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# Blood of the Beast

# Beast-Blooded Populations of the Inner Sea





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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 [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Class Guide</i>	ACG	<i>Pathfinder Unchained</i>	PU
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Equipment</i>	UE
<i>Occult Adventures</i>	OA	<i>Ultimate Magic</i>	UM

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## ON THE COVER



A beast-blooded adventuring party stands ready to face unknown dangers in this exciting cover illustration by Ramon Puasa Jr.

# Introduction



Although humans dominate most of Golarion, countless other races with disparate appearances and cultures can be found sprinkled throughout all nations.

## CATFOLK

Curious to a fault, catfolk are Golarion's preeminent wanderers. Although the largest catfolk populations dwell in the nation of Murraseth in southern Garund, Osirion boasts a sizable catfolk population on account of that nation's fondness for the feline-headed gods that were once venerated by the Osirian people in antiquity.

Catfolk native to Osirion have access to the following trait.

**Adherent of Ancient Osirion (Religion):** Although Bastet has been all but forgotten by the native Osirians, you either sojourned with or were raised in a cult dedicated to the cat-headed goddess of Ancient Osirion. You treat the tekko-kagi<sup>UE</sup> as a martial weapon instead of an exotic weapon. You also treat the tekko-kagi as if it were a set of claw blades<sup>ARG</sup> when determining how it interacts with other effects.

## GRIPLIS

Although rare in Avistan, griplis are common in Garund, where they thrive in the continent's jungles and rain forests.

Hundreds of griplli settlements flourish in the Sodden Lands and throughout the Mwangi Expanse.

Griplis native to the Mwangi Expanse have access to the following trait.

**Jungle Native (Region):** Your people have called the jungles home for generations, and they are extremely proficient in moving about in that terrain. You gain a +1 trait bonus on saving throws against diseases and poisons, a +1 trait bonus on initiative checks attempted in jungle terrain, and Survival is a class skill for you.

## KITSUNE

Although the largest population of kitsune dwells on Tian Xia, these capricious fox-folk often find themselves traveling to distant cosmopolitan areas of predominantly human stock. The majority of kitsune that dwell in the Inner Sea region are found on the roads of Varisia, where several kitsune families have lived since the Age of Anguish.

Kitsune native to Varisia have access to the following trait.

**Caravan Nomad (Region):** Your family has lived on the open roads of Varisia for untold generations, impersonating nomadic Varisians. You gain a +1 trait bonus on Bluff and Perform checks, and one of these skills is a class skill for you.

## NAGAJI

By and large, nagaji are simple, xenophobic folk who prefer to stay within the confines of Nagajor, their homeland. That being said, the nagas that rule over Nagajor rely on nagaji to serve as their eyes and ears where they cannot go, and small communities of nagaji have settled in Vudra and Jalmeray as emissaries between Vudran and Tian nagas.

Nagaji native to Jalmeray have access to the following trait.

**Naga Emissary (Region):** You were groomed from childhood to act as an emissary to Nagajor's allies in Jalmeray, and you understand much about the Jalmeri people as a result. You gain a +1 trait bonus on Diplomacy checks, and Diplomacy is a class skill for you. In addition, you gain Vudrani as a bonus language.

## RATFOLK

Tenacious and creative, ratfolk are able to thrive virtually anywhere on Golarion. While one of the largest populations of Golarion's ratfolk is found in the subterranean empire of Diguo-Dashu beneath southern Tian Xia, thriving communities of ratfolk also exist in the dry, arid flatlands of human nations such as Katapesh and Druma.

Ratfolk native to Druma have access to the following trait.

**Prophet of Burrows (Region):** While you might not be a practicing follower of the Prophecies of Kalistrade, you value human coin more than most ratfolk do and have taken the mercantile practices of the Prophecies to heart. Whenever you roll a skill check to earn money, increase the amount of money that you earn by 5%.

## TENGUS

Tengus can be found all across the Inner Sea region, especially on the pirate ships and port cities of the Shackles and Sodden Lands. In Tian Xia, the tengu nation of Kwanlai features the largest tengu population anywhere on Golarion.

Tengus native to the Shackles have access to the following trait.

**Jinx Eater (Magic):** Your presence dampens curses and other ill effects. You gain a +1 trait bonus on saves against curses, including the hex class ability of shamans and witches. Once per day, you can grant this bonus to all allies within 30 feet for 1 round as an immediate action.

## VANARAS

Vanaras, simian folk from distant Vudra, often leave their homes and travel westward in search of adventure and fortune. Many reach Katapesh, where human merchants value their wit and ingenuity, but vanaras have difficulty establishing themselves elsewhere on Garund, as they are often mistaken for the violent and cannibalistic charau-ka.

Vanaras native to the nation of Katapesh have access to the following trait.

**Fortune Found (Region):** You have learned a great many tricks and techniques for bartering with humans. You gain a +1 trait bonus on Appraise and Diplomacy checks, and one of these skills (your choice) is a class skill for you.

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# Catfolk

Among the races of Golarion, few humanoids boast the breadth of physical diversity or the boundless curiosity that catfolk display. Although all catfolk have long tails and distinctive catlike ears, their facial and bodily appearance can run the gamut from nearly human to distinctly feline; such stark differences often appear within the same clan and sometimes even within the same family. Although philosophers interested in such matters debate endlessly on how two catfolk from the same familial stock could possibly display such drastic differences, few such theorizers are catfolk themselves. Catfolk see their kind as wanderers, explorers, and protectors against malignant forces first and foremost, and they view such questions as utterly insignificant.

## FAVORED CLASS OPTIONS

The following options are available to catfolk who have the listed favored class.

**Alchemist:** Gain 1/6 of a bonus discovery.

**Bloodrager:** Add 1 foot to the bloodrager's base speed. In combat, this has an effect only for every five increases in base speed. This bonus stacks with the bloodrager's fast movement class feature, and applies under the same conditions as that feature.

**Hunter:** Gain 1/6 of a bonus teamwork feat.

**Inquisitor:** Add 1/2 to the inquisitor's track bonus.

**Investigator:** Add 1 to the bonus provided to a single skill (maximum +2) by inspiration. This skill must be one the investigator can already apply inspiration to. The investigator can select a different skill each level.

**Medium:** Add 1/3 to the result of any spirit surge die that the medium rolls.

**Monk:** Add 1/2 to the monk's damage rolls with claw attacks and claw blades<sup>ARG</sup>. A monk who selects this bonus at 1st level also treats claw blades<sup>ARG</sup> as a monk weapon. If he is an unchained monk, he can use his style strikes with unarmed strike or claw blade attacks.

**Shaman:** Add 1/6 to the shaman's class level for the purpose of determining the effects of one hex.

**Slayer:** Add 1/3 to the result of any sneak attack damage that the slayer deals after all sneak attack damage dice have been totaled.

## ARCHETYPES

Some catfolk use their natural hunting instincts in unique ways, while others harness the power of their race's innate good fortune.

### PROWLER AT WORLD'S END (BLOODRAGER)

Ancient catfolk legends claim their kind was created to protect the world from the sinister forces that exist at the world's fringes. Many catfolk bloodragers capable of communing with the ancient spirits of creation take on the burden of this ancient tradition.

**Bloodline:** A prowler at world's end must choose the destined bloodline as his bloodline.

**Spirit:** At 1st level, a prowler at world's end gains the ability to channel the spirits of creation, granting him the medium's spirit and spirit surge abilities (*Pathfinder RPG Occult Adventures* 30–31). A prowler channels the cheetah (which acts as the trickster), the leopard (which acts as the guardian), the lion (which acts as the marshal), and the tiger (which acts as the champion). The prowler does not have access to the archmage or hierophant legends. The favored locations for these spirits are altars, churches, sacred groves, and shrines, and their taboo requires the prowler to strongly revere nature and attempt to either destroy or incapacitate evil wherever he encounters it.

A prowler at world's end gains his spirit's lesser power at 1st level, its intermediate power at 8th level, and its greater power at 16th level. A prowler's spirit surge bonus never advances beyond 1d6.

This ability replaces the 1st-, 8th-, and 16th-level bloodline powers.

**Bloodline Powers:** At 4th level, a prowler at world's end gains the bloodline power normally granted by his bloodline at 1st level. At 9th level, he gains the bloodline power normally granted by his bloodline at 4th level. At 12th level, he gains the bloodline power normally granted by his bloodline at 8th level. At 15th level, he gains the bloodline power normally granted by his bloodline at 12th level. At 20th level, he gains the bloodline power normally granted by his bloodline at 16th level.

This ability alters the 4th-, 16th-, and 20th-level bloodline powers and replaces the 9th-level and 15th-level bloodline feats.

**Chosen of the Spirits (Su):** At 11th level, whenever a prowler at world's end enters a bloodrage, he can apply the effects of *beast shape IV* to himself instead of using greater bloodrage or mighty bloodrage to apply the effects of a bloodrager spell to himself. He must assume the form of a great cat of the same kind as a channeled spirit (cheetah, leopard, lion, or tiger). This effect lasts for as long as the prowler continues bloodraging, regardless of its normal duration, and using it does not consume a spell slot.

This ability alters the bloodrager's greater bloodrage and mighty bloodrage.

**Shapeshifted Spellcasting (Su):** At 12th level, the prowler at world's end can cast spells while under the effects of chosen of the spirits. This ability functions as Natural Spell, except the prowler uses the ability to cast while under the effects of chosen of the spirits instead of wild shape.

This ability replaces the 12th-level bloodline feat.

### RAVENER HUNTER (INQUISITOR)

Throughout the Mwangi Expanse, cults of Angazhan pollute the pristine jungle with demonic influence and wanton bloodshed. For generations, the catfolk of

Murraseth have viewed such faiths with loathing and hatred, and they believe it is their sacred duty to hunt down the followers of the Ravener King and expel them from the Material Plane.

**Alignment:** Any nonevil.

**Charged by Nature:** Rather than having a deity patron, a ravener hunter is charged by the spirits of the Mwangi to eradicate evil wherever it appears. At 1st level, a ravener hunter chooses an oracle mystery from the following list: ancestor<sup>UM</sup>, battle<sup>APG</sup>, flame<sup>APG</sup>, heavens<sup>APG</sup>, life<sup>APG</sup>, lunar (*Pathfinder Player Companion: Blood of the Moon* 28), nature<sup>APG</sup>, solar (*Pathfinder Player Companion: Harrow Handbook* 26), stone<sup>APG</sup>, time<sup>UM</sup>, volcano (*Pathfinder Adventure Path #95: Anvil of Fire* 72), waves<sup>APG</sup>, wind<sup>APG</sup>, or wood<sup>UM</sup>. She gains one revelation from her chosen mystery. She must meet the revelation's prerequisites, using her inquisitor level as her effective oracle level to determine the revelation's effects, and she never qualifies for the Extra Revelation<sup>APG</sup> feat. The ravener hunter gains a second revelation from her chosen mystery at 8th level.

This ability replaces domain.

**Holy Magic:** A ravener hunter adds all spells of 6th-level and lower on the cleric spell list with the good descriptor to her inquisitor spell list as inquisitor spells of the same level. If a spell appears on both the cleric and inquisitor spell lists, the ravener hunter uses the lower of the two spell levels listed for the spell. She cannot cast 2 with the chaotic, evil, or lawful descriptors, even from spell trigger or spell completion items.

This ability alters the inquisitor's spells.

**Demon Hunter:** At 3rd level, a ravener hunter gains Demon Hunter (*Pathfinder Campaign Setting: The Inner Sea World Guide* 286) as a bonus feat, ignoring its prerequisites. She also gains a +2 bonus on Knowledge (religion) checks to recognize the worshipers of any deity with the Demon<sup>APG</sup> subdomain, as well as a +2 morale bonus on attack rolls and caster level checks to overcome spell resistance of creatures that she recognizes as followers of such a deity.

This ability replaces the teamwork feat gained at 3rd level.

**Solo Tactics (Ex):** A ravener hunter gains this ability at 6th level instead of 3rd level.

## SERENDIPITY SHAMAN (SHAMAN)

Although some catfolk venerate elven and human deities, the traditional worship of the so-called "spirits of creation" is by far the most prevalent religion among their kind, especially in the catfolk nation of Murraseth. The serendipitous, shamanistic rites associated with this faith focus upon attracting good fortune and banishing ill fortune in the name of these spirits. Although the ancient practices of the serendipity shaman were once exclusive to the mysterious catfolk nation, the catfolk's curiosity and

willingness to travel have spread them across Golarion, where today many with a tendency toward good fortune embrace the faith.

**Limited Calling:** A shaman must have a racial trait with "luck" in its name to select this archetype, such as cat's luck or halfling luck. A character with the Defiant Luck<sup>ARG</sup> feat also qualifies for this archetype.

**Luck Magic:** A serendipity shaman adds the domain spells from the Luck cleric domain to the list of spells she can cast with the spirit magic ability instead of her spirit's spirit magic spells.

This ability alters spirit.

**Luck Hexes:** A serendipity shaman can select from any of the following hexes, in



addition to general shaman hexes and the hexes granted by her spirit. When she gains the wandering spirit class feature, she can select one of these hexes in place of a wandering hex.

**Channel Luck (Su):** A serendipity shaman gains the ability to channel luck, as the cleric variant channeling ability of the same name (*Pathfinder RPG Ultimate Magic* 30), using her shaman level to determine her effective cleric level for the purpose of her channel energy ability. She does not count as having the channel energy ability for the purpose of meeting feat prerequisites or prestige class requirements with the exception of Selective Channeling, which the shaman can take as normal. A shaman must be at least 8th level before selecting this hex.

**Fortune (Ex):** This hex functions as the dual-cursed oracle revelation of the same name (*Ultimate Magic* 58), using the shaman's class level as her effective oracle level.

**Misfortune (Ex):** As a standard action, a serendipity shaman can afflict one target within 30 feet with misfortune, causing it to take a –2 penalty on all saving throws against the shaman's spells.

The effect lasts for 1 minute or until the target hits the shaman with an attack.

**Spirit Magic:** A serendipity shaman adds both her spirit's spirit magic spells and the domain spells from the Luck cleric domain to the list of spells she can cast with the spirit magic ability. This hex cannot be taken as a wandering hex.

**Tweak the Odds (Su):** Whenever the serendipity shaman or one of her allies within 30 feet rolls an ability check, attack roll, saving throw, or skill check, the shaman can use this ability as an immediate action to tweak the odds in her favor, increasing the result of the die roll or check by 1. This can turn a normal hit into a critical threat, but it cannot make an attack roll an automatic hit (this bonus does not stack with effects that increase a weapon's critical threat range, such as Improved Critical or *keen edge*). The shaman can use this ability a number of times per day equal to her shaman level. At 4th level and every 4 shaman levels thereafter, she can spend an additional use of this ability to further increase the die result of the target's roll by an additional 1. For example, a 12th-level shaman can spend up to three uses of this ability to increase an ally's roll by 1 per use expended.



## FEATS

The following feats represent tricks, techniques, or quirks of birth that were originally developed by catfolk but have since spread across Golarion and see use by a plethora of characters.

