d6	1d8	×4	50 ft.	1 (see text)	6	6 lbs.	B and P

**Breech-Loader:** This double-barreled pistol variant has its barrel attached to its stock by a hinge, enabling ammunition to be loaded quickly and easily. Reloading a breech-loader is a standard action that reloads both barrels; the Rapid Reload feat reduces this to a move action.

## ALKENSTAR AMMUNITION

Item	Cost
Air reservoir	6 gp
Alchemical cartridge, gray dust	50 gp
Alchemical cartridge, gray dust shot	50 gp
Bullet, screaming	20 gp
<b>Magical Item</b>	
<i>Bullet, dispelling</i>	250 gp

DISPELLING BULLET		PRICE 250 GP
SLOT none	CL 5th	WEIGHT —
AURA mild abjuration		

This +1 *firearm bullet* deals no damage but instead dispels one magical effect on the target, as *dispel magic* cast by a 5th-level wizard. If the target has multiple magical effects active, the lowest-level effect is targeted.

CONSTRUCTION REQUIREMENTS	COST 125 GP
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Craft Magic Arms and Armor, *dispel magic*

## HOLOMOG DEMOLITIONIST (INVESTIGATOR ARCHETYPE)

Holomog is an ancient nation built on even more ancient ruins. Its renowned civil engineers develop skills that allow them to take full advantage of their environments.

**Structural Knowledge (Ex):** At 2nd level, a Holomog demolitionist gains Improved Sunder as a bonus feat, even if he does not meet the prerequisites.

This replaces poison lore.

**Structural Insight (Ex):** At 2nd level, a Holomog demolitionist gains an insight bonus equal to his investigator level on Acrobatics checks to move through difficult terrain. At 5th level, when attempting to damage objects and structures, he ignores the first 5 points of hardness. At 8th level, the Holomog demolitionist gains a +2 insight bonus on attack rolls when attempting to sunder an item. At 11th level, he can attempt a sunder combat maneuver check against a wall no more than 5 feet thick. If the damage from the sunder combat maneuver exceeds the wall's hardness,



the Holomog demolitionist creates a 5-foot opening in the wall, through which a Medium creature can easily pass.

This replaces poison resistance.

**Ricochet (Ex):** At 3rd level as a standard action, the Holomog demolitionist can attack an adjacent wall or object with a melee weapon. On a hit, he creates a 15-foot-cone of rock shards or splinters that deals 2d6 points of damage to targets in the area of effect. A target can attempt a Reflex save (DC = 10 + half the Holomog demolitionist's level + his Intelligence modifier) to reduce this damage by half. At 9th level, the damage increases to 4d6, and the investigator can create this effect with a ranged weapon by targeting a wall or object within 30 feet.

This replaces the investigator talents gained at 3rd and 9th levels.

**Studied Strike (Ex):** A Holomog demolitionist's studied strike damage increases every 4 levels, rather than every 2 (to 2d6 at 8th, 3d6 at 12th, 4d6 at 16th, and 5d6 at 20th level).

This alters studied strike.

**Battlefield Preparation (Ex):** At 6th level, the investigator can create 10 feet of difficult terrain by spending a full-round action to analyze and manipulate his surroundings. This terrain can be in any shape designated by the investigator, but at least 1 square must be adjacent to his position. For every 4 levels he has beyond 6th, the investigator can create an additional 10 feet of difficult terrain, to a maximum of 40 feet at 18th level. This is a physical alteration that remains in place until the surface is altered again (the road is repaved, the floor repaired, etc.), and the Holomog demolitionist ignores the effects of any difficult terrain he creates in this way.

At 10th level, the Holomog demolitionist can use this ability to create clouds of dust and rubble that create concealment rather than difficult terrain in the same area. This concealment lasts 1d4 rounds plus 1 round for every 4 investigator levels, and the Holomog demolitionist is affected by the concealment as normal.

At 14th level, the difficult terrain the Holomog demolitionist creates provides cover for himself and his allies.

## VIGILANTE TALENTS

Vigilantes of the Mwangi Expanse often draw inspiration and power from the natural world around them. Some don masks resembling the wild beasts they regard as patrons.

## Social Talents

The following social talents are appropriate for vigilantes who spend more time in the wilds than among people and cities.

**Beast Friend (Su):** The vigilante can cast *charm animal* once per day as a spell-like ability, with a caster level equal to his level. The vigilante must have the songbird talent to select this talent.

**Beast Speech (Su):** The vigilante can cast *speak with animals* once per day as a spell-like ability, with a caster level equal to his character level. The vigilante must have the songbird talent to select this talent.

**Owl's Sight (Ex):** The vigilante gains low-light vision. If he already has low-light vision, he gains a +4 competence bonus on Perception checks in low light. The vigilante also gains a +2 competence bonus on Sleight of Hand and Stealth checks at night.

**Songbird (Su):** The vigilante gains the use of *animal messenger* once per day as a spell-like ability, with a caster level equal to his character level. He also gains Handle Animal as a class skill.



## Vigilante Talents

The following vigilante talents are appropriate for vigilantes whose alter egos have a strong connection to nature.

**Animal Patron (Ex):** The vigilante gains the benefits of one minor shifter aspect for a number of minutes per day equal to 1 + half his vigilante level. He can shift into this minor aspect as a swift action. The vigilante must be at least 5th level to select this talent.

**Monkey's Paws (Ex):** The vigilante gains a climb speed equal to his base speed and a +4 competence bonus on Escape Artist checks. The vigilante must have the rooftop infiltrator talent and be at least 5th level to select this talent.

**One with the Wilds (Ex):** The vigilante must have the environmental weapon talent to select this talent. In the same terrain for which he selected that talent, he gains a +4 competence bonus on Stealth, Survival, and Perception checks.

**Tiger's Claws (Ex):** The vigilante gains the ability to grow claws similar to a shifter's. These claws are natural weapons that can be extended at will and deal 1d4 points of piercing and slashing damage (1d3 if the vigilante is Small). At 11th level, the damage increases to 1d6 (1d4 if Small).

## PRIMAL MAGIC ARCANIST EXPLOITS

Some Nexian arcanists have developed ways to mitigate the effects of primal magic on their spellcasting abilities—and even use it to empower their spells. The following exploits are common among arcanists who frequent the Mana Wastes. For more information on primal magic, see pages 12–13 of *Pathfinder Campaign Setting: Inner Sea Magic*.

**Invoke Primal Magic (Su):** When an event within 30 feet of the arcanist would trigger a chance for a primal magic effect, the arcanist can spend 1 point from her arcane reservoir as an immediate action to increase the chance to 100%.

**Redirect Primal Magic (Su):** If the arcanist triggers a primal magic event, she can spend 1 point from her arcane reservoir as an immediate action to redirect the event. The event occurs at a location of the arcanist's choosing within a 20-foot radius. This radius expands by 5 feet for every 2 arcanist levels she has.

