

Forest Kingdom Archetypes

By Jason Nelson, Julian Neale,
Clinton J. Boomer, and N. Jolly



SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at [www.makeyourgamelegendary.com](#).

CREDITS.....

Authors: Jason Nelson, Julian Neale, Clinton J. Boomer, and N. Jolly

Artists: Guillermo Cartay, Patrik Hell, William Hendershot, Michael Jaecks, Mike Lowe, Andrea Montano, Morales Peyeyo, Julio Rocha, Tanyaporn Sangsnit

Design and Layout: Dain Nielsen

Legendary Games Team Members:

All-Star Authors: Anthony Adam, Alex Augunas, Clinton J. Boomer, Jesse Benner, Robert Brookes, Benjamin Bruck, Carl Cramer, Pedro Coelho, Liz Courts, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steven T. Helt, Thurston Hillman, Tim Hitchcock, Rich Howard, Chris A. Jackson, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortes, Amanda Hamon Kunz, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Sean K Reynolds, Alistair J. Rigg, Alex Riggs, David N. Ross, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Rachel Ventura, Mike D. Welham, Linda Zayas-Palmer, and Clark Peterson.

Legendary Beginnings Creative Director: Paris Crenshaw

Editing and Development: Jason Nelson

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

Special Thanks: Erik Mona, Lisa Stevens, James Jacobs, Jason Bulmahn and the Paizo staff for their excellent *Pathfinder Adventure Path Kingmaker!*

Forest Kingdom Archetypes ©
2017, Legendary Games; Author
Jason Nelson, Julian Neale, Clinton
J. Boomer, and N. Jolly

ISBN-13: 978-1546727705

ISBN-10: 1546727701

First printing July 2017.

Printed in USA.



Legendary Games
3734 SW 99th St.
Seattle, WA 98126-4026
[makeyourgamelegendary.com](#)

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See [http://paizo.com/pathfinderRPG](#) for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See [http://paizo.com/pathfinderRPG/compatibility](#) for more information on the compatibility license.

Forest Kingdom Archetypes

By Jason Nelson, Julian Neale, Clinton J. Boomer, and N. Jolly

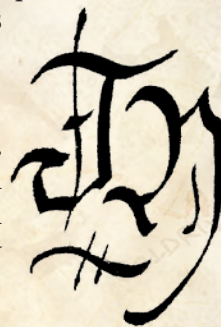
TABLE OF CONTENTS

INTRODUCTION	2
ARCHETYPES	3
EXPLORER (RANGER ARCHETYPE)	5
FEY MESMERIST (MESMERIST ARCHETYPE)	7
GREENWEAVER (KINETICIST ARCHETYPE)	8
HIDDEN GUARDIAN (RANGER ARCHETYPE)	11
HUNTSMAN (MEDIUM ARCHETYPE)	11
JESTER (BARD ARCHETYPE)	11
KNIGHT-SURGEON (CAVALIER ARCHETYPE)	11
VARIANT: FOOTMAN KNIGHT (CAVALIER ARCHETYPE)	11
NATURAL CHANNELER (MEDIUM ARCHETYPE)	11
ORDER OF THE WOODLANDS (CAVALIER ORDER)	11
FEATS	12
PRESTIGE CLASS: UNICORN CHARGER	24
APPENDIX 1: KINETICIST INFUSIONS AND TALENTS	24
APPENDIX 2: LEGENDARY SPIRITS	24
APPENDIX 3: SPELLS	24

WHAT YOU WILL FIND INSIDE FOREST KINGDOM ARCHETYPES

When your heroes strike out into the wooded wilderness, they'll be prepared to face any challenge with the amazing options you'll find in *Forest Kingdom Archetypes*, whether they are hacking their own fledgling domain out on the borderlands of civilization or taking their first steps into the verdant realms of creatures that call the forest their home. You'll find nearly a dozen incredible archetypes like the **explorer** ranger, **greenweaver** kineticist, **jester** bard, and **order of the woodlands** cavalier, as well as the gallant **unicorn charger** prestige class. You'll also find new class features like legendary spirits and kineticist wild talents, tons of spells, and a brand-new category of fantastic **faerie** feats, gifted to those who have forged a special bond with the fey, like **Cloak of Coiling Thorns**, **Unforged Arrow of the Wild**, **Shapeless** and **Primal Terror**, and **Frumious Quills of the Bandersnatch**!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson

WELCOME TO ADVENTURE PATH PLUG-INS!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "River Kings Adventure Path" instead of the title of a very popular sandbox-style kingdom-building Adventure Path. Or, you may see us use names such as the "Lost Lands," the "Faerie Queen," the "Horned God of Hunters," the rival "Baron and Baroness of Hookmarsh" to the west, or the "Broken Kingdom" to the north that grants PCs their charter to explore and rule instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection.

INTRODUCTION

Wilderness campaigns have been a staple of fantasy gaming since the earliest days, though once upon a time the wilderness was mostly just a dangerous road you traveled to get to the dungeon and then carry your loot back to town. The idea of the epic journey, however, is as timeless as adventure stories themselves, and in many campaigns the journey itself is the adventure, not just something that happens along the way. Entire campaigns can be built around overland travel and exploration of the vast and empty wild beyond the guarded borderlands of civilization. Hacking a kingdom of your own out of the wilderness is a glorious destiny for any hero, who inevitably discovered that just because the wild has not been settled does not mean it is uninhabited. Many and dangerous creatures lurk in the hills and vales, in the caves beneath and the cliffs above, and in the misty miles of vast forests that have never known the bite of the lumberjack's axe or saw, nor the tilling of a plow. Your heroes are blazing a trail into a fair green country, and when they do they had best be prepared!

This book is designed for wilderness campaigns, especially those that feature abundant forest terrain. However, it does not stop at the borders of the natural boreal landscape of leaf and tree but goes beyond into the supernatural world where dwell the fair folk, the Faerie Realm that overlays and suffuses the wilderness with its immanent and untrammled beauty. Whether your heroes are personally touched by the fey or seek to call upon their sparkling and winsome lords and ladies in their courts beyond, or if you'd rather keep most of the options in this book as the exclusive province of NPCs and faerie creatures they encounter to maintain an aura of strangeness and magical mystery, you'll find an abundance of options, including archetypes and class options, feats, spells, and more.

ARCHETYPES

The following class archetypes offer a ton of great new options for characters wishing to focus on wilderness adventures in and around the borderlands of the endless woods and hollow hills, or set among the petty states and fledgling kingdoms that the boldest of adventurers seek to hack out of the unforgiving lands of the wild. In most cases the abilities they gain also retain some utility in other situations, but they will be most effective in campaigns where a significant portion of the PCs' time is spent in natural settings and in particular in forest terrain.

For more information on using and selecting archetypes, see Chapter 2 in *Pathfinder Roleplaying Game Advanced Class Guide*.

EXPLORER

(RANGER ARCHETYPE)

An explorer is a far-ranging traveller but he never wanders. He strikes out purposefully into the great unknown by land or sea, set to expand the boundaries of the known and to bring back the secret routes that lead the way to glory.

Favored Terrain (Ex): An explorer gains this ability at 1st level, and he gains an additional favored terrain at 5th level and every 5 levels thereafter. This ability otherwise functions as normal for a ranger.

Mapmaker (Ex): An explorer learns how to make maps of excellent quality and clarity. These function similarly to masterwork artisan's tools, granting a +2 circumstance bonus on Knowledge (geography) checks and on Survival checks to avoid getting lost by creatures using them. An explorer uses Knowledge (geography) in place of the Craft skill to create maps, treating their value as 55 sp rather than 55 gp when determining his progress. Completed maps can be used or sold like any crafted item, though at the GM's discretion attempting to sell multiple similar maps in the same area is likely to depress the marketplace and their sale value.