### Graceful Athlete

You can use your lean, agile body to scale tall heights.

**Prerequisites:** Acrobatics 1 rank, Climb 1 rank, Swim 1 rank, racial bonus to Dexterity.

**Benefit:** Add your Dexterity modifier instead of your Strength bonus to Climb and Swim checks. If you have a Strength penalty, you must apply both your Strength penalty and your Dexterity modifier. This feat grants no benefit to creatures that already add their Dexterity modifier to Climb and Swim checks (such as all Tiny or smaller creatures).

**Special:** Investigators, rogues (including unchained rogues<sup>PU</sup>), and slayers can select this feat in place of an investigator talent, a rogue talent, or a slayer talent, respectively, if they meet the prerequisites.

### Lucky

Your luck-based abilities seem limitless.

**Prerequisites:** Black Cat<sup>ARG</sup> or Lucky Halfling<sup>ARG</sup>; must have a racial trait with “luck” in its name.

**Benefit:** Choose one of the following feats: Black Cat, Lucky Halfling, or any feat that lists one of these feats

as a prerequisite and is usable once per day. Add two to the number of times per day that you can use the chosen feat. You must have the chosen feat in order to select it with Lucky.

**Special:** This feat can be selected multiple times. You cannot add more than six uses to a single feat in this manner. A character with the Defiant Luck<sup>ARG</sup> feat can ignore this feat's prerequisites, but she must choose Defiant Luck or a feat that lists Defiant Luck as a prerequisite and is usable once per day.

## Mobile Acrobat

You harness your acrobatic momentum to quickly propel yourself forward.

**Prerequisite:** Racial bonus to Dexterity.

**Benefit:** When attempting an Acrobatics check that would reduce your speed, treat your base speed as 10 feet faster before making speed reductions.

## FELINE (WILDSOUL NATURAL COURSE)

When a vigilante with the wildsoul archetype (*Pathfinder RPG Ultimate Intrigue* 61) chooses a vigilante specialization, he can choose the following natural course. Feline wildsouls have the blood of great cats running through their veins.

**Feline Attributes (Ex):** At 2nd level, a feline wildsoul gains the low-light vision and scent special abilities and reduces any penalty he takes on Perception checks due to distance by an amount equal to 1/2 his vigilante level (minimum 0). If he also gains low-light vision or scent from a feat or racial trait, he instead gains a +2 bonus on Perception checks for each ability he already has. In addition, he can take Aspect of the Beast<sup>APG</sup>, ignoring the feat's prerequisites.

**Feline Grace (Ex):** At 6th level, a feline wildsoul gains uncanny dodge, using his vigilante level as his effective rogue level. At 12th level, he also gains improved uncanny dodge.

**Feline Pounce (Ex):** At 12th level, a feline wildsoul can strike quickly and lethally at a moment's notice. He gains the mad rush avenger vigilante talent, even if he is not an avenger.

**Nine Lives (Su):** At 18th level, a feline wildsoul can survive attacks that would kill lesser vigilantes. He gains the defensive roll advanced rogue talent and can use this ability eight times per day.

## SPELLS

The following spells were created by catfolk and make use of that race's inherent luck and clawed hands.

### BIT OF LUCK

**School** evocation; **Level** alchemist 4, bard 3, cleric 4, psychic 4, shaman 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (a four-leaf clover)

**Range** personal

**Target** you

**Duration** 10 minutes/level

For the spell's duration, the caster gains a reservoir of luck with a total number of points equal to 1 point per 2 caster levels. During the spell's duration, the caster can spend 1 point from this reservoir when making an attack roll or skill check to add a +1d8 luck bonus to the d20 roll's result. This bonus can be added before or after the roll or check's result is revealed, and if this bonus is large enough to turn a failure into a success, the roll succeeds. The spell instantly ends when all points are expended or when it is cast on the target again.

An 8th-level caster can instead spend 4 points to add a +2d8 luck bonus, and a 16th-level caster can spend 8 luck points to instead add a +3d8 luck bonus.

### CURSE OF BEFOULED FORTUNE

**School** necromancy [curse]; **Level** antipaladin 3, bloodrager 4, cleric 3, shaman 3, sorcerer/wizard 4, spiritualist 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

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

You curse the target, making it incredibly unlucky. While affected by *curse of befouled fortune*, the target can't receive luck bonuses or benefit from effects that grant it the ability to roll multiple times and take the higher result (like the swashbuckler's charmed life ability). The target also can't choose a die result, such as taking 10 or 20 in lieu of rolling (as per the bard's lore master ability). Finally, the first time each turn the target would succeed at an attack, saving throw, or skill check, it must roll twice and use the worse of the two results.

This curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

### POUNCING FURY

**School** transmutation (polymorph); **Level** alchemist 2, bloodrager 2, druid 2, magus 2, ranger 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 round/level

While this spell is active, whenever you make a charge, you can attack with all claw natural attacks you have as part of the attack, as per the pounce universal monster rule (*Pathfinder RPG Bestiary* 302). If you have additional abilities that grant a bonus to damage on a charge, only the first attack benefits from these bonuses. Additionally, when you make an attack of opportunity, you can expend one additional attack of opportunity that round to make one additional claw attack against the target.

# Gripplis

Gripplis are an uncommon sight in the Inner Sea region, because few depart their jungle homes to see the world. Although they were once common throughout the Mwangi Expanse, gripplis have found themselves penned in by expansionist charau-ka to the east and profiteering humans to the west. Fortunately, these frog-people are rarely seen as a threat, as much for their relatively primitive technology as for their modest ambitions. Their greatest bastion remains the Kaava Lands, though as even that territory shrinks, young gripplis find themselves driven to explore, adopt more modern tools, and learn how to preserve their people's place in Garund.

The grippli tribes of the Valashmai Jungle in Tian Xia are far less shy, for that primordial forest invariably destroys all but the strongest inhabitants. These gripplis display unfathomable ferocity for their size, boldly ganging up on the jungle's immense beasts to protect their territory or lay claim to key resources. These tribes rarely travel beyond their borders, but when they do, their bravado and boldly painted bodies astonish anyone familiar with their Garundi cousins.

What gripplis lack in advanced industries they gain in attunement to their natural environment. A mottled combination of warm and cool skin tones helps camouflage them in flowering jungles and healthy wetlands, and their splayed toes and hooked toe pads make navigating silty water and towering trees second nature. This connection goes beyond physical features; over millennia, gripplis have developed rich religious and cultural traditions to care for their homes. Some tribes that reside near corrupted sites, where nature reclaimed a bloody battlefield or vile temple, have developed ways to stem the tide of these evils. In a way, this makes gripplis an indicator of an area's spiritual health, and as they are chased from their ancestral lands, reports of foul ruins awakening throughout the Mwangi Expanse grow ever more frequent.

## FAVORED CLASS OPTIONS

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

**Barbarian:** Add 1/5 to the armor bonus granted by hide armor or bone armor the barbarian wears (maximum +3).

**Bard:** Add 5 feet to the range of one bardic performance.

**Medium:** Add 1/4 to any checks modified by the medium's spirit surge ability.

**Oracle:** Add one spell known with the poison or water descriptor from the druid's spell list. This spell must be at least 1 level below the highest spell level the oracle can cast. The spell is treated as 1 spell level higher, unless it is also on the oracle spell list.

**Shaman:** Add one spell from the druid spell list that isn't on the shaman spell list to the list of spells the shaman

knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

**Skald:** Increase the skald's total number of raging song rounds per day by 1.

**Slayer:** Add 1/3 to the damage the slayer deals with bone weapons (maximum +4).

**Swashbuckler:** Add 1/2 to the swashbuckler's Acrobatics, Climb, Escape Artist, Fly, Ride, and Swim checks when using the derring-do deed.

**Witch:** Add 1/3 to the saving throw DC to resist the poison of the witch's familiar.

## ARCHETYPES

Gripplis have developed the following archetypes to do both spiritual and physical battle against their foes.

### FIEND KEEPER (MEDIUM)

Among the most sacred roles a grippli can play is that of fiend keeper, a vessel to contain one of the world's evil spirits so that it cannot inflict further harm. As the host performs goodly acts, he slowly cleanses the spirit, continuing this process over many generations, until the entity's vileness is no more. In turn, the spirit tempts the fiend keeper with blasphemous power that a cautious medium can direct toward righteous ends. Many tribes boast a resident fiend keeper who bears this local burden and trains replacements who might take over when their mentor dies.

**Alignment:** A fiend keeper must choose a nonevil alignment.

**Evil Spirit (Su):** A fiend keeper serves as the vessel for a powerful evil spirit that fights and bargains for dominance. The legends a fiend keeper channels are all aspects of this evil presence. Willingly performing an evil act automatically grants the evil spirit 1 point of influence over him. *Protection from evil* temporarily suppresses all the spirit's benefits while the fiend keeper is under the spell's effects. When the spirit gains at least 3 points of influence over the fiend keeper, in addition to the penalties associated with each legend, he gains an evil aura as per a cleric of his level and treats his alignment as evil for the purposes of resisting or being vulnerable to spells and abilities (such as *unholy blight* or a paladin's smite evil class ability).

This ability modifies spirit.

**Dark Communion (Su):** At 3rd level, a fiend keeper can entice the evil spirit to lend him its knowledge or its power as a full-round action a number of times per day equal to his class level. If the fiend keeper seeks knowledge, this behaves as *contact other plane* using his medium level as his caster level, but if he fails the Intelligence or Charisma check, his spirit gains 1 point of influence over him instead of reducing his ability scores. Treat the spirit as an entity from the Astral Plane for this ability. Its knowledge is equivalent to that of a demigod at 5th level, a lesser deity at 7th level, and an intermediate deity at 13th level.

If the fiend keeper requests power, he must instead succeed at an Intelligence or Charisma check (DC 10 at 3rd level, DC 12 at 7th level, or DC 14 at 13th level or higher), or his spirit gains 1 point of influence over him. Regardless of the outcome, he gains one of the following powers for 1 minute. At 5th level, he also gains a number of temporary hit points equal to his medium level for 1 minute. At 7th level, he selects two powers.

**Dark Power:** The fiend keeper gains a +1 profane bonus on attack and damage rolls, and a +1 profane bonus to AC. At 13th level, these bonuses increase to +2.

**Fiendish Form:** The fiend keeper gains darkvision 60 feet. At 7th level, he grows fiendish wings and gains a fly speed equal to his base speed (average maneuverability). At 13th level, his fly speed instead equals double his base speed (good maneuverability).

**Natural Attacks:** The fiend keeper gains two claw attacks and a bite attack. These are primary attacks that each deal 1d4 points of damage (1d6 if the fiend keeper is Medium). At 13th level, the damage increases to 1d6 (1d8 if Medium).

**Spirit Power:** The fiend keeper's spirit bonus increases by 1. At 13th level, the spirit bonus instead increases by 2.

**Unholy Resilience:** The fiend keeper gains resistance 5 to two of the following energy types: acid, cold, electricity, fire, or sonic. The resistance increases to 10 at 7th level and 20 at 13th level.

This ability replaces haunt channeler, location channel, connection channel, and ask the spirits.

**Ex-Fiend Keepers:** A fiend keeper who becomes permanently evil loses control of the spirit after 1d4+1 days, at which point he becomes an NPC under the GM's full control. Seeking an *atonement* spell before then can change the medium's alignment. This effect also can be undone with a *limited wish*, *miracle*, or *wish* spell.

## POISON DARTER (RANGER)

In dense jungles, foliage and tight spaces hinder all but the most deceptively humble weapons: blowguns and poison.

**Debilitating Venom (Ex):** A poison darter can concoct potent toxins that he can apply to his weapons. He can use this ability a number of times per day equal to 1/2 his ranger level + his Wisdom modifier; if he has the toxic skin alternate racial trait (*Pathfinder*

*RPG Advanced Race Guide* 190), he can expend a daily use of that poison to employ his debilitating venom ability an additional time. The debilitating venom functions only for the poison darter and becomes inert if not used within 1 hour. Creating a debilitating venom is a standard action, and it can be applied to a weapon as a move action.

**Debilitating Venom**—injury; *save* Fortitude DC = 10 + 1/2 the poison darter's level + his Wisdom modifier; *frequency* 1/round for 4 rounds; *effect* 1d3 Dexterity damage; *cure* 1 save.

At 5th level, the frequency increases to 6 rounds, and the toxin sickens a creature for 1 round every time it fails its saving throw to resist the poison. At 10th level, the poison's Dexterity damage increases to 1d4, and two successful saving throws are needed to cure the poison. At 15th level, the poison dart can choose to deal Strength, Dexterity, or Constitution damage with the debilitating venom, selected when he creates the toxin. At 20th level, the poison's damage die increases to 1d6.

This ability replaces favored enemy and master hunter.

**Poison Use (Ex):** A poison darter is trained in the use of poison and cannot accidentally poison himself when applying poison to a weapon.

This ability replaces wild empathy.

**Poison Style (Ex):** At 2nd level, in place of a combat



style feat, a poison darter can select any rogue talent that modifies sneak attacks or any alchemist discovery that modifies poisons he creates and applies, using his Wisdom modifier in place of his Intelligence modifier and his ranger level in place of his alchemist or rogue level for the purpose of meeting prerequisites. He can use the sticky poison<sup>APG</sup> discovery to apply a single dose of poison to two blowgun darts without reducing its potency.

This ability modifies combat style feat.

**Precise Dart (Ex):** At 4th level, a poison darter gains a sneak attack identical to the rogue class feature, but only when attacking with a blowgun. This deals 1d6 extra points of damage, and the damage increases by 1d6 at 6th level and every 2 ranger levels thereafter.

This ability replaces hunter's bond.

## WAR PAINTER (SKALD)

The griplis of the Valashmai Jungle exhibit savage strength for their size—attributed in part to the frightful magical pigments applied to their skin by the tribes' mystical lore keepers.

**Furious Paint (Su):** By spending 10 minutes preparing and applying special paints to his or an ally's skin, a war painter can create patterns that store the effects of one of

his raging songs. The war painter must expend 1 or more rounds of his raging song class ability while anointing the ally, and the paint retains its potency until the war painter recovers his daily uses of raging song. The ally can activate the paint as a move action, gaining the benefits of the raging song, including any rage powers as appropriate. This effect lasts a number of rounds equal to the rounds of raging song the war painter expended + the war painter's ranks in Craft (calligraphy, paintings, or tattoos)—but no more than double the number of rounds of raging song expended. By halving the remaining number of rounds of raging song, an ally can suspend the paint's effects as a free action and activate the paint again later as a move action.

A war painter can apply the effects of any feats that affect bardic performance to his furious paint, except effects that extend the effects of performances, such as the Linger Song<sup>APG</sup> feat. A creature can be subject to only one application of furious paint at a time.

This ability modifies the raging song class feature and does not prevent a war painter from performing other raging songs.