**Resist Primal Magic (Su):** When attempting to cast spells in an area infused by primal magic, the arcanist can spend 1 point from her arcane reservoir as part of the casting to gain a bonus equal to half her arcanist level on Spellcraft checks to avoid triggering a primal magic effect.

## Greater Arcanist Exploits

The following greater exploits grant arcanists influence over unpredictable magical events.

**Create Primal Event (Su):** The arcanist can twist the magic of an area, forcing primal magic events to occur there. As a standard action, she can spend 2 points from her arcane reservoir to create a 10-foot-by-10-foot area of primal magic at a point within 30 feet. The arcanist can increase the size of the area to 20-foot-by-20-foot by spending 2 additional points from her arcane reservoir. The primal magic effect remains for 1 minute.

**Consume Primal Magic (Su):** When the arcanist encounters a primal magic event, as an immediate action she can attempt to consume its power, as the consume spells class feature. The arcanist must succeed at a Fortitude save equal to 10 + the CR of the primal magic event, or she fails to consume the event and is staggered for 1d4 rounds. The arcanist must have the swift consume exploit to select this exploit.

**Counterspell Primal Magic (Su):** The arcanist can attempt to counter a primal magic event as if counterspelling a magical effect. This requires a Spellcraft check with a DC of 10 + the CR of the primal magic event. If she succeeds, the event is dispelled per *dispel magic*. The arcanist must have the counterspell exploit to select this exploit.

## TEKRITANIN BEAST SPEAKERS

The greatest of ancient Tekritanin's druids and rangers earned the friendship of the region's magical beasts, and with it the title of beast speaker. Though Tekritanin was destroyed long ago by Osirion, a handful of the remaining beast speakers still train those willing to learn the practice.

The following feats grant a character access to a magical beast as an animal companion.





## Beast Speaker

You have trained in the ways that the beast speakers of the Tekritani once used to ally themselves with magical beasts.

**Prerequisites:** Handle Animal 7 ranks, animal companion with effective druid level 7.

**Benefit:** You can select a creature from the list of magical beasts to serve as your animal companion. You acquire and advance this beast companion in the same way as an animal companion detailed in the class feature that grants you access to your animal companion. You can also dismiss the creature, as dictated by your class feature.

You must meet additional prerequisites to select a companion with an Intelligence score of 3 or higher, as described in each creature's entry.

## Beast Speaker Mastery

Your magical beast has developed abilities that only its wild kin would normally have.

**Prerequisites:** Beast Speaker, character level equal to or higher than that listed in your companion's mastery entry.

**Benefit:** Your beast companion gains the abilities and bonuses listed in the mastery entry in its stat block. You must be of at least the indicated level for the companion to use these abilities, so if you dismiss a companion and gain a new beast companion of a different type, you retain the feat but might not yet be of sufficient level for the new companion to gain its mastery benefits.

**Normal:** A beast companion is unable to use its mastery abilities regardless of its advancement.

## Beast Companion Choices

The following creatures can be chosen as beast companions by a character with the Beast Speaker feat. Their entries and advancement are the same as for animal companions, with two exceptions. First, creatures with an Intelligence score of 3 or higher have one or more additional prerequisites the character must meet to select the companion. Second, each beast companion has a mastery ability that it can use only if the character it is bonded to has the Beast Speaker Mastery feat. The minimum level to gain this ability is listed in parentheses. The save DC for any of a beast companion's special abilities is 10 + half the beast companion's HD + the beast companion's Constitution modifier.

### Basilisk

**Starting Statistics:** **Size** Medium; **Speed** 20 ft.; **AC** +4 natural armor; **Attack** bite (1d4); **Ability Scores** Str 16, Dex 10, Con 15, Int 2, Wis 13, Cha 11; **Special Qualities** darkvision 60 ft., low-light vision, gaze (one target within 30 ft., paralysis 1d4 rounds, Fortitude negates, once per day).

**9th-Level Advancement:** **AC** +2 natural armor; **Ability Scores** Dex +4, Con +4; **Attack** bite (1d6); **Special Qualities** gaze (three times per day).

**Mastery (11th level):** The basilisk's gaze attack functions as *flesh to stone* (caster level equals basilisk's HD) instead of inflicting paralysis.

### Behir

**Prerequisites:** Diplomacy or Intimidate 7 ranks, Knowledge (arcana) 7 ranks.

**Starting Statistics:** **Size** Medium; **Speed** 40 ft., climb 20 ft.; **AC** +6 natural armor; **Attack** bite (1d6); **Ability Scores** Str 16, Dex 12, Con 16, Int 7, Wis 14, Cha 12; **Special Attacks** breath weapon (20-ft. line, 4d6 electricity damage, Reflex half, once per day), grab; **Special Qualities** electricity resistance 10.

**Mastery (11th level):** **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** breath weapon (three times per day), constrict 1d8; **Special Qualities** immune to electricity.

### Bulette

**Starting Statistics:** **Size** Medium; **Speed** 40 ft., burrow 20 ft.; **AC** +4 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 16, Dex 14, Con 16, Int 2, Wis 13, Cha 6.

**Mastery (11th level):** **Size** Large; **AC** +4 natural armor; **Attack** bite (1d8), claws (1d6); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** leap (When charging, it can attempt a DC 20 Acrobatics check to jump into the air and land next to its enemies. If successful, it can make four claw attacks against foes in reach but cannot make a bite attack).

### Death Worm

**Prerequisite:** Survival 7 ranks.

**Starting Statistics:** **Size** Medium; **Speed** 20 ft., burrow 20 ft.; **AC** +6 natural armor; **Attack** bite (1d6 plus poison); **Ability Scores** Str 16, Dex 14, Con 16, Int 3, Wis 10, Cha 5; **Special Attacks** poison (*frequency* 1 round [6]; *effect* 1d2 Con damage; *cure* 2 saves, Con-based DC); **Special Qualities** acid resistance 10, darkvision 60 ft., low-light vision, tremorsense 60 ft., electricity resistance 10.

**Mastery (11th level):** **Size** Large; **AC** +4 natural armor; **Attack** bite (1d8 plus poison); **Attack Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** breath weapon (30-ft. line, 8d6 acid damage, Reflex half, once per day); **Special Qualities** immune to acid, immune to electricity.

### Sun Falcon

**Prerequisites:** Diplomacy 7 ranks, Knowledge (arcana) or Knowledge (religion) 7 ranks.

**Starting Statistics:** **Size** Tiny; **Speed** 10 ft., fly 60 ft. (good); **AC** +2 natural armor; **Attack** talons (1d4 plus burn); **Ability Scores** Str 10, Dex 17, Con 12, Int 5, Wis 14, Cha 15; **Special Attacks** breath weapon (30-ft. line, 3d6 fire, Reflex half, once per day), burn (1d4).

**9th-Level Advancement:** **Size** Small; **AC** 19 +4 natural armor; **Attack** talons (1d6 plus burn); **Ability Scores** Str +2, Con +4, Cha +2; **Special Attacks** breath weapon (three times per day), burn (1d6).