A mapmaker can create useless and valueless maps easily, but he also can intentionally make a cleverly misleading map. Such maps cause creatures following them to take a -2 penalty on Knowledge (geography) checks and Survival checks to avoid getting lost, with this penalty increasing by 2 at 5th level and every 5 levels thereafter. Such a counterfeit map can be detected as a forgery, with a creature examining the map making a Knowledge (geography) or Linguistics check opposed by the explorer's Knowledge (geography) skill; this check is made secretly, so the explorer is not sure how good his fake map is.

This replaces wild empathy.

Navigator (Ex): An explorer gains a bonus equal to one-half his ranger level (minimum +1) on Knowledge (geography) checks and on Survival checks to avoid getting lost. This replaces track.

Terrain Bond: At 2nd level, an explorer forms a bond with the land itself, enabling him to direct others in such terrain. When in one of his favored terrains, an explorer grants all allies within line of sight and that can hear him a bonus equal to one-half his favored terrain bonus on initiative checks and Perception, Stealth, and Survival skill checks, and the explorer and his allies leave no trail and can't be tracked unless they wish to be. This bonus does not stack with any favored terrain bonus an ally already possesses.

This ability replaces the combat style feat normally

gained at 2nd level.

Favored Enemy (Ex): An explorer gains this ability at 3rd level, and he gains an additional favored enemy at 8th level and every 5 levels thereafter. This ability otherwise functions as normal for a ranger.

Unfettered Stride (Ex): At 6th level, an explorer moving through difficult terrain does so at his normal speed and without taking damage or suffering other impediments, such as increased skill check DCs for slippery or sloping surfaces, rubble, undergrowth, and the like. This does not apply to magically manipulated terrain or prevent damage from magma or similar inherently damaging terrain, nor does it obviate the need for Acrobatics, Climb, or Swim checks when required. This ability cannot be used if the explorer is wearing heavy armor or carrying a heavy load. The explorer's animal companion gains this ability if he is riding it. This replaces the combat style feat normally gained at 6th level.

Polyglot (Ex): At 7th level, an explorer gains a bonus language slot, which he uses to pick up passing familiarity in local languages as he travels. He may learn a new language immediately, and whenever he gains a level he may choose to lose that language and gain fluency in a new language in its place. In addition,

he adds the following spells to his spell list: 1st-*comprehend languages*; 2nd-*codespeak*^{UI}, *elemental speech*^{APG}, *share language*^{APG}; 3rd-*communal share language*^{UC}, *tongues*; 4th-*communal tongues*^{UC}.

This replaces woodland stride.

Master Cartographer (Ex): At 8th level, an explorer can create a number of maps simultaneously equal to his Wisdom modifier (minimum 1). This reduces the time required but does not reduce the raw materials cost of the maps he creates.

In addition, by multiplying the cost of a map by 10 an explorer can create a detailed *master map* of a specific area up to 1 mile across per ranger level, which must be within his favored terrain. A *master map* contains detailed terrain features as well as the explorer's notations and observations of likely threats in the area. A creature consulting a *master map* for 1 minute and succeeding on a DC 10 Knowledge (geography) check gains the benefits of the explorer's terrain bond for 10 minutes, plus a number of minutes equal to the number by which he beat the DC. Only one creature can benefit from a *master map* at a time.

This replaces swift tracker.

Trailblazer (Su): At 10th level, an explorer becomes a



master at forcing a way through the harshest terrain. As a full-round action, he can move up to his speed while clearing a path for his allies, as long as they follow in his footsteps. Any spaces the explorer moves through until the end of his turn (including the space occupied by his animal companion, if he is riding it) form a path that his allies can follow, granting them the benefit of the explorer's unfettered stride as long as they are not wearing heavy armor or carrying a heavy load. This path remains open for a number of rounds equal to the explorer's Wisdom modifier (minimum 1 round).

In addition, an explorer can sacrifice a prepared 3rd level spell in order to dispel (as if spontaneously casting *dispel magic*) a spell that alters terrain, manipulates plants, or creates a physical barrier, such as *entangle*, *plant growth*, *soften earth and stone*, *solid fog*, *wall of fire*, or *web*.

This replaces the combat style feat normally gained at 10th level.

Blindsense (Ex): At 11th level, an explorer becomes so attuned to his surroundings that he gains blindsense with a range of 30 feet. This replaces quarry.

Perfect Stride (Ex): At 14th level, an explorer becomes immune to the entangled condition; effects that would cause him to become entangled automatically fail. In addition, his unfettered stride allows him to move without impediment in water and through magically manipulated terrain and similar impediments similar to using *freedom of movement*, though he is not immune to paralysis, slow, or being grappled. This ability cannot be used if the explorer is wearing heavy armor or carrying a heavy load. The explorer's animal companion gains this ability if he is riding it. This replaces the combat style feat normally gained at 14th level.

Unlimited Horizons (Ex): At 18th level, an explorer's dauntless spirit of striving into the unknown grants him such courage and luck that he no longer automatically fails a saving throw on a natural 1, though he may still fail if the result of the roll does not meet the save DC. This replaces the combat style feat normally gained at 18th level.

Blindsight (Ex): At 19th level, an explorer can spot creatures easily no matter how they try to hide, granting him blindsight with a range of 30 feet. This replaces improved quarry.

Free Runner (Ex): At 20th level, an explorer (and his animal companion, if he has one) gain the benefit of continuous *freedom of movement*. His movement does not provoke attacks of opportunity from creatures that are entangled, *slowed*, staggered, or have their movement slowed by difficult terrain. This replaces master hunter.

FEY MESMERIST

(MESMERIST ARCHETYPE)

In many ways, mesmerist is the perfect class for fey creatures; they are experts at charm and deceit, and their psychic powers are primarily those of enchantment and illusion. Whereas *fey tricksters*^{UI} are mortal mesmerists whom have had contact with fey creatures, fey mesmerists are fey. Every fey mesmerist develops expertise with a particular type of magic.

Creature Type: A fey mesmerist must have the fey type.

Fey Magic: At 1st level, the fey mesmerist chooses a specialism from these five options: enchantment, illusion, light, nature, or shadow. Once chosen, the specialism cannot be changed. When she would normally gain a new mesmerist trick, she can learn additional spells instead. Each time she does so, she adds two spells of a level she can currently cast from her specialism spell list to her list of spells known. The specialism spell lists follow this archetype's description; spells marked with a * are included in the appendix. This ability alters mesmerist tricks.

Damage Reduction (Ex): At 3rd level, the fey mesmerist gains DR 1/cold iron. At 6th level, and every 3 levels thereafter (9th, 12th, 15th, and 18th), this DR rises by 1 point. Damage reduction can reduce damage to 0 but not below 0. This DR stacks with the fey mesmerist's existing DR/cold iron if it already has the ability, and adds "cold iron and" (as well as the increased value) if the fey has some type of DR other than cold iron. This ability replaces consummate liar, touch treatment, glib lie, and the bold stare gained at 15th level.

Fey Magic Specialist (Su): At 5th level, the save DCs of the spells linked to the specialism the fey mesmerist chose at 1st level increase by 1. At 13th level, this increase rises again by 1, to +2. The increase to save DCs does not stack with the bonus provided by the Greater Spell Focus and Spell Focus feats. This ability replaces mental potency.

Fey Lord (Su): At 20th level, a fey mesmerist transcends some of her limitations. Her DR becomes DR/—, and she can treat herself as having the fey or humanoid type against any effect that targets her, whichever is more advantageous at the time. For example, at this level a fey mesmerist might treat herself as humanoid if she is attacked by a fey-bane weapon. This ability replaces rule minds.

FEY MESMERIST ENCHANTMENT SPECIALISM SPELLS

An enchantment specialist has the following enchantment spells on her specialism spell list.

0-level Enchantment Spells—daze, lullaby, unwitting ally^{APG}.

1st-level Enchantment Spells—aphasia^{UI}, bane, beguiling gift^{APG}, bungle^{UM}, call animal^{APG}, charm person, command, compel hostility^{UC}, compulsive liar^{UI}, confusion (lesser), coward's cowl*, crime of opportunity^{UI}, déjà vu^{OA}, delusional pride^{UM}, demand offering^{OA}, forbid action^{UM}, fumbletongue^{UM}, hideous laughter, hypnotism, ill omen^{APG}, lock gaze^{UC}, memorize page^{ACG}, memory lapse^{APG}, murderous command^{UM}, sleep, sow thought^{ARG}, telepathic projection^{OA}, unnatural lust^{UM}, unprepared combatant^{UM}.