**Thousand Totems (Su):** At 5th level, a war painter can channel a powerful totem into his furious paints while applying the pigments on an ally. This grants the painted ally the benefits of one additional rage power when the ally activates the furious paints. The war painter does not need to know the rage power, but it must be one for which he qualifies. Furthermore, the war painter can select only a blood rage power (*Pathfinder RPG Advanced Class Guide* 80) or a totem rage power (*Pathfinder RPG Advanced Player's Guide* 74). If the war painter already has a different blood rage or totem rage power that would be applied to the painted ally, this new rage power replaces it and any other rage powers that require it as a prerequisite.

A war painter can use this ability once per day at 5th level, and he gains one additional use at 11th and 17th levels. He can apply this ability multiple times to the same creature, though only to give it rage powers that use the granted rage power as a prerequisite (such as beast totem and greater beast totem).

This ability replaces spell kenning.

**Arcane Flourish (Su):** At 7th level, once per day as he finishes applying his furious paint to a creature, a war painter can cast one skald spell with a casting time of no more than 1 standard action and infuse the spell into the paint. Once while benefiting from the paint's raging song, the painted ally can use a standard action to cast the infused spell on herself as if the war painter had cast it. The spell ends when the paint's other effects end.

A war painter can infuse only a skald spell whose level is at least 2 levels lower than the highest-level skald spell he can cast. He can infuse any targeted spell in a painted ally, even if its range is personal.



The war painter can use this ability twice per day at 13th level and three times per day at 19th level.

This ability replaces lore master.

## FEATS

Adventuring griplis use their natural cunning to compensate for their size with the following feats.

### Cunning Killer

You mercilessly dispatch those creatures that you outwit.

**Prerequisites:** Base attack bonus +2, Knowledge (arcana, dungeoneering, local, nature, planes, or religion) 3 ranks.

**Benefit:** When you succeed at a Knowledge check to identify a creature with an Intelligence score of 2 or less, you gain a +1 insight bonus on attack and damage rolls against that creature for a number of rounds equal to your Intelligence bonus. When your base attack bonus reaches +4 and every 4 points thereafter, increase the Intelligence score of the creatures you can affect with this ability by 2 (maximum 12 Intelligence); your Intelligence must exceed the target's Intelligence by 5 or more for you to gain any benefit. When your base attack bonus reaches +6 and every 6 points thereafter, increase the insight bonus on attack and damage rolls by 1 (maximum +4).

### Knotted Nets (Combat, Teamwork)

You are capable of entangling far greater prey with the help of your allies.

**Prerequisites:** Exotic Weapon Proficiency (net), base attack bonus +1.

**Benefit:** If you ready an attack with a net to entangle a creature when an ally of your size who also has this feat attempts to entangle that creature with a net, the two of you can entangle the creature as if you were one size category larger. The entangled creature can attempt to escape both nets as though they were a single net, using the lower of the nets' hit points, hardness (if any), and DCs to break or escape. Only you or your ally can attempt to control the entangled creature's movement with an opposed Strength check, but your ally grants you a +1 bonus on the check.

If you work with three other allies of the same size who have this feat, you can entangle a creature as if you were two size categories larger. If you work with seven other allies in this way, you can instead entangle a creature as if you were three size categories larger.

**Normal:** A net is useful against only creatures within one size category of you.

## SPELLS

Drawing on aspects of their amphibious animal counterparts, the following spells are more common among griplis spellcasters than among those of other races.

### BATRACHIAN SURGE

**School** transmutation; **Level** bloodrager 1, druid 1, inquisitor 1, ranger 1, summoner 1

**Casting Time** 1 swift action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 round + 1 round/3 levels (D)

**Saving Throw** none; **Spell Resistance** yes (harmless)

You tap into your latent amphibian strengths, unlocking a short-lived physical talent. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast *batrachian surge*, choose one of the following features to gain its associated benefits. You can have only one *batrachian surge* spell active on you at a time.

**Gills:** Your throat expands, and gill slits appear along your neck. You can breathe underwater.

**Leaping:** Your legs elongate and become especially muscular. You are always treated as having a running start when attempting Acrobatics checks to jump, and you gain a competence bonus on Acrobatics checks to jump equal to your caster level.

**Swimming:** You grow a large tadpole tail, and your other limbs shrink slightly. You gain a swim speed equal to your base land speed.

**Tongue:** Your tongue extends to the length of your body. Increase your reach by 5 feet when delivering touch spells. This increased reach doesn't stack with any other spells or abilities that affect your reach.

### SWEAT POISON

**School** necromancy (poison); **Level** alchemist 2, druid 3, inquisitor 3, ranger 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

Glands along your neck, back, or wrists swell and exude a viscous injury poison (*save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save). You are not immune to this poison, and unless you have the poison use class feature or a similar ability, you are at risk of poisoning yourself. You can apply this poison to a weapon as a move action, and each dose you apply reduces the remaining duration of this spell by 1 minute. If doing so would reduce the remaining duration to 0 minutes or less, the spell ends, and any applied poisons retain their potency only until the end of your turn.

When you apply the poison, you can choose to reduce the spell's remaining duration by 2 or more additional minutes (maximum = your caster level) in order to enhance that dose of poison. For every 2 minutes of duration expended, the poison's save DC increases by 1, the number of rounds it lasts increases by 1/2 (round down), and the number of saves required to cure it increases by 1/4 (round down). If you have the toxic skin alternate racial trait (*Advanced Race Guide* 190), you can expend one daily use as a free action to enhance this spell's poison's damage to 1d3 Strength and its starting save DC to 15.

# Kitsune

Primarily found on distant Tian Xia, kitsune are wily foxfolk shapeshifters who have the ability to assume a unique human guise. In their true forms, kitsune have foxlike faces and tails, as well as digitigrade legs and a coat of downy fur that is often auburn in color but which can range from brown to fulvous and, rarely, black to white. A kitsune's human appearance is hereditary in nature and shares her true form's eye and hair color, making these traits common tells for kitsune in disguise. Most kitsune have human forms that are ethnically Tian, but on the rare instances when kitsune and humans couple, any offspring are always kitsune, meaning kitsune of other human ethnicities also exist. Even the most common—Varisian and Erutaki kitsune—make up a vanishingly small minority of kitsune on Golarion.

## ALTERNATE RACIAL TRAITS

The following alternate racial traits are available to kitsune characters.

**Keen Kitsune:** Although amiable, kitsune are notoriously clever and cunning, often far more than they seem. Such characters gain a +2 bonus to Dexterity and Intelligence instead of Dexterity and Charisma. This racial trait alters the kitsune's ability score modifiers.

**Multilingual:** Although most kitsune speak only Common, some quickly learn other human languages in order to give themselves an edge when dealing with humanity. They speak Common, Senzar, and the racial language of their human form's ethnicity, and they can learn any language they want (except Druidic and other secret languages) if they have high Intelligence scores. This racial trait replaces agile as well as a kitsune's normal languages.

**Skilled:** Some kitsune focus on diversifying their skill set in order to better blend in with their human peers. They gain an additional skill rank at 1st level and one additional skill rank whenever they gain a level. This racial trait replaces agile and kitsune magic.

**Superior Shapeshifter:** Some talented kitsune take more naturally to shapeshifting than magic, and develop that gift. They gain Fox Shape (*Pathfinder Player Companion: Dragon Empires Primer* 5) as a bonus feat at 1st level, ignoring its prerequisites. This racial trait replaces kitsune magic.

## FAVORED CLASS OPTIONS

The following options are available to kitsune who have the listed favored class.

**All:** Gain 1/6 of a new Magical Tail<sup>ARG</sup> feat. Any kitsune character can choose this bonus upon gaining a level in her favored class.

**Arcanist:** When casting arcanist enchantment spells, add 1/3 to the effective caster level, but only for the purpose of determining duration.

**Brawler:** Increase the number of times per day the brawler can use martial flexibility by 1/4.

**Cavalier:** Add 1/4 to the cavalier's banner bonus.

**Fighter:** Add 1/3 to damage rolls the fighter makes with weapon attacks against an opponent that he is flanking or that is denied its Dexterity bonus to AC.

**Mesmerist:** Increase the number of mesmerist tricks the mesmerist can use per day by 1/3.

**Shaman:** Add one enchantment spell from the sorcerer/wizard spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

**Swashbuckler:** Increase the total number of points in the swashbuckler's panache pool by 1/4.

**Vigilante:** Add 1/2 to the Disguise bonus provided by seamless guise.

## ADVANCED VERSATILE PERFORMANCES

The charismatic kitsune have developed countless techniques for transforming even the most mundane tasks into stunning and riveting performances. These much-lauded arts have spread like wildfire with bards who perform across Golarion. Beginning at 6th level, instead of selecting an additional skill with versatile performance, a bard or skald can choose an advanced versatile performance for one Perform skill he previously selected with versatile performance. Some advanced versatile performance options can be selected only if the bard or skald meets the option's prerequisites. A bard or skald with an archetype that replaces versatile performance cannot select advanced versatile performance options.

**Expanded Versatility (Ex):** The bard chooses one Perform skill that he has already selected with versatile performance. He adds one of the following skills to the list of skills that are associated with the chosen Perform skill for the purpose of the versatile performance ability: Bluff, Diplomacy, Disguise, Escape Artist, Handle Animal, Intimidate, Sense Motive, or Use Magic Device. This option can be selected multiple times, but no skill can be associated with the same Perform skill more than once.

**Martial Performance (Ex):** The bard chooses one weapon belonging to a fighter weapon group that is associated with a Perform skill he has selected with versatile performance (see below). He gains proficiency with this weapon. If the bard is already proficient with this weapon or later becomes proficient with it, he gains Weapon Focus with that weapon as a bonus feat instead. In addition, the bard's effective fighter level is equal to 1/2 his bard level for the purpose of qualifying for feats that specifically select weapons from those Perform skills' associated fighter weapon groups.

The types of Perform skills and their associated fighter weapon groups are: Act (close, double), Comedy (flails,

thrown), Dance (monk, spears), Keyboard Instruments (hammers, siege engines), Oratory (heavy blades, light blades), Percussion (close, hammers), Sing (close, natural), String (axes, bows), and Wind (monk, thrown).

**Masterpiece:** The bard gains a bardic masterpiece (*Pathfinder RPG Ultimate Magic* 21), as if he were giving up a feat to learn it. He must meet the masterpiece's prerequisites, and the masterpiece must list ranks in a Perform skill that the bard has chosen with versatile performance as a prerequisite. This option can be selected multiple times.

## NINE-TAILED HEIR (SORCERER ARCHETYPE)

Tian stories often tell of kitsune with multiple tails, but not many realize that fewer than one kitsune in every thousand has this potential, and those that do usually have a magical quirk in their blood or have been blessed by their race's deific matron, Daikitsu. As a result, most that harness the mystic powers of their newfound tails often gain sorcerous powers, becoming nine-tailed heirs.

This archetype is available only to kitsune characters.

**Magical Tail:** At 3rd level and every 4 levels thereafter, a nine-tailed heir gains *Magical Tail*<sup>ARG</sup> as a bonus feat. If the nine-tailed heir already has nine tails, each additional time the feat is taken, the sorcerer gains one additional daily use of the lowest level *Magical Tail* ability not already affected by this effect.

This ability replaces the *bloodline* spell class feature.

## FEATS

The following feats represent tricks or techniques that were originally developed by kitsune but have since been adopted by shapechangers residing all across Golarion.

### Human Guise

You have the ability to perfectly emulate a human.

**Prerequisites:** Change shape ability, shapechanger subtype, must be able to change shape into a human or must have a true form that appears human.

**Benefit:** You count as both human and your race for the purpose of taking character options, such as archetypes, feats, spells, traits, and prestige classes. In addition, you

count as human for all other effects whenever you would otherwise appear human. For instance, a *+1 human bane arrow* would deal additional damage to a kitsune with this feat while she was in her human form (as per change shape), but not in her true form. Likewise, such an arrow would deal additional damage to a skinwalker with this feat while she was in her true form, but would not in her bestial form (as per change shape).

### Shapechanging Savage

You catch foes off guard when changing your shape.

**Prerequisites:** Improved Feint or canny feint vigilante talent, change shape ability, shapechanger subtype.

**Benefit:** Whenever you use your change shape ability to assume a new form or to return to your true form, you can attempt a Bluff check as a swift action to feint one opponent within



30 feet who witnessed your transformation. You take a –4 penalty on Bluff checks to feint an opponent who is aware that you are a shapechanger. You don't take the usual penalties for feinting a creature of a different type or a creature with an Intelligence score of 1 or 2 when feinting in this manner.

**Special:** A character with the wild shape class feature counts as having the change shape ability and shapechanger subtype for the purpose of meeting this feat's prerequisites. A character with wild shape can use this feat's benefit whenever she uses wild shape to assume a new form or return to her true form.

## Startling Shapechange

You use your shapechanging abilities in order to demoralize your enemies.

**Prerequisites:** Dazzling Display, change shape ability, shapechanger subtype.

**Benefit:** You abruptly change shape, startling those who aren't prepared for your reveal. Whenever you use your change shape ability to assume a new form or return to your true form, you can also use Dazzling Display as a free action. Reduce the result of your Intimidate check by 5 against opponents

who know that you are a shapechanger. When using Dazzling Display in this manner, you can use the feat without needing a weapon in hand.

**Special:** A character with the wild shape class feature counts as having the change shape ability and shapechanger subtype for the purpose of meeting this feat's prerequisites. A character with wild shape can use this feat's benefit whenever she uses wild shape to assume a new form or return to her true form.

## SPELLS

The following spells were devised by kitsune and make use of that race's natural allure, but they are now commonplace among all races.

### CONTAGIOUS SUGGESTION

**School** enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 4, medium 4, mesmerist 4, occultist 5, psychic 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./level)

**Target** one living creature

**Duration** 1 hour/level or until completed (D)

This spell functions as per *suggestion*, except the target can pass on the enchantment to other targets. The target is compelled to communicate your suggestion to another creature, forcing the new target to attempt a saving throw as if it were the initial target. If a secondary target successfully saves, the *suggestion* effect on the initial target isn't negated. If a secondary target fails, it is placed under the same compulsion as the initial target and can further spread the *suggestion*. This spell can affect a total number of Hit Dice of creatures equal to your caster level. Creatures that save against this spell cannot be affected by that particular casting of *contagious suggestion* for 24 hours.

### GULLIBILITY

**School** enchantment (charm) [mind-affecting]; **Level** antipaladin 3, bard 3, inquisitor 3, mesmerist 3, psychic 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./level)

**Target** one creature

**Duration** 10 minutes/level (D)



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

You befuddle the target's mind, making it more willing to believe even the most outlandish tales. The target takes a -10 penalty on Sense Motive checks for the spell's duration. In addition, creatures that attempt to lie to or deceive the target gain a +10 bonus on their Bluff checks, as if the target wanted to believe them and was drunk or impaired simultaneously. Furthermore, the believability of any lie told to a creature under the effects of gullibility increases by one step; an impossible lie seems far-fetched, a far-fetched lie seems unlikely, and an unlikely lie seems believable.