**Mastery (11th level):** Three times per day, the sun falcon can blast an intense wave of heat and light in a 20-foot cone as a standard action. Creatures within this area must succeed at a Reflex save or take 1d6 points of fire damage and be blinded for 1d4+1 rounds. Creatures that succeed at this save take no fire damage and are instead dazzled for 1 round. The save DC is Charisma-based.

# THE GARUNDI WILDS

Garund is a massive continent with many biomes. Its environs run the gamut from deserts to rain forests to magic-twisted badlands. Characters of classes at home in the wild draw inspiration from the beasts of these lands to develop new forms and techniques.

## GARUNDI ANIMAL ASPECTS

Most shifters take aspects suited to the environments in which they find themselves. Deinonychus and monkey aspects are common in the Mwangi Expanse. Shifters in the Sudden Lands take frog and snake forms, while in the deserts of Osirion and Thuvia, they roam the wilds as bulls and falcons. Heroes from the deserts of northern Garund might choose the horse or lion aspects, while those in the southern jungles take the shapes of giant wasps or snapping turtles. Each of the following aspects has an entry for shifters using the alternate natural attacks rules found on page 8 of *Pathfinder Player Companion: Wilderness Origins*.

### Elephant

The elephant is a symbol of both power and wisdom in Garund and Vudra. Shifters who take this aspect learn the value of applying their strength with precision. An elephant's alternate attacks are gore (P) and slam (B).

**Minor Form:** You gain a +4 enhancement bonus on bull rush and overrun combat maneuver checks. At 8th level, this bonus increases to +6, and at 15th level it increases to +8.

**Major Form:** Your shape changes to that of a Large adolescent elephant (as an elephant, but with a space of 10 feet). While in this form, you gain low-light vision, scent, a gore attack (1d6 damage), and a slam attack (1d8 damage) with a 5-foot reach. You also gain a +2 racial bonus to Strength and to natural armor. While in this form, you can carry a Medium bipedal creature on your back, allowing you to act as the creature's mount. At 8th level, you gain trample, as the universal monster rule, dealing your shifter claw damage. At 15th level, you gain Improved Bull Rush as a bonus feat, and your racial bonus to Strength and natural armor increases to +4.

### Horse

The aspect of the horse grants speed and maneuverability. A horse's alternate attack is hoof (B).

**Minor Form:** You gain the Endurance feat as well as an enhancement bonus of +5 feet to your base speed. At 8th level, you gain the Run feat. If you already have the Run feat, you instead can run at 6 times your base speed when using the Run feat. At 15th level, your enhancement bonus to your base speed increases to +15.

**Major Form:** Your shape changes to that of a horse (*Pathfinder RPG Bestiary* 177). While in this form, you gain a base speed of 50 feet, low-light vision, scent (30 feet), and the ability to move before and after an attack, as if you had the Ride-

By Attack feat. At 8th level, you can move through threatened squares without provoking attacks of opportunity, and you gain trample, as the universal monster rule, dealing your shifter claw damage. At 15th level, you gain Improved Overrun as a bonus feat, even if you do not meet the prerequisites.

### Lion

Lions hunt in prides, cooperating to bring down large opponents and defend their territory. A lion's alternate attack is bite (B, P, S).

**Minor Form:** You gain a +4 competence bonus on Intimidate checks. This bonus increases to +6 at 8th level and +8 at 15th level.

**Major Form:** Your shape changes to that of a dire lion (*Bestiary* 193). While in this form, you gain a base speed of 40 feet, low-light vision, and scent (30 feet). Once per day for every 2 shifter levels you have, you can utter a mighty roar, allowing you to attempt an Intimidate check with a +5 circumstance bonus to demoralize enemies within 30 feet. Allies gain a +1 morale bonus on attack and damage rolls against creatures affected by this ability. At 8th level, you gain one of the following teamwork feats as a bonus feat: Outflank<sup>APG</sup>, Pack Attack<sup>UC</sup>, Paired Opportunists<sup>APG</sup>, or Shake It Off<sup>UC</sup>. You can grant allies within 30 feet the benefits of this feat as a swift action for a number of rounds equal to 3 + your Wisdom modifier. At 15th level, you provide a flanking bonus to any ally who threatens the same opponent as you do, and you can change places with an adjacent ally as a move action that does not provoke an attack of opportunity, as if using the Swap Places<sup>APG</sup> feat.

### Giant Wasp

The aspect of the wasp grants flight and a venomous sting, as well as great mental resistance. A giant wasp's alternate attack is sting (P).

**Minor Form:** You gain a +4 bonus on Will saves against mind-affecting effects. This bonus increases to +6 at 8th level and +8 at 15th level.

**Major Form:** Your shape changes to that of a giant wasp (*Bestiary* 275). This ability uses the *vermin shape*<sup>UM</sup> spell, rather than *beast shape*, for the purposes of wild shape. While in this form, you gain a fly speed of 40 feet (clumsy), and swarms and vermin do not attack you unless magically commanded to do so. At 8th level, this fly speed increases to 60 feet (average), and you gain a sting attack usable a number of times per day equal to 3 + your Wisdom modifier, which applies the following poison.

**Wasp Venom (Ex):** Sting—injury; save Fort DC = 10 + half your shifter level + your Constitution modifier; frequency 1/round for 4 rounds; effect 1d3 Dex damage; cure 2 consecutive saves.

At 15th level, your fly speed increases to 80 feet (good), and you can attempt to gain control of a mindless swarm as a full-round action. To gain control of the swarm, you



must succeed at a Charisma check against a DC of 10 + the swarm's CR. You can direct the swarm to disperse, remain in a designated location, or attack an opponent. This control lasts for a number of rounds equal to half your shifter level.

## Snapping Turtle

Long-lived and resilient, turtles embody wisdom and endurance in many cultures. Those who take this aspect gain profound insight as well as remarkable resilience. A snapping turtle's alternate attack is bite (B, P, S).

**Minor Form:** You gain a +2 enhancement bonus to Wisdom. At 8th level, this bonus increases to +4, and at 15th level, it increases to +6.

**Major Form:** Your shape changes to that of a Large giant snapping turtle (*Pathfinder RPG Bestiary 2* 273). While in this form, you gain low-light vision, scent (30 feet), a swim speed of 20 feet, and a bite attack (1d8 + 1-1/2 your Strength modifier damage). At 8th level, you gain an insight bonus equal to your Wisdom modifier to your CMD against bull rush, drag<sup>APG</sup>, overrun, reposition<sup>APG</sup>, and trip attempts. At 15th level, you gain DR 5/silver.

## SPHINX BLOODRAGER BLOODLINE

Those who successfully traded riddles with sphinxes sometimes find themselves or their descendants exhibiting both arcane power and violent fury. These bloodragers find being outwitted or outmaneuvered especially infuriating; though they are usually scholarly and erudite, their fits of frenzied rage are all the more terrifying in comparison.