2nd-level Enchantment Spells—

animal messenger, animal trance, anonymous interaction^{ACG}, aversion^{OA}, babble^{OA}, bestow insight^{ARG}, calm emotions, castigate^{APG}, cognitive block^{OA}, compassionate ally^{UM}, confess^{UM}, daze monster, deflect blame^{UI}, delay pain^{UM}, emotive block^{OA}, enthrall, false belief^{UI}, heroism, hidden presence^{UI}, hold animal, hold person, inflict pain^{OA}, investigative mind^{ACG}, jealous rage*, mantle of calm^{ACG}, matchmaker^{UI}, mindlocked messenger^{ACG}, oppressive boredom^{UM}, psychic leech*, qualm^{UC}, rage, reckless infatuation^{UM}, shamefully overdressed^{UI}, suggestion, touch of idiocy, unadulterated loathing^{UM}, wartrain mount^{UM}.

3rd-level Enchantment

Spells—aura of the unremarkable^{UI}, charm monster, confusion, control summoned creature^{UM}, crushing despair, curse of disgust^{APG}, deep slumber, demanding message^{UI}, dominate animal, geas (lesser), good hope, malicious spite^{UM}, nixie's lure^{ARG}, out of

sight*, overwhelming grief^{UM}, smug narcissism^{UM}, symbol of laughter^{ACG}, synaptic pulse^{OA}, synaptic scramble^{OA}, terrible remorse^{UM}, they know^{UI}, triggered suggestion^{ACG}.

4th-level Enchantment Spells—animal ambassador^{UI}, charm person (mass)^{UI}, command (greater), curse of the outcast^{UI}, daze (mass)^{UM}, denounce^{APG}, dominate person, envious urge^{UM}, forbid action (greater)^{UM}, forgetful slumber^{ARG}, hold monster, hollow heroism^{UI}, mad sultan's melody^{HA}, mindwipe^{OA}, modify memory, pessimism^{HA}, serenity^{UM}, sleepwalk^{APG}, sleepwalking suggestion^{HA}, synaptic pulse (greater)^{OA}, utter contempt^{UM}.

5th-level Enchantment Spells—castigate (mass)^{APG}, cloak of dreams^{APG}, compelling rant^{HA}, crime wave^{UI}, feeblemind, foe to friend^{APG}, foster hatred^{OA}, heroism (greater), inflict pain (mass)^{OA}, mind fog, mind swap^{OA}, phobia^{HA}, pox of



rumors^{UI}, primal regression^{OA}, psychic surgery^{OA}, repress memory^{OA}, suggestion (mass), symbol of sleep, vengeful outrage^{UM}.

6th-level Enchantment Spells—*charm monster (mass), demand, euphoric tranquillity^{APG}, geas/quest, hold person (mass), hollow heroism (greater)^{UI}, insanity, irresistible dance, life of crime^{UI}, mass demanding message^{UI}, overwhelming presence^{UM}, power word blind, symbol of persuasion, waves of ecstasy^{UM}.*

FEY MESMERIST ILLUSION SPECIALISM SPELLS

An illusion specialist has the following nature spells on her specialism spell list.

0-level Illusion Spells—*ghost sound, haunted fey aspect^{UC}.*

1st-level Illusion Spells—*auditory hallucination^{UI}, blend^{ARG}, blurred movement^{ACG}, color spray, decrepit disguise^{OA}, disguise self, disguise weapon^{ACG}, invigorate^{APG}, jitterbugs^{ARG}, magic aura, magic mouth, open and shut^{UI}, paranoia^{OA}, quintessence^{OA}, silent image, thought echo^{OA}, vanish^{APG}, ventriloquism.*

2nd-level Illusion Spells—*absurdity^{HA}, blur, dark whispers^{UI}, ghostly disguise^{UM}, haunting mists^{UM}, hypnotic pattern, illusion of calm^{UC}, implant false reading^{OA}, instigate psychic duel^{OA}, invisibility, mad hallucination^{UM}, minor image, mirror image, misdirection, muffle sound^{ACG}, oneiric horror^{OA}, phantasmal affliction^{UI}, phantom trap, placebo effect^{OA}, shadow anchor^{ARG}, shifted steps^{UI}, silence, silent table^{ACG}, symbol of mirroring^{UM}, twilight haze^{ACG}.*

3rd-level Illusion Spells—*adjustable disguise^{ACG}, agonizing rebuke^{ARG}, appearance of life^{HA}, audiovisual hallucination^{UI}, aura alteration^{OA}, displacement, dreadscape^{HA}, dream dalliance*, false future^{UI}, fearsome duplicate^{ARG}, illusion of treachery^{UI}, illusory script, instant fake^{UI}, invigorate (mass)^{APG}, invisibility sphere, isolate^{MC}, loathsome veil^{UM}, magic aura (greater)^{UI}, major image, mindscape door^{OA}, minor dream^{ARG}, oneiric horror (greater)^{OA}, synesthesia^{OA}, undetectable trap^{UI}, vision of Hell^{UM}.*

4th-level Illusion Spells—*complex hallucination^{UI}, create mindscape^{OA}, deceitful veneer^{UI}, dream, hallucinatory terrain, horrific doubles^{HA}, illusion of treachery (greater)^{UI}, illusory wall, impossible angles^{HA}, invisibility (greater), minor phantom object^{ARG}, phantasmal asphyxiation^{HA}, phantasmal killer, quieting weapons^{UI}, shadow conjuration,*

shocking image^{UC}, zone of silence.

5th-level Illusion Spells—*dream council^{OA}, false vision, major phantom object^{ARG}, mirage arcana, mislead, nightmare, persistent image, phantasmal web^{APG}, psychic asylum^{OA}, seeming, shadow endurance*, shadow evocation, shadow walk, subjective reality*, synesthesia (mass)^{OA}, village veil^{ARG}.*

6th-level Illusion Spells—*charnel house^{HA}, create mindscape (greater)^{OA}, false vision (greater)^{UI}, invisibility (mass), mantle of doubt*, night terrors^{HA}, permanent image, phantasmal putrefaction^{HA}, phantasmal revenge^{APG}, programmed image, project image, scripted hallucination^{UI}, triggered hallucination^{UI}, veil.*

FEY MESMERIST LIGHT SPECIALISM SPELLS

A light specialist has the following light spells on her specialism spell list. She also adds two spells per spell-level of the fey mesmerist's choice, in any combination of fire or illusion spell, as long as those spells do not have the shadow descriptor.

0-level Light Spells—*dancing lights, flare, light.*

1st-level Light Spells—*dancing lantern^{APG}, faerie fire, flare burst^{APG}, snapdragon fireworks^{UM}, unwelcome halo*.*

2nd-level Light Spells—*blinding ray^{ARG}, burst of radiance*, continual flame, corpse lanterns*, discovery torch^{UC}, flickering lights^{HA}, light lance^{APG}, light prison*.*

3rd-level Light Spells—*campfire wall^{APG}, dark-light*, daybreak arrow^{UC}, daylight, light of the goddess*, searing light, silverlight*, wrathful mantle^{APG}.*

4th-level Light Spells—*burst with light*, shield of the dawn*, unbearable brightness^{ACG}, wandering star motes^{APG}.*

5th-level Light Spells—*pillar of life^{APG}, wall of light*.*

6th-level Light Spells—*blazing rainbow^{ACG}, shield of the dawn (greater)*, sunburst.*

FEY MESMERIST NATURE SPECIALISM SPELLS

A nature specialist has the following nature spells on her specialism spell list. She also adds three other druid spells per spell-level of the fey mesmerist's choice. One 5th-level spell can be a non-attack 6th-level druid spell, and two of the 6th-level spells can be 7th or 8th-level druid spells.