A creature gains no benefits from *glibness* on Bluff checks to lie to or deceive a creature that is under the effects of *gullibility*; in effect, *gullibility* renders a target so willing to believe what others say that *glibness* cannot make their words any more believable.

## VIGILANTE SOCIAL TALENTS

Kitsune are masters of leading double lives on account of their shapechanging powers, and while few kitsune become true vigilantes, their techniques for juggling multiple identities have slowly made their way into the hands of vigilantes across Golarion.

**Obscurity (Ex):** The vigilante is relatively unknown socially. In fact, he makes a point of keeping the life of his social identity as ordinary as possible. This social talent functions exactly as the renown social talent, but instead of improving the starting attitude of all NPCs within the community, it empowers the vigilante so that he no longer needs to succeed at Disguise checks to appear as his social identity while assuming that identity within his area of obscurity. He still has to attempt Disguise checks when NPCs within this settlement are confronted with indisputable proof that the vigilante could be more than he appears to be, such as when he uses a vigilante talent while in his social identity. This social talent counts as renown for the purpose of meeting the prerequisites of social talents that list renown as a prerequisite and can be improved by such talents. A vigilante with this talent cannot select renown, nor can he select any social talent that requires him to be famous (such as celebrity discount or celebrity perks).

**Seamless Shapechanger (Ex):** The vigilante seamlessly adopts any persona he assumes with magic. The vigilante adds his seamless guise bonus to the bonus on Disguise checks that he gains to assume the shape of another creature with a polymorph spell or effect. A vigilante must have the shapechanger subtype to select this talent.

**Transformation Sequence (Su):** The vigilante's transformation between identities is assisted by magic. This makes it faster than usual, but also more noticeable. The vigilante can complete the switch between his identities in 5 rounds, improving to a standard action if he has the quick change social talent, and to a swift action if he has the immediate change social talent. However, the transformation causes quite a spectacle, involving

loud sounds or music, brilliant colorful energies, and swift motions. A vigilante can select this talent only if he is able to cast spells or spell-like abilities (this needn't be from his vigilante class). A vigilante with the magical child archetype effectively gets this social talent for free at 1st level.

## VIGILANTE TALENTS

Kitsune vigilantes favor guile and deceit as their weapons, and such is the vengeance of the kitsune that vigilantes have unknowingly adopted their ruthless tactics all across Golarion.

**Brutal Maneuver:** The first time each round that the vigilante uses a weapon, including a natural attack or unarmed strike, to perform a combat maneuver in place of making an attack (such as by performing a disarm, sunder, or trip combat maneuver in place of making a melee attack), he can choose to take a -5 penalty on all his attack rolls during the round. If he does so and succeeds at his combat maneuver check, the vigilante deals damage to the target of his combat maneuver as if he had hit that target with a normal hit from his weapon.

**Deceitful Trick:** The vigilante can perform a dirty trick<sup>APG</sup> combat maneuver in place of his first attack during a full attack. He can take a -4 penalty on his check in order to inflict two different conditions on his foe if he succeeds at his check. If the vigilante is successful, the target can remove both conditions as a standard action. A vigilante must have Greater Dirty Trick<sup>APG</sup> and Improved Dirty Trick<sup>APG</sup> in order to select this vigilante talent.

**Racial Paragon:** The vigilante can take a move action to gain the benefit of a feat with a racial prerequisite he meets but doesn't have. This effect lasts for 1 minute. The vigilante must meet all the feat's prerequisites. He can use this ability a number of times per day equal to 3 + 1/2 his vigilante level (minimum four times per day).

The vigilante can use this ability again before the duration expires to replace a previous racial feat with another choice.

If a feat temporarily gained in this way has a daily use limitation, any uses of that feat while using this ability count toward that feat's daily limit.

This vigilante talent can be selected multiple times. Each time it is selected after the first, the vigilante can use this ability to gain the benefits of one additional racial feat at the same time, or to reduce the action required to activate this talent by one step (a move action becomes a swift action, a swift action becomes a free action, and a free action becomes an immediate action). If the vigilante chooses to gain the benefits of multiple feats, the feats selected must share the same racial prerequisite. He can use one of these feats to meet a prerequisite of a second feat; doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

# Nagaji

Few races are as enigmatic or as xenophobic as the nagaji, who hail almost exclusively from the land of Nagajor in southern Tian Xia. Nagaji largely resemble hairless, reptilian humans in size and shape, and many display puzzling and often vestigial characteristics evocative of mammalian creatures. Some possess frilled ridges and colorful crests, while others have more snakelike features that are less garish but no less unique to nagaji physiology. Despite their reptilian nature, nagaji do not have tails. The nagaji were created as a laborer caste for the nagas—some say by the goddess Nalinivati herself, when she was the first queen of Nagajor. Although nagas are at the top of Nagajor's caste-based society, a nagaji's own caste is extremely mobile within that system. Both nagas and nagaji are loathe to leave their lands in Nagajor and mistrust outsiders, but both also see the benefit in alliances, leading some nagaji to leave Nagajor for distant lands such as Vudra, Jalmeray, and Absalom, where they enact the will of Nagajor's leaders.

## FAVORED CLASS OPTIONS

The following options are available to nagaji who have the listed favored class. Unless otherwise stated, the bonus applies each time the class reward is selected.

**Cavalier:** Add 1 foot to the base speed of the cavalier's mount. This has no effect in combat unless the cavalier has selected this reward five times (or another increment of five). If the cavalier ever replaces this mount, the new mount gains this bonus to its speed.

**Mesmerist:** Add 1/5 to the Hit-Die limit and the total number of Hit Die affected with each enchantment or illusion spell the mesmerist casts. This bonus stacks with the mesmerist's mental potency class feature and is applicable under the same conditions as that ability.

**Oracle:** Add 1/6 to the oracle's level for the purpose of determining the effects of one revelation.

**Paladin:** Add 1/2 minute to the duration of the paladin's divine bond with her weapon.

**Ranger:** Add 1 skill rank to the ranger's constrictor snake or viper snake animal companion.

**Slayer:** Gain 1/6 of a new slayer talent.

**Sorcerer:** Add 1/2 to the sorcerer's caster level when determining the duration of transmutation spells she casts that target the sorcerer or spells she casts with the poison descriptor.

**Warpriest:** Add 1/2 to the number of times per day the warpriest can use blessings, although he can use these additional blessings only for Charm, Magic, Nobility, Rune, or Scalykind (*Pathfinder Player Companion: Advanced Class Origins* 25) blessings.

## BLOODLINES

Nagas are incredibly powerful magical creatures with a natural affinity for sorcery. As the servants and creations of nagas, nagaji often exhibit potent arcane bloodlines.

Although significantly rarer, other races sometimes manifest arcane powers fueled by naga blood, potentially hinting that naga experimentation can extend further than the creation of a single race.

## NAGA (BLOODRAGER BLOODLINE)

The blood of the powerful, serpentine aberrations known as nagas runs through your veins, fueling your bloodrage.

**Bonus Feats:** Alertness, Combat Casting, Combat Reflexes, Dodge, Lightning Reflexes, Power Attack, Stealthy.

**Bonus Spells:** *Ray of enfeeblement* (7th), *invisibility* (10th), *lightning bolt* (13th), *poison* (16th).

**Bloodline Powers:** When you bloodrage, arcane power surges through your body, infusing you with the aberrant power and terrible strength of the nagas.

**Serpent Fangs (Su):** At 1st level, you grow serpentine fangs. These fangs are treated as a natural weapon, granting you a bite attack as a primary natural weapon. This attack deals damage equal to 1d8 (1d6 if you are Small) + your Strength modifier. At 4th level, your fangs are considered magic weapons for the purpose of overcoming damage reduction. At 8th level, the damage increases to 1d10 (1d8 if you are Small) + your Strength modifier.

**Serpentine Swim (Sp):** At 4th level, you can swim sinuously, like a snake. You gain a swim speed equal to your base speed.

**Naga Defenses (Su):** At 8th level, when entering a bloodrage, you gain a +2 enhancement bonus to your natural armor bonus and a +4 bonus on saves against poison. At 16th level, the bonus to your natural armor increases to +4 and the bonus on saves against poison increases to +8. At 20th level, the bonus to your natural armor increases to +6, and you gain immunity to poison.

**Poison Fangs (Su):** At 12th level, you gain the poison special attack, tied to your bite attack. Your poison is as follows: bite—injury; *save* Fort DC = 10 + 1/2 your bloodrager level + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

**Naga Form (Sp):** At 16th level, when entering a bloodrage, you can assume the form of a naga (as per *naga shape III*; see page 19).

**Naga Thoughts (Sp, Su):** At 20th level, when entering a bloodrage, you become immune to charm effects and all forms of mind reading, you gain a +2 bonus on saving throws against other mind-affecting effects, you gain the effects of the spell *see invisibility*, and you can use *detect thoughts* at will.

## NAGA (SORCERER BLOODLINE)

Naga blood flows within your veins. Perhaps a curious naga experimented upon one of your ancestors in an attempt to create the perfect servant, or maybe one of your ancestors was a shapeshifting naga. Either way, you boast powers similar to those of true nagas.

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

**Bonus Spells:** *Ray of enfeeblement* (3rd), *invisibility* (5th), *lightning bolt* (7th), *poison* (9th), *dominate person* (11th), *veil* (13th), *limited wish* (15th), *mass charm monster* (17th), *shapechange* (19th).

**Bonus Feats:** Alertness, Blind-Fight, Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Knowledge [dungeoneering]), Stealthy.

**Bloodline Arcana:** Whenever you cast a spell with the poison descriptor, increase the spell's DC by 2.

**Bloodline Powers:** You can draw upon the ancient magic of the nagas to ensnare the minds of lesser creatures and destroy those who would defy your will.

**Vanishing (Sp):** At 1st level, you can cloak yourself in illusory magic as a standard action, making you invisible (as per *invisibility*) for a number of rounds per day equal to your sorcerer level + your Charisma bonus (if any). These rounds need not be used consecutively.

**Naga Resistances (Ex):** At 3rd level, you gain a +2 bonus on saving throws against mind-affecting effects and poison effects. At 9th level, this bonus increases to +4.

**Ensnaring Eyes (Su):** At 9th level, add 2 to the save DC of any spell, spell-like ability, or supernatural ability you use that causes a target to become fascinated or that belongs to the charm subschool.

**Cast without Hands (Su):** At 15th level, you learn to eschew the use of your hands when casting spells, as a naga would. Whenever you cast an arcane spell with a somatic component, you can do so even with your hands full, by twisting and gyrating your body. This doubles the arcane spell failure chance from your armor (if any), and you can't use this ability if you are pinned or immobile.

**Power of the Naga (Su):** At 20th level, your form becomes enhanced by the power of the naga. You gain immunity to charm effects, mind-reading effects, and poison. In addition, you can also assume the shape of a naga at will as if using *naga shape III* (see page 19).

## FEATS

Nagaji are adept at magical stares, skillfully employing methods gifted unto them by their naga overlords in ages long past. Although the techniques required to master these unique stares originated in Nagajor, mesmerists of any race can take these stare feats provided they meet the prerequisites.

### Entwining Stare (Stare)

Your painful stare makes your enemies easier to grab and constrict.

**Prerequisites:** Mesmerist level 7th, painful stare class feature.

**Benefits:** When you trigger your painful stare to add damage to an attack with grab, the target takes a -4 penalty to its CMD against the grab's grapple combat maneuver attempt.

### Venomous Stare (Stare)

Your stare is toxic to your enemies.

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

**Benefits:** When you trigger your painful stare, the target immediately becomes envenomed by the following poison: painful stare—injury; *save* Fort DC = 10 + 1/2 your mesmerist level + your Charisma modifier; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex; *cure* 2 saves. Whether your target succeeds at or fails its save, you can't use Venomous Stare against that particular foe for 24 hours.

## FIRST MOTHER'S FANG (CAVALIER ARCHETYPE)

Nagajor legend states that when Nalinivati created the first nagaji, she chose a paragon of their kind to instruct in the use of exotic weapons, lore, and words



so the creature could best serve her as a bodyguard and emissary: the original first mother's fang. Whether or not these paragons descend from a single nagaji, first mother's fangs of Nagajor have expanded their numbers over the generations, and they no longer speak with the full authority of the First Mother. In modern times, a first mother's fang acts as a servant of his nation, a skilled general and tactician in times of war and a noble governor during times of peace.

**Class Skills:** A first mother's fang adds all Knowledge skills to his list of class skills.

This alters the cavalier's class skills.

**Weapon and Armor Proficiency:** A first mother's fang is proficient with all simple and martial weapons. Additionally, a first mother's fang is proficient in one exotic melee weapon of his choice and one exotic ranged weapon of his choice.

This alters the cavalier's weapon proficiencies.

**Serpent Mount (Ex):** Instead of the usual choices for a cavalier's mount, first mother's fangs ride on giant riding constrictors. These use the statistics of the constrictor snake druid animal companion, except that they are suitable mounts and begin as size Large at 1st level with no other adjustments to their abilities or statistics based on this size change. A serpent mount is considered to be a quadruped for the purpose of determining its carrying capacity, and its base land speed is 40 feet (other speeds are unaffected). At 4th level, a giant riding constrictor doesn't increase in size again, but it does receive all the other usual 4th-level benefits.

This alters mount.

**Honored Warrior (Ex):** A first mother's fang is expected to act as a military leader in wartime and a governor in peace time, and as a result, he must be versed both in the martial and political arts. At 1st level, he gains Combat Expertise as a bonus feat, and if his Intelligence score is less than 13, it counts as 13 for the sole purpose of meeting the prerequisites of combat feats that require Combat Expertise as a prerequisite.

At 2nd, 8th, and 15th levels, the first mother's fang gains a vigilante social talent and a bonus combat feat. When selecting his vigilante social talent, a first mother's fang can select celebrity discount, celebrity perks, great renown, incredible renown, instant recognition, loyal aid, renown, social grace, or triumphant return. He treats his cavalier level as his effective vigilante level when determining

whether he meets a talent's prerequisites, as well as its effects. He gains the improved attitude and Intimidate bonuses from renown as if he were in both social and vigilante identities. When selecting skills with social grace, he must choose from the following list: Appraise, Bluff, Diplomacy, Intimidate, Knowledge (geography, history, local, or nobility), Perform, Profession (soldier), or Sense Motive. He is always considered to be in his social identity for the purpose of social grace (though he continues to receive the benefits for both identities from renown). When selecting his bonus combat feat, he can choose from only combat feats that list Combat Expertise as a prerequisite.