**Bonus Feats:** Alertness, Combat Casting, Dazzling Display, Improved Critical, Iron Will, Rending Fury<sup>UC</sup>, Skill Focus (Intimidate), Voice of the Sibyl<sup>UM</sup>.

**Bonus Spells:** *Divine favor* (7th), *touch of idiocy* (10th), *searing light* (13th), *bestow curse* (16th).

**Bloodline Powers:** You gain the ruthless claws and implacable voice of the sphinx while bloodraging.

**Claws (Su):** At 1st level, you grow claws while bloodraging. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack, using your full base attack bonus. These attacks deal 1d6 points of damage each (1d4 if you are Small) plus your Strength modifier. At 4th level, these claws are considered magic weapons for the purpose of overcoming damage reduction. At 8th level, the damage increases to 1d8 points (1d6 if you are Small). At 12th level, the critical threat range for these claws increases to 19–20.

**Roar (Su):** At 4th level, the bloodrager learns the secrets of the sphinx's roar. He can roar as a standard action a number of times per day equal to 3 + his Charisma modifier. Enemies within 60 feet of the bloodrager that can hear the roar must succeed at a Will save (DC = 10 + half the bloodrager's character level + his Charisma modifier) or become frightened for 1d6 rounds. At 10th level, the bloodrager can instead cause the targets to be panicked or stunned (bloodrager's choice) and

deafened for the duration; at 16th level, the bloodrager can instead cause the targets to be paralyzed for 1 round. Whether or not the save is successful, a creature cannot be the target of the bloodrager's roar again for 24 hours.

**Desert Fortitude (Su):** At 8th level, you gain resistance 5 to electricity and fire. In addition, you gain *endure elements* as a constant spell-like ability and a +2 competence bonus on saves against arcane spells. At 16th level, your resistance to electricity and fire increases to 10.

**Rending Rage (Su):** At 12th level, you gain a rend attack, as the universal monster rule, that deals extra damage equal to 2d4 + 1-1/2 times your Strength modifier. At 18th level, this damage increases to 2d6 + 1-1/2 times your Strength modifier.

**Master of Mysteries (Su):** At 16th level, you can cast either *maze* or *symbol of insanity* once per day as a spell-like ability, with a caster level equal to your character level. You also gain spell resistance equal to 11 + your level.

**Final Riddle (Su):** At 20th level, you gain immunity to fire and electricity and ignore environmental penalties due to temperature. Your competence bonus on saving throws against arcane spells increases to +6. You have these benefits constantly, even while not raging.



# HEROES OF TIAN XIA

Tian culture encompasses more than a dozen nations, each with its own unique customs emerging from thousands of years of history, but the rise and fall of uniting empires and the steady flow of diplomats, merchants, philosophers, priests, and warriors have forged conventions and legends that are familiar among nearly all of the people of Tian Xia. Nomadic tribes wandering the great deserts of Shaguang and the citizens of the great metropolis of Kasai might have little in common, but they may still respect certain shared traditions and venerate cultural heroes whose deeds are told across the entirety of the continent.

## PHOENIX SORCERER BLOODLINE

One of your ancestors bore witness to a phoenix's resurrection and formed a bond with the magical creature. The resurrecting flames still course through your veins, surging with power.

**Class Skill:** Knowledge (Arcana).

**Bonus Spells:** *Color spray* (3rd), *see invisibility* (5th), *magic circle against evil* (7th), *wall of fire* (9th), *break enchantment* (11th), *path of the winds*<sup>ARG</sup> (13th), *firebrand*<sup>APG</sup> (15th), *prismatic wall* (17th), *fiery body*<sup>APG</sup> (19th).

**Bonus Feats:** Dodge, Elemental Focus (fire), Fast Healer, Improved Initiative, Iron Will, Mobility, Quicken Spell, Skill Focus (Knowledge [arcana]).

**Bloodline Arcana:** When casting any spell that deals fire damage, you can instead heal your targets. The spell deals no damage, and living creatures affected by the spell instead regain a number of hit points equal to half the fire damage the spell would normally deal.

**Bloodline Powers:** The phoenix is an elemental creature of sky and primal fire, and its blood within you sings with a similar power.

**The Unseen World (Su):** At 1st level, you gain *detect magic* and *read magic* as spells known. At 5th level, the phoenix's blood drives you to find and save lost knowledge and magical items. As a swift action, you can automatically identify the properties of a non-cursed magic item you hold; you must still identify a cursed item as normal to correctly identify it as cursed. You can use this ability a number of times equal to your Charisma modifier per day.

**Immolation (Su):** At 3rd level, you gain the ability to surround yourself in fire as a swift action. This fire burns for a number of rounds per day equal to your character level plus your Charisma bonus. These rounds do not have to be consecutive. Any unarmed attacks you make while affected by immolation deal an additional 1d6 points of fire damage, and any creature that ends its turn adjacent to you while you're affected by immolation also takes 1d6 points of fire damage.

**Vermilion Wings (Su):** At 9th level, you gain the ability to grow a pair of phoenix wings from your back as a standard action. The wings grant you a fly speed of 60 feet with good maneuverability. You can dismiss the wings as a free action.

**Restoring Flames (Sp):** At 15th level, you can cast *greater restoration* once per day as a spell-like ability.

**Rebirth (Su):** At 20th level, the full power of a phoenix erupts from within you if you perish. When you die, you are brought back to life, as *true resurrection*, after 1 minute. This ability can be used only once every 24 hours, and if you are slain again within this period, your death is permanent.

## SPIRIT EATER (MEDIUM ARCHETYPE)

Shenmen is a ghost-haunted nation trapped in the shadow of the Gossamer Mountains and held beneath the yoke of jorogumo witches. The mediums of Shenmen face brazen yokai that hunger for the living, and these mediums have learned to devour them instead. Guardians of their communities, spirit eaters absorb the dead to channel their power and serve as a line of defense against all manner of incorporeal yokai.

**Ectoplasmic Strikes (Su):** At 3rd level, a spirit eater medium treats his attacks as if they had the *ghost touch* weapon property.

This replaces haunt channeler.

**Consume Spirit (Su):** At 7th level, a spirit eater can attempt to consume an incorporeal creature and house it within his body. If he reduces an incorporeal creature to 0 hit points or fewer, he can instead leave the creature at 1 hit point and consume the creature as an immediate action. A consumed creature is contained in the spirit eater's body and grants him a +1 bonus on either attack rolls, saving throws, or skill checks, chosen by the spirit eater, and a number of temporary hit points equal to the consumed creature's Hit Dice.