0-level Nature Spells—*detect magic, detect poison, flare, light, read magic.*

1st-level Nature Spells—*blend^{ARG}, call animal^{APG}, faerie fire, obscure poison^{UI}, obscuring mist, share language^{APG}, remove sickness^{UM}.*

2nd-level Nature Spells—*animal messenger, animal trance, aversion^{OA}, commune with birds^{ARG}, delay disease^{ARG}, delay poison, detect magic (greater)^{UI}, hold animal, quick change^{HA}, restoration (lesser), sense fear^{HA}, share language (communal)^{UC}, wartrain mount^{UM}.*

3rd-level Nature Spells—*dominate animal, dispel magic, nixie's lure^{ARG}, scrying.*

4th-level Nature Spells—*freedom of movement, old salt's curse^{ARG}, restoration.*

5th-level Nature Spells—*primal regression^{OA}.*

6th-level Nature Spells—*scrying (greater), true seeing.*

FEY MESMERIST SHADOW SPECIALISM SPELLS

A shadow specialist has the following shadow spells on her specialism spell list. She also adds two spells per spell-level of the fey mesmerist's choice, in any combination of illusion or necromancy spell, as long as those spells do not have the light descriptor.

0-level Shadow Spells—none.

1st-level Shadow Spells—*shadowweapon^{UM}.*

2nd-level Shadow Spells—*darkness, dark whispers^{UI}, dust of twilight^{APG}, haunting mists^{UM}, protective penumbra^{UM}, twilight haze^{ACG}, shadow anchor^{ARG}, umbral weapon*.*

3rd-level Shadow Spells—*deeper darkness, gloomblind bolts^{ARG}, shadow enchantment*, shifting shadows*, twine double*.*

4th-level Shadow Spells—*ghost brand^{UI}, minor phantom object^{ARG}, shadow barbs*, shadow conjuration, shadow dragon aspect*, shadow of doubt*, shadow step^{UM}, simulacrum (lesser)^{UM}.*

5th-level Shadow Spells—*charnel house^{HA}, major phantom object^{ARG}, shadow evocation, shadow endurance*, shadow walk, symbol of striking^{UC}.*

6th-level Shadow Spells—*dirge of the victorious knights*, project image, shadow conjuration (greater), shadow enchantment (greater)*.*

GREENWEAVER

(KINETICIST ARCHETYPE)

Your communion with the green goes far deeper than that of other kineticists who embrace the living wood of phytokinesis. You truly become one with the green, with your roots extending into the supernal soil of the faerie realms.

Class Skills: A greenweaver adds Knowledge (nature) and Handle Animal to her list of class skills.

Plant Focus (Ex): A green weaver must choose wood as her primary element. She gains basic phytokinesis as her basic manipulation and is considered a phytokineticist for the purpose of meeting feat prerequisites. She gains wood blast as a simple blast wild talent and flesh of wood as a defense wild talent. She can use all of the infusions listed below with wood blast and its composites.

1st—basic phytokinesis, kinetic cover, pushing infusion, roots; 2nd—entangling infusion, merciful foliage, woodland step; 3rd—brachiation, impale, thorn flesh, warp wood; 4th—greensight, plant disguise, shape wood, toxic infusion; 5th—plant puppet, wild growth, woodland step (greater); 6th—deadly earth, green tongue; 7th—toxic infusion (greater); 8th—forest siege, wood soldiers.

You draw energy and elemental matter from the First World, rather than from the Ethereal Plane; you may never gain the Reverse Shift utility wild talent, and this differentiation may impose additional limitations and effects upon your abilities at your GM's discretion.

Verdant Flesh (Ex): A greenweaver treats her Constitution score as 4 points higher for purposes of all kineticist class abilities, including the save DCs of her wild talents, the damage dealt by her blasts and the amount of burn that she may accept.

A greenweaver is always treated as a plant creature and as a fey creature – in addition to her normal type – for the purposes of a ranger's favored enemy, bane weapons, spells such as *antilife shell* and *horrid wilting*, and for all similar effects. She does not gain the immunities, benefits, or traits of a true plant or fey creature and does not gain vulnerability to fire.

This replaces the 1st-level infusion.

Feybark (Ex): At 2nd level, a greenweaver

gains DR 1/cold iron. This DR increases by 1 for every 2 kineticist levels you possess beyond 2nd. By accepting 1 point of burn – which counts as accepting burn while activating an ability granted by this feat (see below) – she can increase this DR by 1 until the next time her burn is removed, to a maximum damage reduction equal to her kineticist level. This replaces the 2nd-level utility wild talent.

Sprouting Surge (Su): At 3rd level, whenever a greenweaver accepts burn while using a Wood wild talent, while activating an class feature of this archetype, or negate a point of burn via the gather power class ability while using a Wood wild talent, the unstoppable living energy that flows through her causes a dangerous surge of riotous plant growth to writhe, sprout, bloom, and spread violently outwards in a 5-ft. radius from her. This effect deals damage equal to her kineticist level to all unattended worked or man-made objects and structures in the area; the damage of this effect ignores hardness less than 10. After using this effect, the affected area is treated as a heavily wooded area or forest environment – complete with soft, bare soil – until the end of your next turn for purposes of all kineticist class abilities; in this way, she may freely use the Brachiation or Roots utility wild talents even in other types of terrain. The radius of this effect increases by 5 feet for every 3 levels beyond 3rd.

If the greenweaver is at least 9th level, she can also make a combat maneuver check to bull rush any enemies within her sprouting surge, using her Constitution modifier in place of her Strength modifier and adding a bonus equal to her current burn total on this check.

She cannot push creatures more than 10 feet with this check, but she can attempt a second combat maneuver check (with the same modifiers described above) to trip all creatures that she succeeded in pushing 10 feet with her sprouting surge. Creatures knocked prone take 1/4th normal base damage of her Wood simple blast. A greenweaver may not apply infusions – neither a form nor a substance – to this special type of blast.

Plants and fey are immune to a greenweaver's sprouting surge.



This replaces the elemental overflow normally gained at 3rd, 9th, and 15th level.

Elemental Overflow (Ex): A greenweaver gains this class feature at 6th level rather than 3rd level, and treats her kineticist level as one-half her actual level for the purpose of this ability.

Feywood Spellsource (Sp): At 5th level, whenever a greenweaver is in forest terrain or a heavily wooded environment, she can use *alter self*, *charm person*, *entangle*, and *memory lapse*^{APG} at will as spell-like abilities, accepting one point of burn each time she uses one of these abilities.

At 10th level, she may additionally use *hallucinatory terrain*, *modify memory*, *mythic memory lapse*^{APG, MAdv}, *tree stride*, and *wall of thorns* at will as spell-like abilities. She can use *modify memory* as a standard action. The greenweaver must accept two points of burn each time she uses one of these abilities.

At 15th level, the greenweaver may additionally use *mass charm monster*, *summon nature's ally VII* (summoning 1 *nuckelavee*^{B3} or 1d4+1 shambling mounds only), *transmute metal to wood*, and *transport via plants* at will as spell-like abilities, accepting three points of burn each time she uses one of these abilities.

The save DC for these spell-like abilities is equal to 10 + 1/2 the greenweaver's kineticist class level + her Constitution modifier. She uses Constitution modifier when making concentration checks in conjunction with these abilities.

This replaces the 5th-level infusion.

Voidseer (Su): At 7th level, a greenweaver must select Void as her expanded element. In addition, she can use Knowledge (nature) in place of Knowledge (planes) to identify creatures native to the Fey Realms or Shadow Plane, regardless of their creature type, or to know information about either plane. She can select any element she wishes as her expanded element at 15th level. This alters expanded element.

Infusion Specialization (Ex): A greenweaver gains this class feature at 8th level rather than 5th level and treats her kineticist level as 3 lower than her actual level for the purpose of this ability.

HIDDEN GUARDIAN

(RANGER ARCHETYPE)

Hidden guardians represent an old ranger tradition. They tend to be secretive and only train family members, but maintain contact with others of their kind, forming a loose organization. Hidden guardians seek to fight evil as best they can, but know that discretion is sometimes the better part of valor. More powerful hidden guardians learn how to better protect their minds.