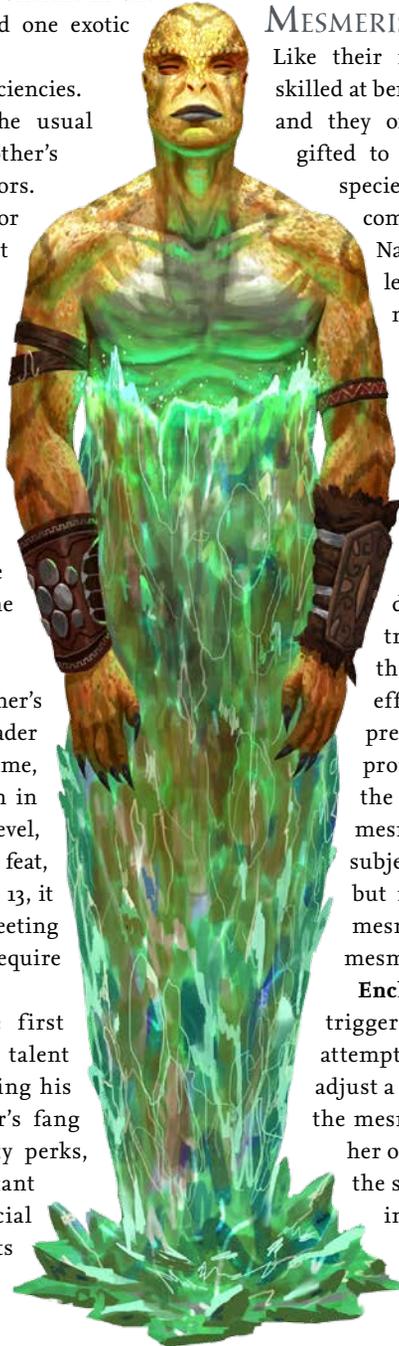
This ability replaces order.

## MESMERIST TRICKS

Like their naga creators, nagaji are particularly skilled at bending and breaking the minds of others, and they often do so using esoteric techniques gifted to them by the naga who birthed their species. Although these special tricks are most commonly associated with the citizens of Nagajor, anyone with ample opportunity to learn nagas' mental arts can master these mesmerist tricks, especially residents of nations where naga are revered, such as Vudra or Jalmeray.

**Break Stupor:** The mesmerist can trigger this trick whenever the subject is under an effect such as the fascinated condition or magical slumber as per the *sleep* spell that would be ended by the subject taking damage or by an obvious threat. The trick sends a momentary phantom threat and sensation of pain, ending the effect. This ability works fast enough to prevent a sleeping creature from falling prone or dropping what it is holding, if the mesmerist uses it immediately. The mesmerist can also trigger the trick if the subject becomes confused as per *confusion*, but if he does so, the subject attacks the mesmerist on its next turn, as if the mesmerist attacked the subject.

**Enchanting Words:** The mesmerist can trigger this trick whenever the subject attempts a Diplomacy or Intimidate check to adjust a creature's attitude. The subject can use the mesmerist's Charisma modifier instead of her own Charisma modifier on the check. If the subject uses Intimidate, the adjustment in attitude lasts an additional number of minutes equal to  $10 \times$  the mesmerist's Charisma modifier (minimum of 10 additional minutes).



**Life Review:** The mesmerist can trigger this trick when the subject attempts an Intelligence or Knowledge check to remember a previous experience. The subject receives flashes of her entire life up to this point. She can use the mesmerist's Charisma modifier in place of her Intelligence modifier on the check, and she can attempt the check untrained. The subject cannot learn information that she has not previously read, heard, or otherwise experienced at some point during her life when using this ability.

## SPELLS

Nagaji have developed arcane spells and rites that allow them to take the form of true nagas, whether temporarily or permanently. The following spells are the result of generations of nagaji tradition, but spellcasters from elsewhere in Tian Xia have begun to learn these techniques and spread them further.

### GREATER HYPNOTISM

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 4, mesmerist 4, occultist 4, psychic 4, sorcerer/wizard 4, witch 4  
**Duration** 10 minutes/level (D)

This functions as *hypnotism*, except it affects 2 Hit Die of creatures per caster level you have. You can make up to five requests (instead of a single request) to each creature affected by the spell, and the requests can be as long and as complicated as you desire (though they still must be reasonable).

### METABOLIC MOLTING

**School** transmutation; **Level** cleric 6, druid 6, shaman 6, witch 6  
**Casting Time** 10 minutes

**Components** V, S, M (a valuable gemstone worth at least 250 gp)

**Range** touch

**Target** willing creature or dead body touched

**Duration** see text

**Saving Throw** Will negates (harmless); **Spell Resistance** no  
You encase the willing subject in a jeweled shell that has the same hardness and hit points as 5 inches of iron (hardness 10, hp 150). For 7 days, the subject enters a state of suspended animation (as per *temporal stasis*), during which it heals from even the most grievous wounds. Each day, the subject regains 5 hit points per Hit Die it has as well as recovering from 2 points of ability damage or ability drain from any ability score of its choice. After 7 days, the shell crumbles away and the subject emerges, its body's severed limbs, broken bones, and ruined organs regrown (as per *regenerate*).

If the gemstone you use for the component is worth at least 5,000 gp, *metabolic molting* can bring a target back to life, as long as it has been dead for no more than 1 hour when the spell is cast. When the spell is used on such a creature, the creature comes back to life after 7 days and stabilizes at 0 hit points. A creature brought back to life through *metabolic molting* gains 1 permanent negative level, or 2 points of Constitution drain if it is 1st level. Like *raise dead*, this spell can't save creatures slain by death effects.

### NAGA SHAPE I

**School** transmutation (polymorph); **Level** alchemist 4, bloodrager 4, magus 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a piece of the creature whose form you want to assume)

**Range** personal

**Target** you

**Duration** 1 minute/level (D)

Whenever you cast this spell, you can assume the form of any type of Large naga (including most nagas, but not royal nagas), though not the form of a specific individual. In effect, you transform into a Large serpent, gaining a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus. Unlike with *beast shape II*, however, you keep your own head when using this spell and can cast spells with verbal and somatic components, even though the naga form doesn't have hands.

If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, and scent.

### NAGA SHAPE II

**School** transmutation (polymorph); **Level** alchemist 5, bloodrager 5, magus 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (a piece of the creature whose form you want to assume)

**Range** personal

**Target** you

**Duration** 1 minute/level (D)

This spell functions as *naga shape I*. Additionally, if the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, compression, constrict, detect thoughts, dreamsight, grab, hypnosis, poison, sneak attack +2d6, and spit.

### NAGA SHAPE III

**School** transmutation (polymorph); **Level** alchemist 6, bloodrager 6, magus 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a piece of the creature whose form you want to assume)

**Range** personal

**Target** you

**Duration** 1 minute/level (D)

This spell functions as *naga shape I*. Additionally, if the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, tremorsense 60 feet, bleed, compression, constrict, detect thoughts, dreamsight, grab, hypnosis, poison, sneak attack +3d6, and spit.

# Ratfolk

Nomadic, resourceful, and community-minded, ratfolk are consummate survivors and natural problem-solvers. Their innate curiosity and gregarious temperament have drawn them from their arid homelands of central Casmaron and southern Tian Xia, and ratfolk colonies and trading caravans can now be found all across Golarion—though their general timidity drives many to keep to the shadows or disguise themselves to avoid raising a fuss. Many ratfolk find themselves on adventures as a natural outgrowth of their curiosity or to ease the burden on their families when food becomes scarce. Others adventure to find new treasures or opportunities for quick coin.

## FAVORED CLASS OPTIONS

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

**Arcanist:** Add 1/3 to the number of times per day the arcanist can use the consume magic items exploit.

**Bard:** Increase the bonus provided by the bard's inspire competence performance by 1/6, and add 1/6 to the number of allies the bard can affect with his inspire greatness performance.

**Hunter:** Add 1 skill rank to the hunter's badger, dire rat, or riding rat (*Pathfinder RPG Monster Codex 177*) animal companion.

**Inquisitor:** Add 1/2 to Sense Motive checks and Knowledge (dungeoneering) checks to identify creatures.

**Investigator:** Add 1 to the bonus provided to a single skill (maximum +2) by inspiration. This skill must be one to which the investigator can already apply inspiration. The investigator can select a different skill at each level.

**Mesmerist:** Gain a +1 bonus on concentration checks to maintain the mesmerist's hypnotic stare.

**Occultist:** Gain 1/6 of a new focus power.

**Psychic:** Gain 1/6 of a new phrenic amplification.

**Spiritualist:** Add 1/2 hit point and 1/2 skill point to the spiritualist's phantom.

**Swashbuckler:** Add 1/4 to the AC bonus provided by cover or improved cover.

## ARCHETYPES

Ratfolk's cunning, insight, and adaptability drive them to unusual niches for a variety of adventuring roles.

### OPPORTUNIST (FIGHTER)

Opportunists believe every battle is one of wits rather than arms. The ratfolk enforcers who protect Goka's infamous Deepmarket embrace this philosophy, unleashing a disorienting mix of martial skill and alchemical weaponry.

**Duplicitous (Ex):** An opportunist adds Bluff, Sense Motive, Sleight of Hand, and Stealth to his list of class skills. He gains 2 bonus skill ranks at each level, which must be allocated among these skills.

This ability replaces bravery and alters the fighter's class skills.

**Underhanded (Ex):** An opportunist gains Improved Dirty Trick<sup>APG</sup> as a bonus feat at 1st level even if he does not meet the prerequisites.

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

**Cunning Edge (Ex):** At 4th level, an opportunist can select an edge from those listed below. Every 4 levels beyond 4th, he can select one additional edge, to a maximum of five at level 20.

This ability replaces the bonus feats gained at 4th, 8th, 12th, 16th, and 20th levels.

**Alchemical Admixture (Ex):** As a full round action that provokes an attack of opportunity, the opportunist can combine two alchemical weapons into a single vial. When thrown as a splash weapon, the mixture has the effects of both component substances and targets are affected as if hit by both. The mixture becomes inert after 1 hour. Combining identical alchemical weapons has no effect. The opportunist can use this ability once per day for every 4 fighter levels he has.

**Alchemical Refinement (Ex):** The opportunist increases the save DC of any alchemical item he crafts by 1 for every 3 fighter levels he has. Doing so increases the raw material cost to craft that item by 10 gp for every +1 increase. This bonus applies only when the opportunist uses the crafted alchemical item himself; it functions as a normal item of its type for all other users.

**Bombs (Ex):** The opportunist can make a number of bombs per day equal to his Intelligence modifier (minimum 1). These bombs act as alchemist's bombs and deal 1d6 points of fire damage, plus an additional 1d6 points for every 3 fighter levels the opportunist has.

**Clouded Shift (Ex):** As part of the standard action to ignite a smokestick or smoke pellet (*Pathfinder RPG Ultimate Equipment 105*), the opportunist can take a 5-foot step, even if he has already moved this round. He can use this ability only if he has not already taken a 5-foot step this round, and only if the smoke from his alchemical tool conceals his starting location.

**Poison Use (Ex):** The opportunist no longer risks poisoning himself when applying poison to a weapon.

**Rogue Talent (Ex):** The opportunist can select one of the following rogue talents for which he qualifies, treating his fighter level as his rogue level: deft palm<sup>UC</sup>, fast fingers<sup>APG</sup>, fast stealth, honeyed words<sup>APG</sup>, lasting poison<sup>APG</sup>, minor magic, or quick trapsmith<sup>APG</sup>. The opportunist can select this edge multiple times.

**Alchemical Onslaught (Ex):** At 5th level, an opportunist gains a +1 bonus on attack rolls with alchemical weapons and bombs and can add his Intelligence modifier to damage rolls for splash weapons. He can draw an alchemical weapon as a free action once per round.

This ability replaces weapon training 1.

## SCAVENGER (INVESTIGATOR)

Scavengers are masters of systems: how they fit together, why they work, and how to make the most of their parts. However, scavengers generally lack other investigative talents such as social skills or an understanding of history and lore. The ratfolk of Numeria excel at this art, but nearly every warren across Golarion boasts at least a few resourceful scavengers.

**Gadgetry (Su):** A scavenger is a master of mechanical arts rather than alchemical ones, and he gains a competence bonus on Craft (clockwork) checks equal to his class level. He can use Knowledge (engineering) to identify wondrous items as if using *detect magic* and Spellcraft. A scavenger does not gain any bonuses to or special uses of the Craft (alchemy) skill.

Rather than prepare his extracts as consumable liquids, a scavenger constructs small, single-use devices infused with bits of his own magic aura to achieve the same effects. Alchemist and investigator discoveries that affect extracts result in identical effects on a scavenger's gadgets (such as the infusion discovery, which would allow another creature to use a gadget, just as it would allow that creature to use an extract).

This ability modifies alchemy.

**Mechanical Inspiration (Ex):** At 1st level, a scavenger can use inspiration to apply a bonus to Appraise, Disable Device, and Knowledge (engineering) checks without expending a use of inspiration, but he must spend a use of inspiration to apply a bonus on Knowledge, Linguistics, and Spellcraft checks.

This ability modifies inspiration.

**Jury-Rig (Ex):** Beginning at 2nd level, a scavenger can sacrifice one of his gadgets to repair or enhance an adjacent mechanical device, such as a lock, trap, or vehicle. Doing so either repairs 1d6 points of damage per extract level of the gadget sacrificed or applies a bonus or penalty to one specific skill check involved in using the device. The scavenger could, for example, sacrifice a gadget to impose a penalty on all Disable Device checks to disarm a trap, add a bonus on all Disable Device checks to open a lock, or add a bonus on all Profession (driver) checks to drive a carriage. This modifier is equal to twice the extract level of the gadget sacrificed, and lasts for 10 minutes per class level.

This ability replaces poison lore.

**Construct Mastery (Ex):** At 2nd level, a scavenger gains a +2 bonus on all Craft checks to modify or repair creatures of the construct type, as well as a +2 bonus on all weapon damage rolls against constructs. This bonus increases to +4 at 5th level, and to +6 at 8th level. At 11th level, the scavenger gains Craft Construct as a bonus feat, even if he does not meet the prerequisites.

This ability replaces the investigator's poison resistance and poison immunity.

## SWARM MONGER (DRUID)

Swarm mongers are unparalleled survivors, thriving on the filthy fringes of society. Whereas other druids commune with nature or even the spirit of a city, swarm mongers find beauty and strength in decay, and they draw their power from fungus, disease, and their own singular will to survive.

**Fecund Familiar (Ex):** A swarm monger bonds with an urban familiar, treating her druid level as her wizard level for the purposes of determining her familiar's abilities.