A spirit eater's body can hold a number of creatures equal to his spirit bonus. If he attempts to consume another creature after this point, he releases the creature that has been contained in his body longest. He can release a consumed creature as a free action. A consumed creature attempts to escape after 24 hours. The spirit eater can attempt to keep a consumed creature in his body by attempting a Will save (DC = 10 + half the spirit eater's level + twice the number of the creatures he has contained in his body). If he succeeds, the consumed creatures remain, but they grant the spirit eater's channeled spirit 1 point of influence over him. A released creature is destroyed as if it were reduced to 0 hit points and can reconstitute again later, if able.

This replaces location channel and connection channel.

## TIAN ALCHEMY

The alchemists from the many nations of Tian Xia have developed unique subcultures around the processing and application of inks and dyes. Their use of these materials allows them to develop unique alchemical creations not seen outside of the Dragon Empires. The following discoveries are available to alchemists.



**Constructive Dyes:** The alchemist's dyes congeal and solidify, allowing him to make physical objects from them. The alchemist can expend two uses of his daily bombs to create a nonmagical object, as *minor creation*, using his alchemist level as the spell's caster level. The alchemist must be at least 8th level and have the divine inks discovery before selecting this discovery.

**Divine Inks:** The alchemist can develop special pigments and combine them with his alchemical reagents to create unique dyes that cling to the empty space around him, allowing him to paint images in the air to fool his enemies. By expending two daily uses of his bombs, he can use the dyes to create an image in a space adjacent to him, as *silent image*, using his alchemist level as the spell's caster level. The image he creates remains for a number of minutes equal to his alchemist level. He can dismiss this image as a standard action.

**Explosive Calligraphy:** The alchemist can create especially volatile pigments that detonate when agitated. This requires expending one daily use of his bombs, but otherwise functions as *explosive runes* except that it deals damage as one of the alchemist's bombs. The alchemist can expend an additional daily use of his bombs to apply one discovery that applies to his bombs, such as acid bomb<sup>APG</sup> or dispelling bomb<sup>APG</sup>, to the runes created with this discovery. An alchemist must be at least 6th level before selecting this discovery.

**Greater Constructive Dyes:** The alchemist expands the set of objects he can create with his constructive dyes. The alchemist can expend one additional use of his daily bombs when using his constructive dyes discovery to create objects, as *major creation*. The alchemist must be at least 10th level and have the constructive dyes and divine inks discoveries before selecting this discovery.

**Greater Divine Inks:** The alchemist's unique dyes allow him to create lifelike images. If he expends an additional daily use of his bombs, the image he creates with the divine inks discovery also produces sound, smell, and heat, as *major image*. The alchemist must be at least 6th level and must have the divine inks and improved divine inks discoveries before selecting this discovery.

**Improved Divine Inks:** The alchemist's unique dyes allow him to create images accompanied by sound. If he expends an additional daily use of his bombs, the image he creates with the divine inks discovery also produces minor sounds, as *minor image*. The alchemist must be at least 4th level and must have the divine inks discovery before selecting this discovery.

**Living Pigment:** The alchemist infuses his inks and dyes with a spark of animating force. As a standard action, he can expend one daily use of his bombs and a 1st-level extract he has prepared to create a creature, as *summon monster I*, using his level as the spell's caster level. The extract is expended as if the alchemist had consumed it. The alchemist can expend a higher-level extract when using this ability to create a creature using a *summon monster* spell of a level equal to

the level of extract expended. For example, if the alchemist expends a 4th-level extract, he can create a creature as if using *summon monster IV*. Additionally, the alchemist can expend an additional use of his daily bombs when creating a creature in this way to grant the creature the celestial or fiendish template. The alchemist must have the divine inks discovery before selecting this discovery.



# KINETICISTS OF THE DRAGON EMPIRES

Tian Xia is a land famous for its people's connections to the spirits and elements, and as a result, many races and cultures native to the Dragon Empires have developed unique traditions that allow them to brandish elemental power in styles all their own.

## ANCESTRAL WILD TALENTS

Kineticists throughout Tian Xia have mastered a variety of unique traditions that enable them to wield elemental power in tandem with their races' unique physiologies. The following utility wild talents represent several unique powers that kineticists of different stripes from the Dragon Empires have mastered.

### KINETIC DISSOLUTION

**Element** universal; **Type** utility (Su); **Level** 1; **Burn** 0

**Prerequisites** wayang, chosen racial trait

Choose either the dissolution's child<sup>ARG</sup> alternate racial trait or the light and dark<sup>ARG</sup> racial trait. You can use the chosen racial trait by accepting 1 point of burn, even if you have no daily uses of that racial trait remaining.

### MESMERIZING ELEMENTALIST

**Element** universal; **Type** utility (Su); **Level** 1; **Burn** 0

**Prerequisite** nagaji

You gain the hypnotic gaze nagaji alternate racial trait<sup>ARG</sup>. If you already have this trait, add +1 to the trait's save DC instead. You can use the hypnotic gaze racial trait by accepting 1 point of burn, even if you have no daily uses of that racial trait remaining.

### NINE-TAILED KINETICIST

**Element** universal; **Type** utility (Su); **Level** 1; **Burn** 0

**Prerequisite** kitsune

You can cast a spell-like ability granted to you by any Magical Tail<sup>ARG</sup> feat you have by accepting 1 point of burn, even if you have no daily uses of that spell-like ability remaining. You must be able to use wild talents of a level equal to the number of extra tails required to use a spell-like ability granted by a Magic Tail feat to use this ability to cast that spell-like ability (for example, you would need to be 15th level and able to use 8th-level wild talents to use this talent to cast the *dominate person* spell-like ability granted by Magical Tail). In addition, you can learn a Magical Tail feat that you qualify for in place of gaining a new infusion or utility wild talent.

### PAST LIFE EVOKER

**Element** universal; **Type** utility (Su); **Level** 2; **Burn** 0

**Prerequisite** samsaran

Once per day, you can accept 1 point of burn to choose one simple blast wild talent belonging to any element. You gain the chosen simple blast wild talent for 1 minute, using your kineticist level – 2 to determine the blast talent's damage. The simple blast wild talent you gain in this way does not allow you to meet any prerequisites.

### TENGU BLADE LORE

**Element** universal; **Type** utility (Su); **Level** 1; **Burn** 0

**Prerequisites** kinetic blade, tengu

Whenever you use kinetic blade or an infusion that lists kinetic blade as a prerequisite, the weapon you create counts as having one of the following weapon special features of your choice: blocking, brace, deadly, disarm, distracting, sunder, or trip.





## CLOCKWORK KINETICISTS

Nestled between Nagajor and Xa Hoi lie the mysterious Clicking Caverns. Explorers willing to risk these depths can gain unrivaled command over the element of metal.

### CLOCKWORK HEART

**Element** earth; **Type** utility (Su); **Level** 3; **Burn** —

**Prerequisite** metal blast

You have used your power over metal to add clockwork components to your own body. So long as these clockwork components are kept wound (per the winding ability of the clockwork subtype<sup>B3</sup>), you gain the benefits of both the Improved Initiative and Lightning Reflexes feats.