Alignment: Any good. A hidden guardian who becomes non-good loses this archetype, and cannot regain it unless he returns to his former alignment and atones for his deeds (see the *atonement* spell description).

Class Skills: A hidden guardian adds Diplomacy (Cha) to his list of class skills, instead of Knowledge (dungeoneering). This alters the ranger's class skills.

Studied Strike (Su): At 1st level, a hidden guardian gains the studied strike class feature, treating his hidden guardian level as his *slayer*^{ACG} level for purpose of this ability. This ability replaces favored enemy.

Lay on Hands (Su): At 4th level, a hidden guardian gains the lay on hands class feature, treating his hidden guardian level as his paladin level for purpose of this ability. He uses Wisdom, rather than Charisma, to determine the number of times per day that this ability can be used. This ability replaces spells.

Mercies (Su): At 4th level, a hidden guardian gains the mercy class feature, treating his hidden guardian level as his paladin level -1 for purpose of this ability. This ability replaces hunter's bond.

Impregnable Mind (Su): At 9th level, a hidden guardian's secrecy, obscurity, and mental conditioning reach superhuman levels. He becomes immune to any divination spell, spell-like ability, or effect that allows a saving throw (though he can still allow a divination effect to affect him if he wishes).

At 11th level, a hidden guardian's mind becomes even more resistant to divination spells. Those who wish to use divination spells on him that do not allow a saving throw are required to succeed at a caster level check (DC = 15 + his hidden guardian level). This ability replaces evasion, quarry and improved quarry.

DESIGNER'S NOTE: HIDDEN GUARDIANS

As originally written, the introductory paragraph for this archetype could be too world specific, so those elements were removed. GMs should plan how the hidden guardians best fit into their game world. The basic idea is that of a ranger/paladin hybrid who tries to fight evil while not showing their hand too much.

Evasion (Ex): When he reaches 16th level, a hidden guardian can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the hidden guardian is wearing light armor, medium armor, or no armor. A helpless hidden guardian does not gain the benefit of evasion. This ability replaces improved evasion.

No Mind (Su): At 20th level, a hidden guardian has developed astounding mental defences, benefitting from constant *mind blank*. This ability replaces master hunter.



HUNTSMAN

(MEDIUM ARCHETYPE)

In some ways, huntsman mediums harken back to earlier times, in that they are expert trackers and hunters, and cannot channel more “sophisticated” legendary spirits such as the archmage or hierophant. Despite representing an older tradition, there are plenty of huntsmen in the current day, and many also gain the worldly medium archetype (see ***Occult Archetypes*** from *Legendary Games*). They have much in common with druids, hunters^{ACG}, and rangers.

Weapon Proficiencies: A huntsman is proficient with all ranged martial weapons as well as with simple weapons. This alters the medium’s weapon proficiencies.

Huntsman Spells: A huntsman cast spells as a medium, but draws her spells known from the hunter^{ACG} spell list, instead of from the medium spell list. Only druid spells of 4th level and lower and ranger spells are considered to be part of the huntsman spell list. These spells are psychic for the huntsman, not divine. This ability alters medium spellcasting.

Chaotic, Evil, Good, and Lawful Spells: A huntsman can’t cast spells of an alignment opposed to her own or her deity’s (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Spirit Legends (Su): A huntsman gains access to the Animal Spirit legendary spirit instead of an archmage spirit, and the Druid legendary spirit instead of a hierophant spirit. These spirits are described in the Appendices. This ability alters the spirit ability.

Track (Ex): At 2nd level, a huntsman gains Survival as a class skill, and adds 1/2 her level to Survival skill checks made to follow tracks. This ability replaces shared séance.

Swift Tracker (Ex): At 9th level, a hunter can move at her normal speed while using Survival to follow tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking. This ability replaces propitiation.

JESTER

(BARD ARCHETYPE)

A jester is a humorist par excellence, a joking prankster whose ribald tales bring laughter and whose capering antics spread glee, but whose tongue is sharp as a dagger and whose japes and insults put acid to shame. A jester never takes herself or any situation too seriously, but those who mistake her for a prancing fool may find she always gets the last laugh.

Antagonize (Ex): A jester gains *Antagonize*^{UM} as a bonus feat, and gains a bonus equal to one-half his bard level (minimum +1) on Diplomacy, Intimidate, or Sense Motive checks made as part of using this feat. This replaces bardic knowledge.

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

Satire (Su): A jester can use insults, taunts, and ridicule to undermine the confidence of enemies who hear him, causing them to take a -1 penalty on attack and damage rolls (minimum 1) and a -1 penalty on saves against fear and charm effects as long as the bard continues performing. This penalty increases by -1 at 5th level and every six levels thereafter. Satire is a language-dependent, mind-affecting ability that uses audible components.

This performance replaces inspire courage.

Harmless Performer (Su): At 3rd level, a jester can use performance to appear ridiculous, impotent, and unworthy of being attacked. While using this performance, whenever an enemy targets the jester, the enemy must succeed at a Will save (DC 10 + 1/2 the bard's level + the bard's Cha bonus) or be unable to attack him this round, as per *sanctuary*. The enemy loses the attack that targeted the jester, but may target other creatures with any remaining attacks it is allowed. If the opponent was targeting the jester with a spell, it must succeed at a concentration check at the same DC or lose the spell. If this check succeeds, it may target another creature with the spell instead. This mind-affecting ability requires audible or visual components.

This performance replaces inspire competence.

Cheer Up (Su): At 8th level, jester can calm the fears of allies and help shake them out of the doldrums of depression. He can target one ally within 30 feet, affecting that target as *remove fear* and also granting that ally a +2 morale bonus on attack rolls and saving throws against any creature that uses a fear effect against them, including Intimidate checks made to demoralize them. This performance affects all emotion-based effects in the same way it affects

fear. He can affect one additional ally for every 4 levels after 8th.

This performance replaces dirge of doom.

Madcap Prank (Su): At 9th level, a jester can use performance to discomfit a target within 30 feet, causing its clothing to become tangled, its headgear to fall down over its eyes, or even causing it to slip and fall or otherwise be made to appear a fool. The target must make a Reflex save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) each round that it hears or sees the performance, or it takes one of the following random effects each round:

- 1—blinded,
- 2—dazzled,
- 3—deafened,
- 4—entangled,
- 5—fall prone,
- 6—nauseated.

Each effect lasts 1 round, plus 1 round for every 5 points by which the target fails its save.

This performance replaces inspire greatness.

Scandal (Su): A jester of 14th level or higher can combine salacious gossip and biting calumny to incite a riot. Each enemy within 30 feet is affected as if by a *song of discord* for as long as it can hear the performance. A successful Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect, and that creature is immune to this ability for 24 hours. Scandal is a language-dependent, mind-affecting ability that uses audible components.

This performance replaces frightening tune.

The Joke's On You (Su): A jester of 15th level can turn an enemy's advantage against them. When using this performance, any competence or insight bonus used by an enemy against the jester is treated instead as a penalty, while the jester gains the bonus instead on any rolls made against that creature. The jester can always take attacks of opportunity against a creature that performs an action that normally provokes an attack of opportunity, even if the creature has an ability or takes an action that would prevent that attack of opportunity, such as casting a spell defensively, using the grab special attack to grapple a creature, or using Acrobatics when moving through a threatened area. If the jester has already used his allotment of attacks of opportunity, he can expend 2 rounds of performance as a free action to take an additional attack of opportunity.

In addition, whenever an opponent confirms a critical hit against a jester, he can expend 5 rounds of bardic performance as an immediate action to

gain a 50% chance to negate that critical hit, treating it as a normal hit. If the jester threatens his attacker when he uses this ability, he can use his madcap prank ability against the attacker as part of the same immediate action. The madcap prank occurs simultaneously with the attack; its effects begin after the attack is resolved, but they occur even if the jester is killed or incapacitated.