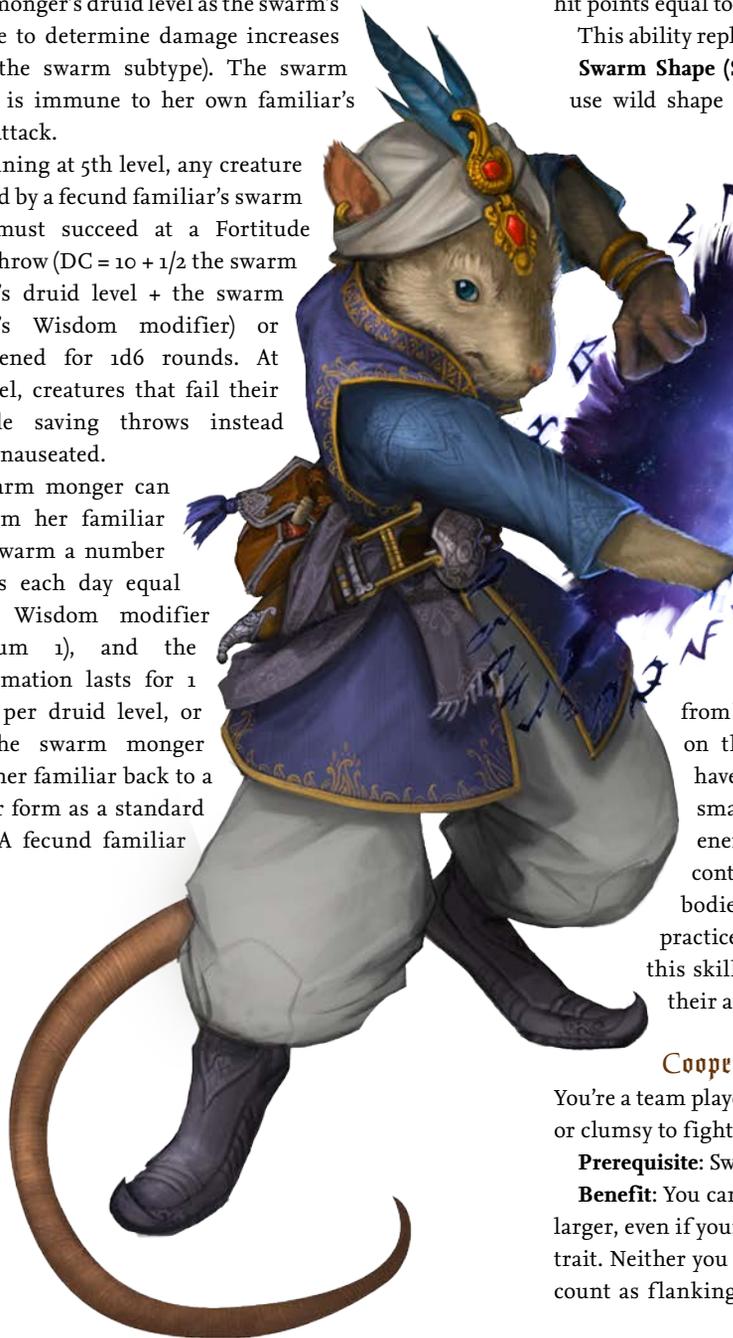


The swarm monger must select her familiar from the following options: cat, house centipede<sup>UM</sup>, rat, raven, or scarlet spider<sup>UM</sup>. The fecund familiar gains the benefits of its master's child of pollution, shadowy opportunist, and venom immunity class abilities.

As a standard action, a swarm monger can cause her familiar to burst forth into a full swarm of identical creatures, filling four contiguous 5-foot squares and gaining temporary hit points equal to half its master's maximum hit points. While in swarm form, the familiar loses the improved evasion, share spells, deliver touch attack, and scry on familiar special abilities. It uses its normal AC, saving throws, and skill bonuses, and it gains the swarm subtype and the ability to make swarm attacks (dealing 1d6 points of damage at 1st level and using the swarm monger's druid level as the swarm's Hit Dice to determine damage increases as per the swarm subtype). The swarm monger is immune to her own familiar's swarm attack.

Beginning at 5th level, any creature damaged by a fecund familiar's swarm attack must succeed at a Fortitude saving throw (DC = 10 + 1/2 the swarm monger's druid level + the swarm monger's Wisdom modifier) or be sickened for 1d6 rounds. At 12th level, creatures that fail their Fortitude saving throws instead become nauseated.

A swarm monger can transform her familiar into a swarm a number of times each day equal to her Wisdom modifier (minimum 1), and the transformation lasts for 1 minute per druid level, or until the swarm monger reverts her familiar back to a singular form as a standard action. A fecund familiar



cannot be reduced in size to Diminutive or smaller when in swarm form.

This ability replaces nature bond.

**Low Friends (Ex):** At 2nd level, a swarm monger gains Vermin Heart<sup>APG</sup> as a bonus feat.

This ability replaces woodland stride.

**Shadowy Opportunist (Ex):** A swarm monger gains a +2 bonus on Knowledge (local) and Stealth checks.

This ability replaces nature sense.

**Child of Pollution (Su):** Starting at 4th level, a swarm monger gains a +4 bonus on saving throws against disease and poisons, and she can eat spoiled or rotting food and drink without ill effect. Once per day for every 4 druid levels she has, a swarm monger can devour a handful of rotting food as a standard action to gain a number of temporary hit points equal to 1d8 + her druid level that last for 1 hour.

This ability replaces resist nature's lure.

**Swarm Shape (Su):** At 12th level, a swarm monger can use wild shape to transform into a swarm of vermin,

functioning as *swarm skin*<sup>APG</sup>, but not allowing her to split into more than one contiguous swarm. She doesn't leave her gear behind when she uses this ability, and she can revert to her mundane form normally.

This ability replaces the normal wild shape options gained at 12th level.

## FEATS

The Ysoki of Akiton—Golarion's closest planetary neighbor—are far from bold warriors, but even they must survive on their unforgiving world. These ratfolk have perfected tactics for exploiting their small size and quick reflexes to confound enemies, battling in uncomfortably close contact and even using their opponents' own bodies as cover. Some ratfolk on Golarion practice similar combat styles, though whether this skill evolved in parallel or was stolen from their alien cousins remains a mystery.

### Cooperative Swarmer (Combat)

You're a team player and help out those normally too large or clumsy to fight in close quarters with you.

**Prerequisite:** Swarming racial trait.

**Benefit:** You can share a square with an ally your size or larger, even if your ally does not have the swarming racial trait. Neither you nor the creature you share a space with count as flanking your targets, but you gain a +2 shield

bonus to AC while sharing a square with a larger ally. If you perform an aid another action to aid your ally's attack roll or AC, increase the bonus you provide by 1.

## Rat Stack (Combat, Teamwork)

You coordinate efficiently in tight spaces.

**Prerequisites:** Dex 13, swarming racial trait.

**Benefit:** You can occupy the same square with up to two other creatures that also have this feat. If all participants also have the Tunnel Rat<sup>ARG</sup> feat, up to four creatures can share the same space.

## Rending Swarm (Combat, Teamwork)

Together, you and your allies tear through enemies' defenses.

**Prerequisites:** Dex 15, Rat Stack, swarming racial trait.

**Benefit:** You gain a +1 bonus on all melee damage rolls for each allied creature you share a square with that also has this feat.

If two or more allies sharing a square have this feat and hit the same adjacent creature in a round, they tear it in different directions, dealing additional damage at the end of the round. This rend attack deals an amount of damage equal to 1d6 + the highest Strength modifier of all qualifying allies in the same square who struck the target this round.

## Squirming Pile (Combat, Teamwork)

Your body is easily lost in the muddy chaos of fighting as a swarm, making your vital areas difficult to target.

**Prerequisites:** Acrobatics 5 ranks, swarming racial trait.

**Benefit:** While sharing a square with an ally who has this feat, you gain a 25% chance of negating the additional damage from a successful critical hit or sneak attack; if you negate the damage, it is instead rolled normally. This negation chance doesn't stack with similar protection provided by any other source, such as the *fortification* armor special ability.

## Underfoot (Combat)

You clamber in and around your enemies' personal space to devastating effect.

**Prerequisites:** Dodge, swarming racial trait.

**Benefit:** You are able to share a space with a hostile creature at least one size category larger than you. You gain a +2 shield bonus to your AC while occupying an opponent's space, as well as a +2 bonus on all attack rolls against the creature whose space you share. Creatures you share a square with take a -2 penalty on all concentration checks. Entering a space occupied by an opponent provokes an attack of opportunity. This ability does not stack with similar abilities providing a creature benefits for being in another creature's space, such as a mouser<sup>ACG</sup> swashbuckler's underfoot attack deed.

**Special:** This feat counts as the Disruptive feat for the purpose of qualifying for other feats that have Disruptive as a prerequisite.

## WARP (PSYCHIC DISCIPLINE)

Ratfolk mythology claims they were appointed by the gods to sniff out the ragged edges of creation. Whether the art of ranatagi descended from this glorious role or formed the source of such myths, this psychic tradition among the ratfolk of Vudra and eastern Casmaron unlocks the psychic potential in trainees, teaching them to sniff out folds and tears in reality. Ancient practitioners of ranatagi even claimed that the art once allowed ratfolk to guide great caravans to the stars.

**Phrenic Pool Ability:** Charisma.

**Bonus Spells:** *Entropic shield* (1st), *apport object*<sup>OA</sup> (4th), *displacement* (6th), *dimension door* (8th), *dismissal* (10th), *ethereal jaunt* (12th), *greater teleport* (14th), *dimensional lock* (16th), *interplanetary teleport*<sup>UM</sup> (18th).

**Discipline Powers:** Your powers allow you to sidestep obstacles, defend yourself, and assault others by tearing holes in reality.

**Planar Scent (Su):** You can intuitively sense disruptions in the cosmos. This ability functions as a constant *detect magic*, but only for effects of the conjuration (calling), conjuration (summoning), conjuration (teleport), and illusion (shadow) subschools. You gain a +2 insight bonus on Spellcraft checks to identify such effects.

**Rift Reach (Su):** As a move action, you can tear open a small rent in reality just large enough to reach an arm through. The far end of this portal must be within 10 feet of you, but otherwise allows you to manipulate objects, perform melee attacks requiring a single hand, or even cast spells. If you cannot see your target, standard concealment penalties apply. You cannot move either end of the portal once it's created, and the opening collapses immediately when you leave your current space or withdraw your arm, but it otherwise lasts for 1 round per psychic level. Your disembodied hand uses your AC with a +4 size bonus, should opponents target it. This size bonus does not apply to disarm combat maneuver checks.

You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, the range of your rift reach increases to 20 feet. At 15th level, your range increases to 30 feet.

**Sidestep (Su):** You can push your way through holes in reality, crossing vast distances in a single stride. At 13th level, you can teleport up to 10 feet per psychic level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature transported.

**Turn Aside (Su):** You can compress or inflate enough space around you to turn aside ranged attacks. At 5th level, you gain Deflect Arrows as a bonus feat. You can expend 1 point from your phrenic pool as an immediate action to gain a +4 deflection bonus against a single ranged attack.

# Tengus

Few corners of Golarion have never known a tengu's covetous gaze. The sly birdfolk are adventurous, outgoing, and clever—at least in their own estimation. They adore new objects, sights, and ideas, and they often show little regard for others' ownership of anything striking their fancies, appropriating everything from valuables to traditions to languages. Given their tendency to wander, most tengus have trouble seeing the worth in items they can't carry, and especially prize jewelry and ornate clothing. Many tengus extend this attitude to parties that travel with them and become enthusiastic members of sailing crews or gather adventuring companions like favorite pets.

## FAVORED CLASS OPTIONS

The following options are available to all tengus who have the listed favored class. Unless otherwise stated, the bonus applies each time the class reward is selected.

**Bard:** Gain a +1/3 bonus on Perform checks attempted as part of countersong and distraction bardic performances.

**Brawler:** Gain a +1/2 insight bonus on attack rolls made with the beak as a secondary natural attack (to a maximum of +3); the brawler must have a beak natural attack to select this option.

**Cleric:** Gain a +1/2 bonus on Diplomacy checks to gather information and on Knowledge (local and religion) checks to know local religious practices and superstitions.

**Hunter:** Add 1 skill rank to the hunter's animal companion. If the hunter ever replaces her animal companion, the new companion gains these bonus skill ranks.

**Kineticist:** Gain 1/6 of an Extra Wild Talent<sup>OA</sup> feat.

**Medium:** Add 1/4 to the bonus on checks when the medium uses the spirit surge ability.

**Mesmerist:** Add 1/4 to the AC bonus provided by the meek facade mesmerist trick.

**Slayer:** Gain a +1/4 bonus on Disguise, Knowledge (local), and Perception checks.

**Spiritualist:** The spiritualist's phantom gains 1/6 of a bonus feat. The phantom must meet all prerequisites of the selected feat.

**Swashbuckler:** Add 1/2 to the swashbuckler's Acrobatics, Climb, Escape Artist, Fly, Ride, and Swim checks when using the derring-do deed.

## ARCHETYPES

Quick of both wit and reflex, tengus generally eschew approaches to adventuring that require long study, and develop their own unique ways of solving problems.

### COURSER (SWASHBUCKLER)

Many tengus still hold some bitterness at their lack of wings, and while a small number cultivate enough magic in themselves to recall the gift of flight, those tengu denizens of Golarion's greatest cities have refined their own way to fly.

Courser move with grace and ease, racing across rooftops, dashing up walls, and clearing vast gaps between buildings. These daredevils clash for territory and rob vastly superior enemies, trusting in their incredible speed and mobility to keep them safe rather than resorting to swordplay.

**Swift Target (Ex):** At 1st level, the courser gains Dodge as a bonus feat even if she does not meet the prerequisites. As long as she has at least 1 panache point and is wearing light armor or no armor, her base speed increases by 5 feet.

This ability replaces the swashbuckler's opportune parry and riposte deeds.

**Nimble Toes (Ex):** At 3rd level, the AC bonus gained from the nimble class feature increases by 1 as long as the courser moves at least 20 feet during her turn, though it is reduced by 1 if she does not move at least 10 feet on her turn. These modifiers last until the beginning of the courser's next turn.

This ability modifies nimble.

**Confounding Target (Ex):** At 4th level, the courser gains Spring Attack as a bonus feat even if she does not meet the prerequisites. As long as she has at least 1 panache point and is wearing light armor or no armor, her base speed increases by 10 feet rather than 5 feet.

This ability replaces the bonus feat gained at 4th level.

**Deeds:** A courser gains the following deeds, each of which replaces an existing deed.

**Wall Run (Ex):** At 3rd level, the courser can run horizontally across vertical surfaces for 1 round by spending 1 panache point. She can perform this deed only while wearing light armor or no armor, and she must end her movement for the round on solid ground or else fall prone. The courser can use this deed to run straight up vertical surfaces as well, but every 5 feet up counts as 10 feet of movement.

This deed replaces menacing swordplay.

**Impossible Leap (Ex):** At 7th level, as long as the courser has at least 1 panache point and is wearing light armor or no armor, she adds her swashbuckler level on all Acrobatics checks to jump. She can spend 1 panache point as an immediate action to jump 10 feet in the direction of her choice. This ability can be used to extend another jump or change direction mid-jump. If used in response to an attack, this deed functions as the dodging panache deed, but it allows the courser to move 10 feet.

This deed replaces the superior feint deed.

**Swift Strikes (Ex):** At 11th level, the courser can spend 1 panache point to target two separate creatures when she uses the Spring Attack feat. She rolls the attack once and compares the result to each target's Armor Class separately. Additional damage—such as from a critical hit or weapon property—applies to only the first target struck. Her movement still provokes attacks of opportunity normally from any creature she doesn't attack.

This deed replaces the bleeding wound deed.