### CLOCKWORK PUPPET

**Element** earth; **Type** utility (Su); **Level** 5; **Burn** 0

**Prerequisite** metal blast

You can weave metal into clockwork parts, creating clockwork constructs to attack your foes. This functions as the aether puppet wild talent, except the object animated gains the clockwork subtype and cannot have the stone Construction Point ability.

### SPARK OF INNOVATION

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

**Prerequisite** metal blast

You shape metal into a clockwork creature, as *spark of life*<sup>0A</sup> except you summon a clockwork earth elemental. The elemental's type is changed to construct (clockwork) and it gains construct traits and clockwork traits instead of elemental traits. The creature loses any spell-like abilities or supernatural abilities it normally has. If you have the greater elemental whispers utility wild talent, you can take a clockwork familiar<sup>B5</sup> as an improved familiar with that ability instead of an earth elemental.

## NAGAJOR VENOKINESIS

Venokineticists draw forth deadly toxins from the elements.

### VENOM ADMIXTURE

**Element** universal; **Type** substance infusion; **Level** 2; **Burn** 2

**Prerequisite** venom speaker

**Associated Blasts** any simple or composite

**Saving Throw** see text

You can infuse your kinetic blast with poison. To use this infusion, you must be holding a dose of poison or have at least one use of a feat or racial trait that produces poison (such as the Spit Venom<sup>ARG</sup> feat or the toxic skin<sup>ARG</sup> gripli alternate racial trait). One dose of poison or one use of your feat or racial trait is consumed if applicable, and creatures damaged by the infused blast are affected by the poison. Use the same type, save, save DC, frequency, effect, and cure as the consumed poison.

### VENOM INFUSION

**Element** universal; **Type** substance infusion; **Level** 4; **Burn** 3

**Prerequisite** venom speaker

**Associated Blasts** any simple or composite

**Saving Throw** Fortitude negates

All of your blasts are mildly toxic. Creatures that take damage from your blast are sickened for 1 round.

### VENOM INFUSION, GREATER

**Element** universal; **Type** substance infusion; **Level** 7; **Burn** 4

**Prerequisites** venom speaker, venom infusion

**Associated Blasts** any simple or composite

**Saving Throw** Fortitude negates

This talent functions as the greater toxic infusion wild talent<sup>UW</sup>, except it affects any creature that takes any type of damage from the blast.

### VENOM SPEAKER

**Element** universal; **Type** utility (Su); **Level** 1; **Burn** 0

You gain the investigator's poison lore class feature (*Pathfinder RPG Advanced Class Guide* 31), using your kineticist level as your investigator level, and can use your gather power ability even while holding a dose of poison in one of your hands or appendages as long as you could otherwise use that ability. If you are at least 6th level, you can learn the alchemist's swift poisoning class feature or one of the following alchemist discoveries in place of a utility wild talent, using your kineticist level as your alchemist level: concentrate poison<sup>APG</sup>, poison conversion<sup>UC</sup>, or sticky poison<sup>APG</sup>.

## WINDS OF YJAE

The people of Yjae, the last remaining of the ancient Shory flying cities, are masters of the art of elemental air.

### BOLT

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

**Associated Blasts** electric blast, thunderstorm blast

**Saving Throw** Reflex half

You unleash a bolt of lightning above an enemy within 30 feet and send it spiraling down with tremendous force. Each bolt is a 5-foot-wide, 30-foot-long, vertical bolt, dealing your full blast damage to creatures within the line. If all squares in the bolt's area are outdoors and in a storm, the blast deals an additional 1 point of damage per die. The saving throw is Dexterity-based.

### KINETIC AWE

**Element** universal; **Type** utility (Su); **Level** 1; **Burn** 0

You create a terrifying display of elemental power. This ability functions as Dazzling Display, except you can use this ability as a standard action and you add half your kineticist level as a bonus on your Intimidate check if you've used gather power during the same round; doing so expends the gathered power. This ability otherwise counts as the Dazzling Display feat; feats and other effects which affect Dazzling Display (such as Shatter Defenses) apply to it, and it counts as Dazzling Display for the purpose of meeting combat feat prerequisites.

### SKY WALK

**Element** air; **Type** utility (Sp); **Level** 7; **Burn** 1

**Prerequisites** air cushion or air's leap, wings of air

By accepting 1 point of burn, you can enable your allies to fly, as *mass fly*, except the duration of the effect is 10 minutes.

# MYTHIC OCCULTISM

Although members of the occult classes, found in *Pathfinder Roleplaying Game: Occult Adventures*, often concern themselves with matters of obscure and byzantine lore, there has historically been little overlap between this group of dedicated specialists and mythic power (see *Pathfinder RPG Mythic Adventures*). This does not mean that occult practitioners do not delve into mythic lore, however, and the following section explores some of the more common ways that these two mysterious practices interact with one another.

## MYTHIC OCCULT CLASSES

Because they specialize in things that are, generally speaking, outside the realm of common knowledge, practitioners of the occult who find a way to tap into mythic power often find that the occult path is more difficult to grasp than more conventional approaches. Occult characters can take mythic options like any other character, but they may find that many of the available options are not well suited to their particular abilities, especially since their magic is neither arcane nor divine. When a psychic spellcaster becomes mythic, she can treat her psychic spells as either arcane or divine for the purposes of any mythic abilities she gains. This does not change the actual nature of her spellcasting, but it allows her to make use of certain mythic abilities she would otherwise be unable to use. Once this choice between arcane and divine is made, it cannot be changed.

**Kineticists:** In much the same way that kineticists can channel elemental energy, a tiny number of them are eventually able to master the ability to channel the strange energy that empowers mythic creatures. Some believe that any kineticist can unlock this ability with enough dedicated work and skill, while others believe it is a trait one must be born with. In either case, mythic kineticists tend to gravitate toward either the path of the champion (generally known as the path of the channeler) or the guardian (sometimes referred to as the path of infinite stillness).

**Mediums:** In a way, every medium gets a small taste of mythic power through the spirits they channel, each of which is tied closely to one of the six mythic paths. In rare cases, the spirits become taken with a particular medium and bestow upon him a greater portion of their power. When a medium first gains mythic power, he can do so normally, or he can tie his mythic power to the spirits he channels. Once this choice is made, it cannot be changed. If he ties his mythic power to his spirits, then whenever he performs a seance, his mythic path changes to match the spirit he is channeling that day. This does not allow the medium to change which path abilities he has chosen for a given path. Instead, whenever he gains a new mythic path ability, he must select an ability for each mythic path, and he gains access to those abilities only when channeling the spirit associated with that path. Mediums who select this option cannot gain the Dual Path feat, and they cannot select universal path abilities. Mediums who do not take this option tend to prefer the trickster path (sometimes referred to by mediums as the many-faced path).