Ridiculous Weaponry (Ex): At 2nd level, a jester gains either Catch Off-Guard or Throw Anything as a bonus feat. When wielding an improvised weapon, a jester gains a +2 circumstance bonus on Bluff checks made to feint or attack rolls made as part of the aid another action. A jester can juggle up to three Small objects at a time and is considered to be holding or wielding all three items at once, which may be used as improvised melee or ranged weapons. This does not grant him additional attacks, though he can use different weapons as part of a full attack. If he is juggling only one or two items, he is juggler is considered to have a free hand. If the jester is affected by any action or condition that would require a concentration check while he is juggling, he must attempt a Sleight of Hand check against the DC of the concentration check, treating the spell level as twice the number of objects being juggled, to avoid dropping all juggled objects but one, determined randomly.

This replaces well-versed.

Versatile Performance (Ex): A jester must select Perform (comedy) as his versatile performance at 2nd level. Jesters do not gain additional versatile performances every 4 levels after 2nd. This alters versatile performance.

Trickster (Ex): At 5th level, a jester gains Improved Dirty Trick as a bonus feat and can use his Charisma score in place of Intelligence as a prerequisite for combat feats. This ability counts as having the Combat Expertise feat for purposes of meeting feat prerequisites. In addition, once per day he can add his Charisma modifier as a bonus on a dirty trick, disarm, reposition, or trip combat maneuver check, and that combat maneuver does not provoke attacks of opportunity. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level.

At 10th level and every 5 levels thereafter, a jester may select one of the following as a bonus

feat: Greater Dirty Trick, Greater Disarm, Greater Feint, Greater Reposition, Greater Trip, Improved Disarm, Improved Feint, Improved Reposition, Improved Trip.

This replaces lore master and jack-of-all-trades.

Broad Comedy (Ex): At 6th level, a jester learns how to tailor his comedy to creatures of different types. He may select one creature type other than his own (and subtype, if he selects outsiders). He gains a +2 circumstance bonus on Perform (comedy) checks with creatures of that type, and creatures of that type no longer gain a +4 bonus on their saving throw against *hideous laughter* spells used by the jester, whether cast by him or from a magic item. In addition, he can use spells with the language-dependent descriptor against creatures with whom he does not share a common language, though they gain a +4 bonus on their saving throw (or a normal saving throw, if no save is normally allowed). He may select an additional creature type every 4 levels after 6th. This replaces the versatile performances normally gained at 6th level and thereafter.



KNIGHT-SURGEON

(CAVALIER ARCHETYPE)

A knight-surgeon is a cavalier trained in the arts of healing, whether on the battlefield or away from it. This vital function is especially important when divine spellcasters are not available, or in low-magic settings. Knight-surgeons also receive a small amount of psychic training, enabling them to treat various conditions. These knights are not trained in mounted combat, but are still skilled warriors.

Skills: A knight-surgeon adds Heal (Wis) to his class skills. This alters the cavalier's class skills.

Order: A knight-surgeon cannot select an order that grants or improves an ability that depends on using a mount, such as the order of the sword. Virtually all knight-surgeons are members of the order of the dragon or the order of the shield.

Expert Healer (Ex): At 1st level, a knight-surgeon further develops their healing skills. A knight-surgeon receives a morale bonus on all Heal checks equal to 1/2 his knight-surgeon level (minimum +1). This bonus is also applied on any Craft (alchemy) checks used to make alchemical items with a medical use. This ability replaces mount.

Touch Treatment (Su): At 3rd level, a knight-surgeon can channel psychic energy through his hands to help allies shake off harmful conditions. A knight-surgeon gains the touch treatment class feature, using his cavalier level as his mesmerist^{OA} level for purposes of this ability, including further improvements at higher levels. A knight-surgeon uses Wisdom, rather than Charisma, to determine the number of uses per day. This ability replaces cavalier's charge.

Weapon Training (Ex): At 5th level, a knight-surgeon gains weapon training 1, like a fighter. He gains weapon training 2 at 11th level, and weapon training 3 at 20th level. This ability replaces expert trainer, mighty charge, and supreme charge.

ARCHETYPE VARIANT: FOOTMAN KNIGHT

Footman knight is a variant of the knight-surgeon archetype. Footman knights are entirely mundane in nature, and exist in many different cultures. Although not skilled in mounted combat as other cavaliers are, most still use horses or other mounts to travel overland, and dismount to engage in combat.

A footman knight gains the stern gaze class feature (treating his footman knight level as his inquisitor^{APG} level) at 1st level, armor training 1 at 3rd level, and armor training 2 at 11th level; these replace the expert healer and touch treatment class features.



NATURAL CHANNELER

(MEDIUM ARCHETYPE)

Some mediums are more concerned with the natural world than other mediums, and venerate the power of nature. They have much in common with druids, and learn how to shape change like druids. Such training means that they are less concerned with the spirit world in general.

Class Skills: Replace Knowledge (planes, religion) with Knowledge (geography, nature).

Druidic Legend (Su): A natural channeler gains access to the Druid legendary spirit instead of a heirophant spirit. This ability alters the spirit ability.

Woodland Stride (Ex): Starting at 2nd level, a natural channeler gains the woodland stride druid class feature. This ability replaces shared séance.

Trackless Step (Ex): Starting at 3rd level, a natural channeler gains the trackless step druid class feature. This ability replaces haunt channeler.

Resist Nature's Lure (Ex): Starting at 4th level, a natural channeler gains the resist nature's lure druid class feature. This ability replaces the increase to spirit bonus gained at 4th level.

Wild Shape (Su): At 4th level, a natural channeler gains the wild shape class feature, as if she were a druid of the medium's level. This ability replaces location channel, connection channel, propitiation, ask the spirits, astral beacon, astral journey, trance of three, and spacious soul.

Spells: A natural channeler replaces the *summon monster* spells on her spell list with *summon nature's ally* spells of the same level.

ORDER OF THE WOODLANDS

(CAVALIER ORDER)

A cavalier who belongs to the order of the woodlands has pledged himself to protecting the wild country and those that dwell under the forest boughs. They may have pledged themselves to a forest king or a fairy queen, or simply appointed themselves as guardians of the green places of the world.

Edicts: The cavalier must never attack animals, plants, or fey unless they are being overtly hostile. He must do his best to protect natural areas from

VARIANT NATURAL CHANNELERS

As presented here, the natural channeler archetype gains aspects of traditional forest-based druids. However, the *Pathfinder Roleplaying Game Advanced Player's Guide* introduced druid archetypes for druids from non-forest terrains and animal totem druids. If the GM wishes, variant natural channeler archetypes can be created which draw from these archetypes.

To create a different terrain-based natural channeler variant, the variant gains the archetype class features that are gained by replacing resist nature's lure, trackless step, and woodland stride (such as marshwight, swamp strider, and pond scum for the swamp druid archetype) and any changes to wild shape.

To create an animal totem-based natural channeler variant, the variant gains the totem transmutation archetype class features and any changes to wild shape.

exploitation and the ravages of invaders and despoilers.

Challenge: Whenever an order of the woodlands cavalier issues a challenge, he (and his mount, if he is mounted) can move through any sort of undergrowth at his full normal speed and without taking damage or suffering any other impairment as long as he is moving directly towards the target of his challenge. This does not apply to enchanted or magically manipulated undergrowth or terrain.

If the target of the cavalier's challenge has cover (but not total cover) from his attacks, that cover bonus to AC is halved against his attacks. If the cavalier's attacks against the target of his challenge have a miss chance due to concealment, he reduces that miss chance by 10% for every four cavalier levels he possesses.

Skills: An order of the woodlands cavalier adds Knowledge (nature) (Int) and Survival (Wis) to his list of class skills, and he can make Knowledge (nature) checks untrained. If he has ranks in the skill, he receives a bonus on checks for both skills equal to 1/2 his cavalier level (minimum +1) as long as the check involves forests or creatures native to them.