## JINX WITCH (WITCH)

The common perception of tengus as good luck charms has its roots in the first great empire to unify Tian Xia 7,000 years ago, when tengus were superstitious and skittish folk inhabiting the continent's central mountain ranges. Jinx witches specialize in calling down subtle misfortunes and deceiving enemies and allies alike. While they lack any ability to truly eliminate bad luck, they are uniquely gifted at making others believe otherwise. Many of these ancient traditions have been forgotten as tengus spread across the world and assimilated into other cultures, but a rare few tengus still practice this curious art of misdirection and dealing in ill fortune. A jinx witch's patron is normally Deception, Shadow, or Trickery.

**Class Skills:** A jinx witch adds Bluff, Disguise, and Sense Motive to her list of class skills.

This alters the witch's class skills.

**Spell Awareness (Ex):** A jinx witch is skilled at identifying hostile spells and effects that target her. She adds 1/2 her witch level to Spellcraft checks to identify spells being cast if she is targeted by the spell.

**Jinx-Eating (Su):** At 2nd level, a jinx witch learns to absorb (or "eat") antagonistic magical effects targeting her. If a jinx witch succeeds at a Will or Fortitude saving throw that negates a hostile spell effect, she can consume the spell energy as an immediate action. The witch treats her caster level as 1 higher when casting the next prepared spell she casts after eating a jinx in this manner. If the spell cast is of the same school as the eaten spell, the witch instead treats her caster level as 2 higher. A jinx witch can store only one eaten spell at a time, and can use this ability a number of times each day equal to 3 + her Intelligence modifier. If the jinx witch uses this ability to eat a spell that targets more than one creature or that creates an area of effect, it uses 2 of her daily uses of the ability and all other targets or creatures in the area of effect receive a +2 bonus on their respective saving throws. If the jinx witch does not use the bonus provided by an eaten spell within 1 hour, the stored energy dissipates harmlessly.

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

**Jinx-Gorging (Su):** At 6th level, when the jinx witch applies a bonus from a spell consumed with her jinx-eating ability to a spell of the same school as the eaten spell, and of the same or lower spell level, she does not expend the prepared spell slot. She cannot affect the spell with metamagic or other effects that would change its effective spell level.

This ability replaces the hex normally gained at 6th level.

**Jinx-Feast (Su):** At 10th level, when the jinx witch uses her

jinx-eating ability, she also gains the ability to cast the eaten spell as a spell-like ability, using her witch level as her caster level and her Intelligence modifier to determine the spell-like ability's saving throw DC. If the eaten spell is not on her spell list or is of a spell level higher than the witch is capable of casting herself, she must succeed at a concentration check (DC = 20 + the spell's level) in order to cast it; failing this check results in the loss of the spell-like ability with no effect.

This ability replaces the major hex gained at 10th level.

**Hexes:** The following witch hexes complement the jinx witch archetype: beast of ill omen<sup>UM</sup>, evil eye, fortune, and misfortune.



**Major Hexes:** The following major hexes complement the jinx witch archetype: hag's eye, retribution, and waxen image.

**Grand Hexes:** The following grand hexes complement the jinx witch archetype: death curse, dire prophecy, and natural disaster.

## RED TONGUE (SKALD)

In the young tengu nation of Kwanlai, politicians argue endlessly over how best to rule and guide a people who have been parasites and vassals to other nations for millennia. The tengu tendency toward dramatic flourishes and rhetoric only complicates this debate, creating an environment in which political clubs led by hot-blooded firebrands—referred to as red tongues in polite company—dominate the political scene by swaying emotions in the moment and wielding magic in the shadows. Many political debates in Hisuikarasu end in violent brawls or daring duels.

**Great Orator:** A red tongue can activate his raging song performances only by using the Perform (oratory) skill. He must select Perform (oratory) as his versatile performance choice at 2nd level.

This ability modifies the raging song and versatile performance abilities.

**Seed of Discord (Su):** The fiery outlook of the red tongue imparts instinctual knowledge to invest arcane energy into his proclamations and denunciations. The red tongue gains the following bonus spells known as he reaches the appropriate level to cast each spell: *doom*<sup>APG</sup> (1st), *castigate*<sup>APG</sup> (2nd), *charm monster*

(3rd), *denounce*<sup>APG</sup> (4th), *greater command* (5th), *mass eagle's splendor* (6th).

**Rile (Ex):** The red tongue is particularly skilled at provoking others to action, even when ignorant on a subject. He adds 1/2 his skald level on Bluff checks to deceive or conceal his motives and on Intimidate checks to improve a creature's attitude.

This ability replaces bardic knowledge.

**Rogue Talents (Ex):** At 7th level, the red tongue learns a rogue talent of his choice, treating his skald level as his rogue level. He cannot select a talent that requires or modifies a class feature he does not have (such as sneak attack), and he must meet all other prerequisites. For every 5 skald levels beyond 7th, he gains a new rogue talent.

This ability replaces the versatile performance selections normally gained at 7th, 12th, and 17th levels.

**Duplicious Rhetoric (Su):** At 7th level, when a red tongue begins a raging song, he can select a single rogue talent he knows and grant it to all creatures under the influence of his inspired rage. If a rogue talent is limited to a certain number of uses per day, each creature affected is limited to a single use and cannot gain additional uses from a raging song for 24 hours, even if the red tongue ends his raging song and starts again.



## FEATS

Despite their reputations as thieves and layabouts, tengus have spread far and wide, flourishing both in isolation and in cosmopolitan cities. Many cultivate a certain charm, applying their gift for picking up new languages and customs to reading others and endearing themselves to important people.

### Empty Threats

You have a gift for making authentic-sounding threats you never intend to follow through on.

**Prerequisite:** Bluff 5 ranks.

**Benefit:** You can use the Bluff skill to demoralize opponents in combat instead of Intimidate. You can attempt a Bluff check in place of an Intimidate check when using the Dazzling Display feat and feats that list Dazzling Display as a prerequisite. If you use the Bluff skill to demoralize, you cannot use it to feint until the beginning of your next turn, and vice versa.

### Lovable Scoundrel

You're charming enough that others assume your criminal inclinations are delightful quirks.

**Prerequisites:** Bluff 1 rank, Diplomacy 1 rank, tengu.

**Benefit:** If you fail a Bluff check to deceive, an Intimidate check to gain a target's cooperation, or a Sleight of Hand check to steal from another creature, you can immediately attempt a Diplomacy check against the same DC as a free action. If you succeed, your target assumes your actions were in jest or just some awkward tengu tradition, and its attitude toward you does not immediately worsen (though later actions can still shift its attitude toward hostile). You can use this feat only once per day per target.

## SPELLS

While tengus are renowned for their supposed ability to eat bad luck or hex with a foul stare, most tengus have long forgotten the jinx magic their ancestors perfected millennia ago in the mountains of Tian Xia to confound meddling visitors bearing imperial decrees. Only a handful of these luck-manipulating spells now remain known outside the secretive temples of Hei Feng, largely practiced by tengu witches and the occasional tengu or halfling rogue, by way of the major magic rogue talent.

### DEPILATE

**School** necromancy; **Level** bard 1, druid 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 round

**Components** S, M (a sliver of cow's tongue)

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

**Target** one creature with hair or fur

**Duration** instantaneous

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

This simple jinx causes a target's hair or fur to fall out in patchy clumps, leaving the creature disheveled and less commanding. A jinxed creature takes a -2 penalty on all Diplomacy, Intimidate, and Perform checks until the hair begins to regrow 1 week later, or until the damage can be concealed with a successful Disguise or Heal check (the DC is equal to the original save DC of the spell). A successful *break enchantment*, *remove curse*, or similar effect instantly regrows the target's hair or fur and removes the spell's effects.

### FUMBLESTEP

**School** conjuration; **Level** mesmerist 1, sorcerer/wizard 1, spiritualist 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (a sharp pebble)

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

**Target** one creature

**Duration** 1 minute/level or until discharged (see text)

**Saving Throw** none (see text); **Spell Resistance** yes

*Fumblestep* coats a target's feet in slick ectoplasm that retains some psychic connection to your mind. While the spell remains in effect, the target creature takes a -1 penalty on Reflex saving throws and Acrobatics checks.

At any point during the spell's duration while the target remains in range, you can discharge the spell as a standard action, mentally tugging at the ectoplasm to perform a trip combat maneuver, using your caster level instead of your base attack bonus, and using your Charisma, Intelligence, or Wisdom modifier, whichever is highest, instead of your Strength modifier. This trip attempt does not provoke an attack of opportunity and cannot be affected by feats or other means of altering a trip combat maneuver's effects.

### LIGHTFINGERS

**School** transmutation; **Level** psychic 1, spiritualist 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

A flutter of subtle, telekinetic force causes your target to drop a single nonmagical carried item weighing no more than 1 pound per caster level, such as a coin purse, a key ring, or a loose object in its pocket. The target must succeed at a Perception check against the spell's save DC to notice the dropped item. You select what item the target drops as long as you can see both your target and the item you wish to affect. This use of the spell can't cause a target to lose a held item or anything it is wearing, including jewelry.

You can instead cast *lightfingers* to attempt a single disarm or steal<sup>APG</sup> combat maneuver, using your caster level instead of your base attack bonus, and using your Charisma, Intelligence, or Wisdom modifier, whichever is highest, instead of your Strength modifier. This disarm or steal attempt does not provoke attacks of opportunity and cannot be affected by feats or other means of altering a combat maneuver's effects. This use of the spell is immediately obvious.

# Vanaras

Little is known about the vanaras, who primarily dwell in the lands comprising and surrounding the various mahajanapadas of the Impossible Kingdoms of southeastern Casmaron. Simian in appearance, vanaras have thin coats of soft fur and long tails. All vanaras have prehensile feet, which assists them in climbing the sheer cliffs and massive trees found throughout their homeland, and many have prehensile tails. Simultaneously sage and mischievous, vanaras are respected for their wisdom, and yet display a carefree attitude that humans often scoff at as being naive and irresponsible. Constantly on the search for unexpected opportunities and experiences, vanaras have migrated in small numbers to both the Inner Sea region and to Tian Xia, where they form small but vibrant communities in the Mwangi Expanse and the mountains surrounding Goka.

## ALTERNATE RACIAL TRAITS

The following alternate racial traits are available to all vanaran characters.

**Acrobatic:** Vanaras are often extraordinarily agile, capable of dancing around slower-moving humans with playful grace. They gain a +2 racial bonus on Acrobatics and Escape Artist checks. This racial trait replaces nimble.

**Change Size (Su):** One vanara in every 500 is gifted with limited shapeshifting ability. Such a creature can adjust her size at will. She gains the change shape ability and the shapeshifter subtype. Instead of changing appearance, she can use change shape to reduce her size category to Small. Her ability scores don't change, only her size (and thus her weapon damage); normal size penalties and bonuses to AC and CMD and on attack and skill rolls apply. Changing size or returning to her true size is a full-round action. This racial trait alters the vanara's type and replaces nimble.

## FAVORED CLASS OPTIONS

The following options are available to vanaras who have the listed favored class.

**Arcanist:** Add 1/4 to the arcanist's effective class level when determining the effects of any two arcanist exploits that the arcanist has.

**Bard:** Add 1/2 to the bard's bardic Knowledge bonus.

**Brawler:** Gain 1/5 of a new Fleet feat.

**Cavalier:** Add 1/2 to the cavalier's level when determining the duration of the tactician ability.

**Hunter:** Add 1 minute to the number of minutes per day that the hunter can use animal focus.

**Kineticist:** Add 1/3 to the total number of points of burn that the kineticist can accept before she can't choose to accept additional points of burn.

**Occultist:** Gain 1/6 of a new focus power.

**Psychic:** When casting psychic divination spells, the psychic adds 1/2 to the effective caster level of the spell, but

only to determine the spell's range and its d% chance to provide correct or meaningful information (such as with *augury* or *divination*).

**Shaman:** Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest level the shaman can cast.

**Summoner:** Add 1/4 to the eidolon's evolution pool.

**Witch:** Add 1/4 to the witch's caster level when determining the effects of spells granted to her by her patron (to a maximum of +2).

**Wizard:** Gain 1/6 of a bonus feat. This feat must be an item creation feat, a metamagic feat, or Spell Mastery.

## FEATS

Vanaras are masters of meditation, and some claim that the iconic Vudran stances originated from vanaran practices. Meditation as a recreational and martial art form has since become incredibly popular across Golarion, and any characters can use the feats listed below to improve their meditative abilities. Meditation feats first appeared in *Pathfinder Player Companion: Faiths & Philosophies*; feats marked with an asterisk (\*) below can be found in that book.

**Meditation Feats:** Brawlers and monks can take a meditation feat in place of a bonus feat. They must meet all of the prerequisites to take the feat as normal.

### Extended Combat Meditation (Combat, Meditation)

You are able to glean insight from your momentary meditation for longer than most can.

**Prerequisites:** Wis 13, Combat Meditation\*, Meditation Master\*, character level 9th.

**Benefit:** Add your Wisdom bonus (if any) to the number of rounds that you gain the benefits of your meditation feats when using Combat Meditation.

### Greater Meditation Master (Meditation)

You are able to glean insight from your momentary meditation longer than most.

**Prerequisites:** Wis 15, Combat Meditation\*, Meditation Master\*, character level 11th.

**Benefit:** When you meditate, you gain a +2 insight bonus instead of a +1 insight bonus. You can split this bonus between any two d20 rolls made over the duration of the feat that you used to meditate, adding +1 to each d20 roll, or using the full bonus on any one d20 roll, adding +2 to that single roll.

### Mindful Meditation (Meditation)

You clear your mind of stress and emotion by focusing on calming breathing exercises.

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

**Benefit:** For 24 hours after you meditate, you gain a +1 bonus on Will saving throws against charm, compulsion,

emotion, and fear effects, and increase the Bluff DC to feint you and the Intimidate DC to demoralize you by +5. These bonuses increase by 1 for every 5 Hit Dice you have to a maximum increase of +4 at 20 Hit Dice.

## Mindfulness Mastery (Meditation)

The act of meditation allows you to steel your mind against mental attacks.

**Prerequisites:** Wis 19, Meditation Master\*, Mindful Meditation, character level 13th.

**Benefit:** For 24 hours after you meditate, whenever you fail your saving throw against a charm, compulsion, emotion, or fear effect, you can attempt a new saving throw again 1 round later at the same DC. You get only this one extra chance to succeed at your saving throw.

## Sensory Control (Meditation)

Meditation focuses your powers of observation.

**Prerequisites:** Wis 15, Blind-Fight, Meditation Master\*.

**Benefit:** For 24 hours after you meditate, you gain low-light vision and scent, as per the universal monster abilities. If you already have low-light vision, you gain the ability to see three times as far as a human in conditions of dim light for 24 hours. If you already have scent, the range at which you detect smells using scent doubles for 24 hours (60 feet normally, 30 feet upwind, and 120 feet downwind).