**Mesmerists:** Mythic mesmerists acquire their powers because their inherent mythic potential already gives them





a knack for manipulating others. Many mythic mesmerists are believed to be godlings descended from the likes of Asmodeus or Norgorber, although such claims are best taken with a grain of salt. Mesmerists frequently take the path of the trickster (and unlike with many mythic occult practitioners, there is no special name for mesmerists who do).

**Occultists:** Occultists, with their innate connection to the power of objects, are most often imbued with mythic power by handling powerful items that have potent connections to mythic people, places, and events. Mythic occultists often find themselves drawn to the path of the trickster (sometimes called the path of the dilettante when referring to mythic occultists), although those who focus more on their spellcasting abilities instead turn to the path of the archmage, and such individuals are often referred to as thaumaturges.

**Psychics:** Most psychics draw their powers from their disciplines, and mythic psychics are no exception. For most mythic psychics, their discipline provides the source of both their psychic and mythic powers: a mythic psychic with the abomination discipline might be tainted by a dark force of mythic proportion, while one with the faith discipline may have been imbued with divine power. Mythic psychics are often drawn toward the archmage path (generally referred to as the path of the third eye by mythic psychics) or the hierophant path (typically referred to as the path of enlightenment).

**Spiritualists:** Mythic spiritualists almost always travel in the company of the phantoms of legendary heroes and villains, although it is unclear whether it is the phantom that gives the spiritualist mythic power or the spiritualist's mythic nature that attracts such a potent phantom. Most spiritualists are drawn to the hierophant path, and spiritualists who take this path are often referred to as shepherds of the underworld. A spiritualist treats any references to an eidolon within a mythic ability (such as the mythic companion guardian path ability) as though it also referred to phantoms.

## MYTHIC CASTERS

Although psychic magic differs from arcane and divine magic in many ways, a psychic caster can still benefit from the eldritch secrets of the paths of the archmage and the hierophant. The following section provides new occult-themed path abilities for the archmage and hierophant paths.

### Archmage Path Abilities

The following occult-themed abilities are available to characters of the archmage path.

**Coupled Phenomena (Su):** Whenever you spend a standard action, move action, or swift action to implant a mesmerist trick (including masterful tricks), or use a discipline power, focus power, spirit power, touch treatment, or utility wild talent, as a free action you can also activate an ability that uses mythic power. The mythic ability you activate must require the same action type as the other ability you activated or a

faster one (a swift action is faster than a move action, and a move action is faster than a standard action).

**Expanded Implement Knowledge (Su):** Choose a single implement school you have access to. For each spell level that you can cast, you add one additional spell from that school of magic to your list of spells known. Additionally, by expending one use of mythic power as a swift action, you can add 2 points of mental focus to a single implement associated with the chosen implement school. These points of mental focus are created from the expended mythic energy and do not come from your daily allotment of mental focus. You must be touching the implement in which the mental focus will be invested when you use this ability.

**Mythic Amplification (Su):** Whenever you cast a psychic spell, you can expend one use of mythic power to apply a single phrenic amplification you know to the spell, without expending any points from your phrenic pool to do so. The phrenic amplification added in this way does not count against the normal limit of one phrenic amplification per spell. You must be at least 3rd tier to select this path ability.

### Hierophant Path Abilities

The following occult-themed abilities are available to characters of the hierophant path.

**Mythic Treatment (Su):** Whenever you use your touch treatment class feature, you can expend one use of mythic power to grant the touched creature a new saving throw to resist a single harmful effect that initially allowed a Fortitude or Will save to resist. The touched creature gains a bonus on this saving throw equal to half your mythic tier. If the saving throw is successful, the effect ends immediately. You must be at least 3rd tier to select this path ability.

**Psychic Healing (Su):** You can transmit healing energy through psychic vibrations. Whenever you cast a spell of the healing subschool that targets a single creature, you can target any creature to which you are connected by a *telepathic bond* or similar effect, even if that creature is outside the spell's normal range. You cannot use this ability to cast such a spell on a creature that is farther away from you than 1 mile per mythic tier. You must be at least 6th tier to select this path ability.

**Shielding Phantom (Su):** Your phantom is especially adept at protecting you and your allies from harm. The shield and circumstance bonuses granted by your spiritual interference class feature are both increased by an amount equal to half your mythic tier.

## MYTHIC KINETICISTS

Kineticists in particular have difficulty making full use of mythic power, as they are not spellcasters in their own right and many mythic abilities do not interact with their most potent class feature, the kinetic blast. The following section presents a number of new, specialized path abilities for champions and guardians that give kineticists a greater range of mythic options.

## Champion Path Abilities

The following kineticist-focused abilities are available to characters of the champion path.

**Kinetic Font (Su):** As a swift action, you can expend one use of mythic power to open up a wellspring of kinetic energy within yourself. Each round, beginning on the round in which you use this ability, you can reduce the total amount of burn you would take for a single blast or utility wild talent by 1, to a minimum of 0. This effect lasts a number of rounds equal to half your mythic tier. You must be at least 6th tier to select this path ability.

**Overcharged Blast (Su):** Whenever you use one of your kinetic blasts, you can expend one use of mythic power as a free action to apply one additional infusion to the blast, beyond the normal limit of one form infusion and one substance infusion per blast. Additionally, whenever you use this ability, you reduce the total amount of burn you would accept from the blast by 2 (to a minimum of 0).

**Unorthodox Infusion (Su):** You learn to master an infusion beyond those that normally apply to the elements in which you specialize. You learn a new infusion of your choice, regardless of that infusion's associated blasts. You can apply the chosen infusion to any blasts you are capable of using, even if they are not one of that infusion's associated blasts. You must be at least 3rd tier to select this path ability.

## Guardian Path Abilities

The following kineticist-focused abilities are available to characters of the guardian path.

**Energy Conduit (Su):** As an immediate action, you can expend one use of mythic power to harness harmful energy within your body and use it to empower your kinetic abilities. For a number of rounds equal to your mythic tier, whenever you take acid, cold, electricity, fire, or sonic damage, you ignore the first 5 points of that damage. For every 5 points of damage ignored in this way, you gain an energy point, which you can expend to reduce the total burn cost of a blast or utility wild talent by 1 (to a minimum of 0). Unspent energy points dissipate after 10 minutes. You must be at least 6th tier to select this path ability.

**Guarded Gathering (Su):** Whenever you use your gather power class feature, the gathered energy swirls around you, forming a protective barrier. You gain a deflection bonus to AC equal to half your mythic tier (rounded down, minimum 1).

**Opportunistic Blast (Su):** You can take advantage of momentary lapses in defense to assault your foes with your kinetic blast. Once per round, when an ally within 30 feet of you makes an attack of opportunity against an opponent you can see, you can expend one use of mythic power as an immediate action to make an attack of opportunity against that opponent using one of your kinetic blasts. You can apply infusion wild talents to the blast, and you accept burn for doing so. You must be at least 3rd tier to select this path ability.