Order Abilities: A cavalier that belongs to the order of the woodlands gains the following abilities as he increases in level:

Forest Fighter (Ex): At 2nd level, whenever the

cavalier is in forest terrain he gains a +1 bonus on initiative checks and Perception checks due to his well-attuned senses, and this bonus increases by 1 at 6th level and every four levels thereafter. In addition, whenever he is adjacent to at least one tree (or similar structures, at the GM's discretion), he gains a +1 cover bonus to AC and he cannot be flanked.

Woodland Rider (Su): At 8th level, the cavalier (and his mount, if he is mounted) can always move through undergrowth without impediment or damage, and if moving directly towards the target of his challenge he can even move freely through magically manipulated undergrowth, terrain, or weather effects, as if using *freedom of movement*. This does not allow him to escape from being grappled by animate creatures.

Greensight (Ex): At 15th level, the cavalier can expend one use of his challenge to gain greensight for a number of rounds equal to his cavalier level. While using this ability, the cavalier can see through thick plant matter within 60 feet as though it were transparent. Leaves, vines, greenery, and undergrowth offer no concealment, though solid wood still blocks his line of sight.

FEATS

The following feats, inspired by fairy tales and fanciful stories, are more complex and often more powerful than typical feats. This is intentional, as they are designed to represent creatures that have been radically changed by an encounter with the Faerie Realms. The strange and weirdling touch of such a surreal yet supernally beautiful and wonderfully wild place can change a person forever, in ways greatly unexpected by ordinary mortals who have ne'er behind the worlds beyond where the fair folk dwell. This book introduces the **faerie** feat type, indicating feats that should be accessible only by those who have trucked with the Faerie Realms. The particular nature of how a character should qualify for such feats is up to each individual GM to establish, and it may include game-mechanical elements from particular races or classes (such as sorcerers with a fey bloodline), or it may include in-play actions on the part of the PCs as they discover ancient and eldritch secrets of the fey through stumbling upon hidden relics, passing through the Faerie Realms through the mysterious crossroads and backroads of the world, a personal

encounter, romance, or other blessing with a member of the fey, or any other qualification the GM feels is appropriate to represent the special touch of the fey. Alternatively, you can use a feat such as the following as a "gateway" feat allowing access to taking faerie feats in the future.

FAIRY BLESSING

Through your service to one of the fey, whether in passionate love or chaste friendship and alliance, you have been granted a token of faerie favor.

Prerequisite: You must speak Aklo or Sylvan, and you must forge an intimate and personal relationship with a sentient fey creature.

Benefit: Creatures with the fey type regard you as equivalent in social status to a fey yourself, and you gain a +2 bonus on Diplomacy and Knowledge checks made with regard to fey creatures.



You also gain a +1 bonus on saving throws on saving throws against mind-affecting effects, increased to +2 if they are created by a fey.

Special: This feat serves as a prerequisite for all faerie feats.

Even if you use a feat like the above, it is likely to be more fun to have your PCs research individual feats as they progress through their careers, or to obtain knowledge of new faerie feats through their interactions with the fey or with fairy tale creatures of various sorts. At the GM's option, faerie feats may be freely available for all fey creatures to take for themselves.

BLAZING EYES & MAD HOWLS OF THE JABBERWOCK (FAERIE)

The strange trauma which gifted you with occult power is tied – in some way you cannot yet fully comprehend – to the legendary magic of that terrible dragon of wind, insanity & flame which haunts the deepest of this world's dark woods ... and the far-off nightmares of all Fair Folk.

Prerequisite: Pyrokineticist (Fire element); non-Lawful alignment; see Special, below

Benefit: You draw energy and elemental matter from the Realm of the Fey, rather than from the Ethereal Plane; you may never gain the Reverse Shift utility wild talent, and all of your kinetic blasts and wild talents manifest either as blasts of energy from your eyes or as maniacal screams from your lungs. This may impose additional limitations and effects upon your abilities at your GM's discretion.

While you are in the woods, you are considered to possess the Air element for purposes of all infusions and utility wild talents, and all of your blasts are considered to possess the [air] descriptor; thus, you could gain the Air Shroud or Air's Leap utility wild talents, the Enveloping Winds elemental defense or the Cyclone Form infusion, all usable only while in the forest. You do not gain the Basic Aerokinesis utility wild talent.

You may choose to accept a point of burn as a full-round action to "burble": this blast of strange noises and shouted nonsense in all the languages known to you – and several languages you do not know – affects all creatures other than you within a 30-foot-radius spread. All creatures within the area must make a Will save (DC 10 + $\frac{1}{2}$ your kineticist level + your Constitution modifier) or become confused (as per the confusion spell) for 1d4 rounds. Alternatively, you can focus your burble

to create a 30-foot line of sonic energy that deals 1d6 points of sonic damage per 2 kineticist levels you possess (DC as above, Reflex save for half) and which ignores all object hardness. The confusion effect is mind-affecting; both are sonic effects.

You may also choose, as a free action, to generate a significant amount of hot, biting wind surrounding you; you may use this ability whenever you make a full attack action, whenever you burble, whenever you accept or obviate a point of Burn while using an ability with the [air] or [fire] descriptor or when you move further than your base movement speed in a single round. These blistering, tremendous gusts deal no fire damage, but are sufficient to melt snow and to make dry leaves smoke and smolder; the feverish zephyr surrounds you to a radius of 20 feet, and is treated as severe wind: normal ranged attacks take a -4 penalty when targeting you, and Medium creatures must make a DC 10 Strength check to approach. Small or smaller creatures in this area that fail a DC 15 Strength check are blown away. These winds last until the beginning of your next turn. In any round that you use this ability, you gain vulnerability to cold until the beginning of your next turn; if you normally possess immunity or resistance to cold, that ability is suppressed during this time.

Your eyes grow huge, bright and strange – like those of the Jabberwock – while your Elemental Overflow is active, often looking in different directions. Similarly, your teeth and nails lengthen, becoming sharper and more ragged as your voice takes on a raspy & sing-song quality; your limbs become gangly and thin, with knobby and awkward joints, as your gut distends into a pot-belly.

After you have used any of the abilities granted by this feat (above), you are treated as both a dragon creature and as a fey creature with the [air] and [fire] subtypes – in addition to your normal type – for the purposes of a ranger's favored enemy, for bane weapons and for all similar effects (although you do not gain the normal immunities, benefits or traits of a true dragon or fey) for a number of hours equal to your character level. In addition, during this time you become shaken for 1 round (no save) if touched-by or successfully struck with a vorpal weapon; you may not willingly move within 10 feet of such a weapon, if it is drawn and wielded, and you may not look directly at any creature bearing such a weapon, granting the wielder cover against you.

Special: This ability may be selected as a Dampened Versatility bonus feat by an Elemental Annihilator^{OA}.

CLOAK OF COILING THORNS (FAERIE)

Your weapons and your armor, unforged: the jagged blades of the forest shall line your path, and shall become the path in turn.

Prerequisite: Phytokineticist; character level 10th, see Special, below

Benefit: Whenever you use the withdraw or run action, you may choose to leave a *wall of thorns* behind in each of the squares you exit. These thorns persist until the end of your next turn; however, each round on your turn you may choose to take a move action to extend the duration of this effect, thereby preventing the spell from ending for one additional round. By accepting one point of burn as you use this ability – requiring an immediate action – you may pour a bit of your own life-force into these thorns; your wall persists for one additional round per character level you possess without requiring any further actions.

You may additionally accept one point of Burn as a standard action to use dimension door as a spell-like ability; magical transportation granted by use of this feat must begin and end in a square adjacent to thorns conjured via use of this ability.

You may always pay for use of abilities granted by this feat by use of Gather Power or from your Internal Buffer.

Special: You may gain this ability in place of a Dampened Versatility feat, in place of a Utility Wild Talent or in place of any Limited Versatility feat of any type.

Designer's Note: This feat is intended primarily for use by occultists with the Elemental Annihilator^{OA} archetype – who frequently begin their journey upon the path by learning the Unforged Arrow of

the Wild feat – or those with the Body of Power Unbreakable archetype who seek to master the power of Autumn, and often in conjunction with the Accelerating Kinetics feat (this archetype and feat are described in Occult Archetypes 2 from Legendary Games).