**Special:** A monk with this feat can select Improved Blind-Fight as a bonus feat beginning at 6th level, and Greater Blind-Fight as a bonus feat beginning at 10th level. He doesn't need to meet the prerequisites of those feats.

## FIGHTER ADVANCED WEAPON TRAINING

Rather than broaden their martial skills, some fighters focus on harnessing the innermost secrets of their magical weapons. Advanced weapon training options replace the fighter's choice of additional weapon training groups at 9th, 13th, and 17th levels and are described in full on page 18 of *Pathfinder Player Companion: Weapon Master's Handbook*.

**Effortless Dual-Wielding (Ex):** The fighter treats all one-handed weapons that belong to the associated weapon group as though they were light weapons when determining his penalties on attack rolls for fighting with two weapons.

**Fighter's Stamina (Ex):** The fighter gains Combat Stamina<sup>PU</sup> as a bonus feat, even when not wielding a weapon from the appropriate weapon group. If the fighter already has this feat, he gains Extra Stamina<sup>PU</sup> as a bonus feat instead.

**Knockout Training (Ex):** The fighter takes no penalties on attack rolls when attempting to

deal nonlethal damage with a weapon from the associated fighter weapon group that normally deals lethal damage. In addition, whenever the fighter deals nonlethal damage with a weapon from the associated fighter weapon group, he doubles his weapon training bonus on the damage roll. This doesn't stack with other advanced weapon training options that allow the fighter to double his weapon training bonus on damage rolls, such as trained finesse or trained throw.

## FORTUNE-FINDER (RANGER ARCHETYPE)

Vanaras often leave home to seek fortune and sate their curiosity regarding the mysterious lands that lie beyond their native territories. The most skilled of these thrill-seekers are called ba-sadhaks, or fortune-finders.



So successful have these canny explorers been at exploring Golarion at large that the secrets of their success are closely guarded, resulting in only extremely rare non-vanaran fortune-finders.

**Hinterlander (Ex):** A fortune-finder adds 1/2 his level (minimum 1) on all Climb and Swim checks.

This replaces track.

**Adaptable Study (Ex):** At 4th level, a fortune-finder can adapt and orient himself to new environments and new enemies. He gains a +1 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks whenever he is in a terrain he hasn't selected as one of his favored terrains. He leaves no trail and can't be tracked in any such terrain (though he can leave a trail if he so chooses).

In addition to this, the fortune-finder can study an opponent he can see as a move action. He then gains a bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, as well as on weapon attack and damage rolls against it. The bonus is equal to half the fortune-seeker's highest favored enemy bonus. A fortune-finder can't attempt Knowledge checks untrained to identify an opponent he has studied with adaptable study. Bonuses from adaptable study don't stack with those from the favored enemy ability. The ranger can study only a single target at a time.

This ability replaces hunter's bond.

**Trailblazer (Ex):** Starting at 7th level, a fortune-finder can move through any sort of difficult terrain at his normal speed. Terrain that is enchanted or magically manipulated to impede movement, however, still affects the fortune-finder.

This ability replaces woodland stride.

**Fast Study (Ex):** Beginning at 11th level, a fortune-finder can study an opponent using adaptable study as a swift or move action. In addition to this, he can maintain bonuses from adaptable study against one additional opponent. At 19th level, he can study an opponent using adaptable study as an immediate, swift, or move action and can maintain the bonuses from adaptable study against a total of three opponents.

This ability replaces quarry and improved quarry.

**Master Explorer (Ex):** A fortune-finder of 20th level becomes a master explorer. He can move through any sort of terrain that impedes movement at his full speed, even if it is enchanted or magically manipulated to impede motion. As a full-round action, he can study one opponent he can see and has already studied with adaptable study, increasing the benefits he gains from that ability to equal his full favored enemy bonus.

This ability replaces master hunter.

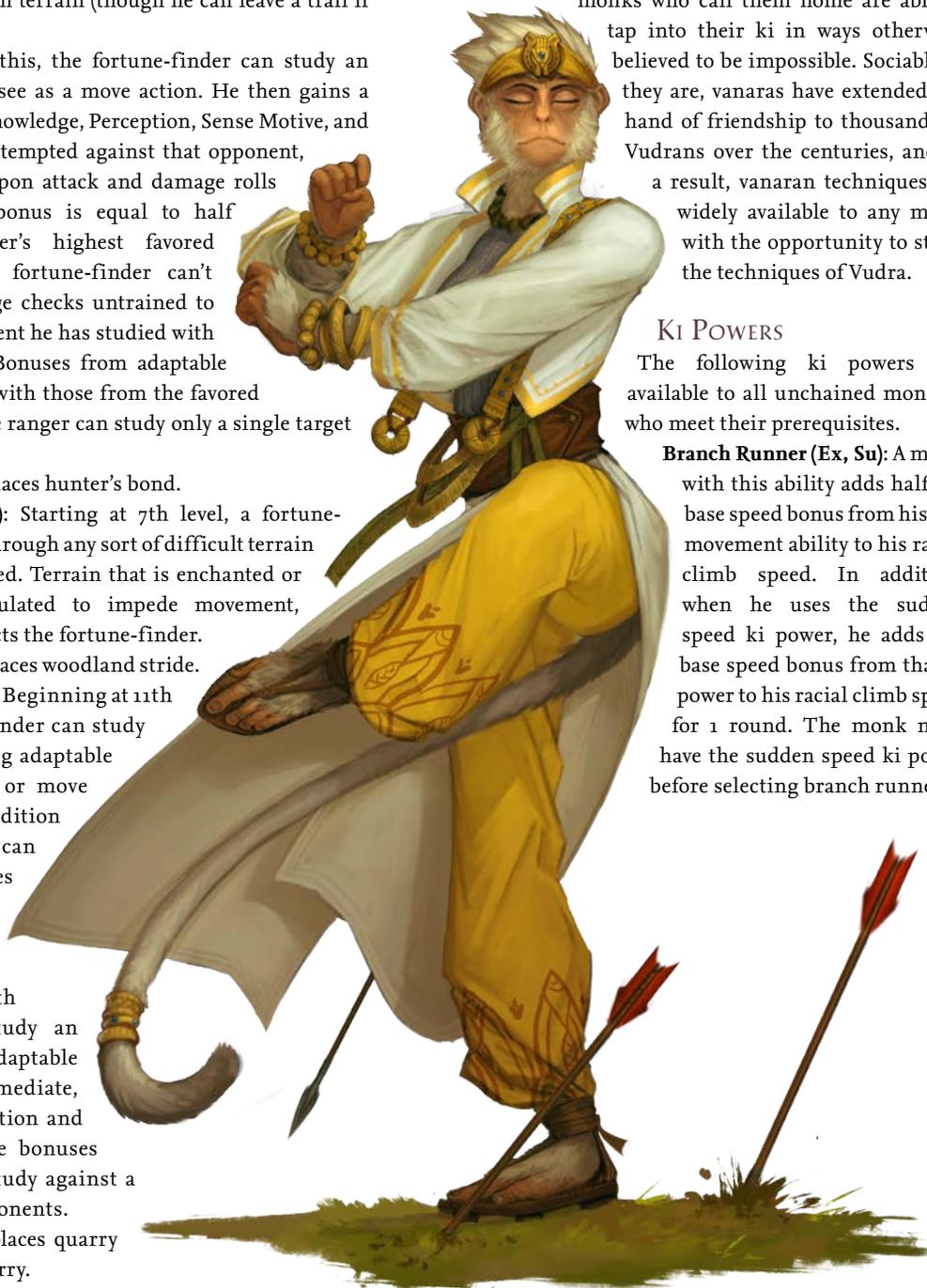
## UNCHAINED MONK OPTIONS

The treetop monasteries of Vudra are among the most storied spectacles of that mysterious land, and the vanaran monks who call them home are able to tap into their ki in ways otherwise believed to be impossible. Sociable as they are, vanaras have extended the hand of friendship to thousands of Vudrans over the centuries, and as a result, vanaran techniques are widely available to any monk with the opportunity to study the techniques of Vudra.

### KI POWERS

The following ki powers are available to all unchained monks<sup>UC</sup> who meet their prerequisites.

**Branch Runner (Ex, Su):** A monk with this ability adds half the base speed bonus from his fast movement ability to his racial climb speed. In addition, when he uses the sudden speed ki power, he adds the base speed bonus from that ki power to his racial climb speed for 1 round. The monk must have the sudden speed ki power before selecting branch runner.



**Freedom of Movement (Su):** A monk with this ability can spend 1 ki point as a swift action to gain the effects of *freedom of movement* for 1 round. The monk must be at least 8th level before selecting this ki power.

**Improvised Weapon Affinity (Ex, Su):** A monk with this ability does not take a penalty on attack rolls for using an improvised weapon. By spending 1 ki point, the monk can fight with a broken weapon without taking any penalties on attack rolls or damage rolls for 1 round.

**Ki Meditation (Su):** A monk with this ability can spend 2 ki points to meditate as a full-round action, as if using Combat Meditation. Alternatively, he can spend 4 ki points to meditate as a move action instead. Using these ki points does not count as one of the monk's daily uses of Combat Meditation, but it grants him the usual benefits he would gain from his meditation feats for doing so. The monk must have the Combat Meditation feat before selecting this ki power.

## STYLE STRIKES

The following style strikes are available to all unchained monks<sup>PU</sup> who meet their prerequisites.

**Dirty Strike:** The monk fights dirty with his style strike, attempting to strike in places where his attack will negatively impact his foes' performance in combat. If the attack hits, the monk can perform a free dirty trick<sup>APG</sup> combat maneuver against the target of this strike (using the base attack bonus of the attack used to hit the foe) with a -5 penalty. This dirty trick combat maneuver does not provoke an attack of opportunity.

**Overbearing Assault:** The monk attacks relentlessly, backing his foe into a corner. If the attack hits, the monk can perform a free reposition<sup>APG</sup> combat maneuver against the target of the strike (using the base attack bonus of the attack used to hit the foe) with a -5 penalty. This reposition attempt does not provoke an attack of opportunity.

## UNCHAINED SUMMONER EIDOLON SUBTYPE

Vanaras strongly revere and respect the accomplishments of their ancestors, and many vanaras learn to commune with the departed spirits of those honored souls to seek wisdom in times of need. A rare few accidentally spark something far stronger, and the result is a powerful eidolon with familial bonds to its summoner. Although vanaras' deep reverence for their ancestors makes this type of eidolon more common among vanaran summoners, any summoner seeking the assistance of such a force can potentially bond with an ancestor eidolon; most non-vanaras with ancestral eidolons are Nidalese, Mwangi, Tian, or Vudrani.

## ANCESTOR

Whether created by bonding with the soul of a petitioner that was the summoner's ancestor in life or calling upon the impressions of such a soul left behind on the Ethereal Plane or the Akashic Record, ancestor eidolons

are outsiders cast in the mold of mortals, and exhibit extraordinary skill and talent. They usually appear as idealized versions of the bodies they possessed while still alive, but distinctive and proud. Ancestor eidolons lend whatever aid they can to their summoner, who typically has some form of familial connection with the eidolon, be it by blood, honor, or devotion.

**Alignment:** Any. Ancestor eidolons don't have any alignment subtypes.

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

**Base Evolutions:** At 1st level, an ancestor eidolon gains all of the racial traits associated with its summoner's race; a summoner who isn't a 0-Hit Die creature must choose one 0-Hit Die race of his choice from the *Pathfinder RPG Core Rulebook*. For any effect dependent on class level, an ancestor eidolon uses its total Hit Dice instead (such as with the human's skilled racial trait). An ancestor eidolon counts as a creature of its chosen race's type and subtype for all effects, except for the purpose of meeting feat prerequisite requirements. An ancestor eidolon gains only the standard racial traits of its race; it cannot select alternate racial traits.

At 4th level, the ancestor eidolon chooses one of the following simple class templates (*Pathfinder RPG Monster Codex* 246): fighter, rogue, or sorcerer. It gains the abilities noted under the template's quick rules as if it were a creature with 1 Hit Die. The eidolon does not gain any abilities that a character with 1 level in the class associated with the chosen template wouldn't have. For instance, a 1-HD creature with the rogue simple template would normally gain the evasion and uncanny dodge abilities, but an ancestor eidolon that chooses the rogue simple template does not gain these abilities since a 1st-level rogue would not have evasion or uncanny dodge.

At 8th level, the ancestor eidolon gains the skilled evolution with two skills that are on the list of class skills of the class associated with the eidolon's chosen simple class template.

At 12th level, the ancestor eidolon gains the abilities noted under its chosen simple class templates as if it were a creature with 5 Hit Dice, rather than 1 Hit Die. The eidolon doesn't gain any abilities that a character with 5 levels in the class associated with the chosen template wouldn't have.

At 16th level, the ancestor eidolon gains a bonus feat, chosen from the following list: Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, or any feat that lists the eidolon's chosen race as a prerequisite. The eidolon must meet all of the chosen feat's prerequisites.

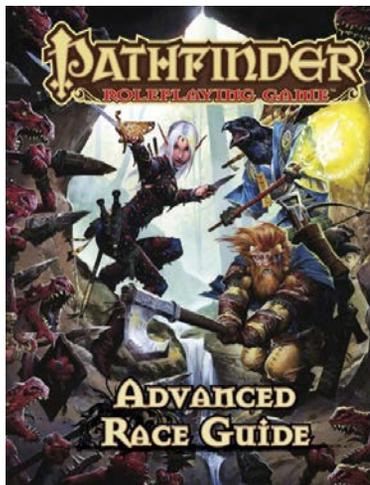
At 20th level, the ancestor eidolon gains the abilities noted under its chosen simple class templates as if it were a creature with 10 Hit Dice, rather than 5 Hit Dice. The eidolon doesn't gain any abilities that a character with 10 levels in the class associated with the chosen template wouldn't have.

# Next Month!

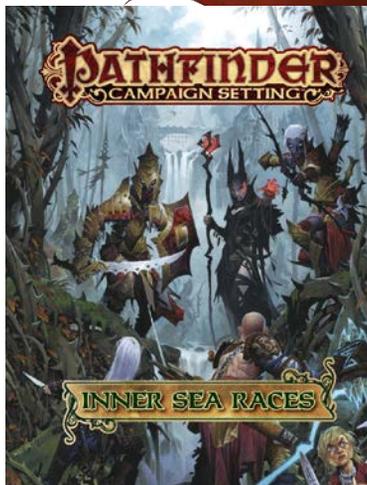
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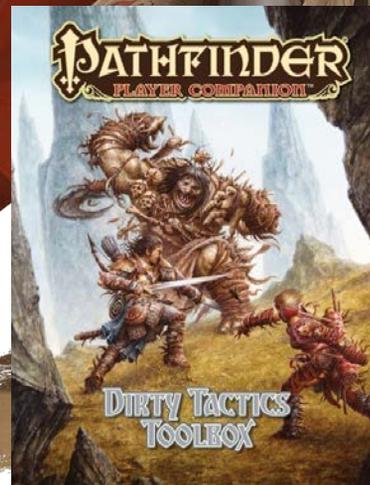
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