## MYTHIC PERSONALITIES

Tapping into the energies and powers of the occult allows profound insight into the mind. Mythic power allows an occult character even greater control over this insight. The following section provides new occult-themed path abilities for the marshal and trickster paths.

## Marshal Path Abilities

The following occult-themed abilities are available to characters of the marshal path.

**Free Your Mind (Su):** You can reach into the mind of your allies and free them from unwanted influence. You can spend 1 point of mythic power as a full-round action to remove a mind-affecting effect currently affecting an ally within 30 feet. The effect immediately affects you instead, and you receive a saving throw to resist the effect as if you were the original target. If you succeed, the effect has no effect on you; otherwise, you are subject to it. You must be at least 6th tier to select this path ability.

**Spirit Influence (Su):** When you complete a seance, you can choose a number of allies equal to half your mythic tier (minimum 1). The chosen allies also gain your spirit's spirit bonus.

**Unfettered Spirit (Su):** As an immediate action when an ally within 30 feet fails a d20 roll that could be modified by your spirit bonus, you can spend 1 point of mythic power and allow your spirit to gain 1 additional point of influence over you to add your spirit surge die to the check's result. If the ally is receiving your spirit bonus from the spirit influence ability, you can choose to either spend your mythic power or allow your spirit to gain additional influence instead. You must be at least 3rd tier to select this path ability.

## Trickster Path Abilities

The following occult-themed abilities are available to characters of the trickster path.

**Bottled Talent (Su):** As a standard action, you can expend one use of mythic power and attempt a melee touch attack against a creature with class levels. If you succeed, choose one of that creature's class features with limited uses, such as rage, smite evil, or a single spell with a casting time of 1 standard action. You replicate that ability and place it into an item you hold for 10 minutes per tier. Any creature holding the item can expend 1 point of mythic power as a standard action to activate the replicated feature, using the level of the creature touched as their level for any effects based on level. You cannot replicate a specific feature from a creature more than once every 24 hours in this way. You must be at least 6th tier to select this path ability.

**Quick Trick (Su):** As an immediate action when a triggering condition is met against you or an ally within reach for a trick you know, you can spend 1 point of mythic power to implant the trick in yourself or the ally and immediately activate the trick. You must be at least 3rd tier to select this path ability.

**Rebounding Stare (Su):** You can cause your hypnotic stare to bounce between creatures. When you use your hypnotic stare,



you can spend 1 point of mythic power to affect an additional creature within 30 feet of the original target with the stare for 1 round. You can affect additional creatures up to your mythic tier. You can maintain additional stares by spending 1 point of mythic power per additional stare each round.

## UNIVERSAL PATH ABILITIES

The following universal path abilities are thematically linked to occult characters or improve upon the class features of occult classes.

**Borrow Mythic Power (Su):** As a move action, you can call on a channeled spirit to grant you a fraction of its mythic power. Your channeled spirit gains 1 point of influence over you, and you gain two uses of mythic power. Uses of mythic power gained in this way are lost once the spirit leaves you, and they can be spent only on path abilities from the same mythic path with which the spirit is associated.

**Mythic Burn (Su):** You are able to convert mythic energy into the energy used to fuel your kinetic powers, and vice versa. You can expend mythic power to reduce the total burn cost of a blast or utility wild talent on a one-for-one basis. Alternatively, you can accept 1 point of burn in place of expending one use of mythic power. You must have the burn class feature to select this path ability.

**Mythic Contact (Su):** You learn the true name of a particularly powerful and knowledgeable outsider with up to 20 Hit Dice. When using your outside contact class feature, you can expend one use of mythic power to conjure this particularly potent contact instead of one of your other contacts. If you do, the contact can provide much more detailed information, such as anything that can be learned with a *legend lore* spell, and the contact can provide the information immediately. However, the cost is much higher: typically 1,000 gp, although in some cases the contact may instead accept services or an exchange of information. As with outside contact, you can attempt to bargain with the contact, using Diplomacy or Intimidate to try to halve the payment cost. Failure causes the cost to be doubled, and failure by 5 or more causes the mythic contact to depart without providing information of any kind. Typically, a mythic contact will not lower itself to delivering messages, but at the GM's discretion, it may be willing to perform other services for you in exchange for appropriate compensation. You must be at least 3rd tier and have the outside contact class feature to select this path ability.

**Occult Mastery (Su):** You are a master of occult skill unlocks. You gain a bonus equal to your mythic tier on skill checks made as part of an occult skill unlock, and you can use each occult skill unlock you have access to a number of additional times per day equal to your mythic tier. Further, by expending one use of mythic power, you gain the ability to use an occult skill unlock you would not otherwise have access to (whether because you cannot cast psychic spells or because you are not trained in that skill). You can use this occult skill unlock until the next time you regain uses of mythic power. The extra uses

of occult skill unlocks granted by this ability also apply to skill unlocks you gain access to in this way.

**Phantom Possession (Su):** As a full-round action, by expending one use of mythic power, you can invite your phantom to control your body while you project your spirit incorporeally. While your spirit is outside of your body in this fashion, you become incorporeal and gain a fly speed of 60 feet (perfect), but your statistics remain otherwise unchanged. Your projected spirit has incorporeal versions of all of your equipment, although consumable equipment and equipment with limited numbers of charges or uses cannot be used while incorporeal. At the same time, your phantom takes control of your body, as the spell *possession*<sup>OA</sup>. You can end the effect at any time by returning to your body, and it ends automatically after 1 minute per mythic tier unless you expend an additional use of mythic power to extend the duration. If your spiritual form is slain, your spirit returns to your body automatically and the effect ends. You must be at least 6th tier and have the phantom class feature to select this path ability.



## NEXT VOLUME

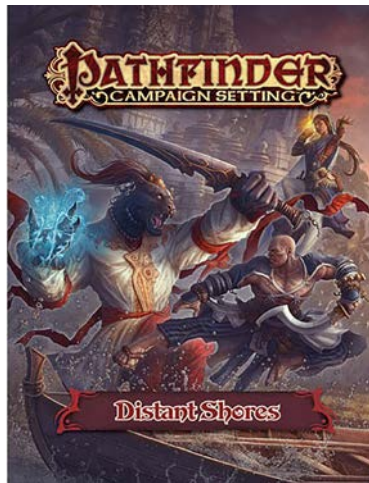
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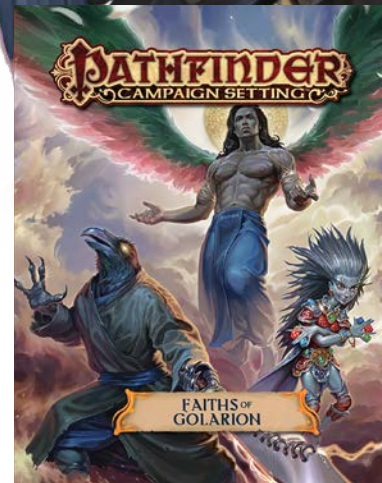
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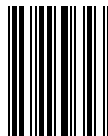
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