DARK CHAINS BETWEEN THE TREES (FAERIE)

You serve and tend the gardens of the lords of midnight, and their awful darkling power is made great in your every word.

Prerequisites: Shade of the Woodlands^{ISWG}; must worship a deity that grants the Darkness domain.

Benefit: You may gain the ability of Unforged Arrow of the Wild as a Faith Trait rather than as a feat.

All of your kinetic blasts, wild talents and spell-like abilities gain the shadow descriptor; when readied, your kinetic blast can be used to counterspell any spell of equal or lower level which possesses the light descriptor.

All abilities granted this Trait and all of your wild talents become divine in origin just as much as they are psychic; any effect or special ability that resists either form of magic — such as History of Heresy^{UCam} — is applied

to all supernatural, spell or spell-like effects you create. In addition, you cannot use any divine or psychic abilities unless you are in direct possession of a spiked chain or your Umbrae Token.

FRUMIOUS QUILLS OF THE BANDERSNATCH (FAERIE)

The incandescent fury and wickedly-barbed quills of a raging, fairy-tale monster churn deep inside you ... and, with a roar, you can let them rip-forth in



a tremendous cascade.

Prerequisite: Blazing Eyes & Mad Howls of the Jabberwock feat; Pyrokineticist (Fire element); Chaotic alignment; see Special, below

Benefit: Whenever you use a kinetic blast with the [air] or [fire] descriptor, you may accept one additional point of Burn to deal +25% damage (rounded down) to a single target of the attack; this additional damage is dealt as physical piercing damage. Any creature who suffers piercing damage from this attack must succeed at a Reflex save ($DC = 10 + 1/2$ your kineticist level + your Constitution modifier) or 1d4 quills lodge deeply into its flesh, causing this target creature to become sickened until all of the quills are removed; once removed, a quill swiftly fades back into ash & nothingness. Removing one quill requires a Heal check ($DC = 10 + 1/4$ your kineticist level + your Constitution modifier) made as a full-round action. For every 5 points by which a Heal check exceeds this DC, one additional quill is automatically removed. On a failed check, a single quill is still removed but the process deals 1d10 points of damage + 1 point of damage for every 2 kineticist levels you possess.

When using this ability, you deal triple damage on a critical hit.

If you have missed with an attack roll or fallen below half hit points within the last round, you may use this ability without accepting a point of burn; this is treated as obviating a point of burn for purposes of other feats and abilities.

All of the spell-like abilities with the [air] or [fire] descriptor that you gain from the Kineticist class may be used while you are raging or bloodraging. You may also activate these effects defensively and make concentration checks for these effects while you are raging or bloodraging. In addition, while you are raging or bloodraging, you may expend 2 rounds of your rage as an immediate action to obviate one point of Burn as you accept it; this is otherwise treated as expending power from your Internal Buffer.

You may not suppress the effects of your Elemental Overflow ability while you are in a rage of any kind; whenever that ability is active, thick patches of tawny fur and jagged black quills burst forth from your skin as your saucer-like eyes glow a luminous, midnight-blue full of stars.

Special: This ability may be selected as a Dampened Versatility bonus feat by an Elemental Annihilator^{OA}.

GAZE OF DEEP WILDERNESS (FAERIE)

You exist much like a bear: eat whenever you want, sleep whenever you want, kill people in the woods whenever you want. You have eyes without number or name; you know where your enemies and allies sleep, and you may find things better left lost. All that your potent sight requires is a little time ... and sacrifice.

Prerequisite: Non-good alignment, druid level 1st.

Benefit: The following spells are added to your druid spell list at the indicated spell level:

1st—*detect charm*, *discern next of kin*^{ACG}

2nd—*locate object*

3rd—*arcane sight* (see Special, below), *clairaudience/clairvoyance*

4th—*locate creature*

5th—*symbol of scrying*^{UM}, *telepathic bond*

6th—*legend lore*

7th—*greater arcane sight* (see Special, below), *vision*

8th—*discern location*

You may always choose to sacrifice living creatures in lieu of paying for costly material components or foci when using these spells.

For each Hit Die worth of animal sacrifice that you make within 24 hours before casting, you reduce the final cost of a single spell by 25 gp. Each Hit Die worth of humanoid sacrifice that you make reduces the final cost by 50 gp. The sacrifice of more powerful creatures may provide additional benefits, at your GM's discretion.

Any druid instantly knows when you are using a spell granted by this feat to learn information about them or an item they are wearing or wielding. In addition, the targeted druid immediately learns your name, your general appearance, and your location at the time you cast the spell. Any druid who examines an area, creature, an object your divination spell has studied within a number of days equal to her druid level also learns this information.

Imperial forest dragons, nymphs, phytokineticists and other creatures who either cast spells as druids or who gain druid spells as spell-like abilities also may be able to sense your divinations, at the GM's discretion.

Special: Your eyes do not glow blue while you are using *arcane sight* or *greater arcane sight*, unlike other casters. However, you must

look through the eye-holes of an ornate, handmade headdress which covers your face while the spell is in effect. If you remove the mask, the effect is suppressed until you don the mask once more, though the spell's duration continues to elapse.

HORRID SHRIEKS OF THE JUBJUB BIRD

(FAERIE)

The sharp & hateful screams of something enormous, vicious and far too stupid to die echo incessantly in your head. With only a little bit of effort – or the right kind of pain – you can slice open your soul and let those razor-sharp cries tear out into the aching world.

Prerequisite: Blazing Eyes & Mad Howls of the Jabberwock feat; Pyrokineticist (Fire element); non-Lawful and non-Good alignment; see Special, below

Benefit: Whenever you accept or obviate (see below) a point of Burn to burble, all creatures other than you within a 60-foot-radius spread must additionally succeed at a Fortitude save (as per your normal burble effect) or be stunned for 1d4 rounds. This is a mind-affecting sonic effect.

After you have been successfully damaged by any attack that causes energy damage, you thereafter gain resistance equal to half-again your kineticist level (rounded down) to that energy type until the end of your next turn; thus, if you were a 7th level kineticist and you were struck with an attack that dealt acid damage, you would afterwards gain acid resistance 10 until the end of your next turn. If an attack against you causes more than one type of energy damage, you gain resistance to all the types of energy damage dealt. If you have been damaged by any attack that deals energy damage within the last round, you may burble without accepting a point of Burn; this is treated as obviating a point of Burn for purposes of all feats and abilities.

If you also possess the Frumious Quills of the Bandersnatch feat, the special attack granted by that ability deals +50% damage (rounded down) rather than +25%, and this additional damage is dealt as both physical piercing and slashing damage. Any successful critical hit with that attack also decapitates and instantly slays a living victim of your own size category or smaller; a Fortitude save (DC equal to that of your burble) negates this decapitation but does not negate the triple damage. Creatures without a head – such as aberrations and oozes – are immune to this decapitation effect, as are amorphous or truly alien beings including elementals and plant creatures.

While your Elemental Overflow is active, you sprout incandescent feathers of many shifting, unsightly and otherworldly colors – especially a grotesque, livid purple – upon your elongated neck, back and arms. The rest of your limbs becomes patchy and pale, gruesomely emaciated and scaly.

SHAPELESS AND PRIMAL TERROR (FAERIE)

You walk, unseen and unmolested, through the tangled, twisted forests and the clanging, stinking cities where timid humans huddle and press against one another in the delusion of warmth and safety. These oily cesspools of sweat and glass, sawdust and rust are not safe from your predations: instead, you are living proof that the darkness at the heart of the woods is forever lurking outside the door, baying in the cold wind and scratching at the windowpane.

Prerequisite: Shade of the Woodlands^{ISWG}

Benefit: You add the following spells to your druid spell list:

2nd—*detect thoughts*

3rd—*major image, suggestion*

4th—*modify memory, greater invisibility*

5th—*false vision, mind fog*

6th—*mass modify memory, mislead*

7th—*project image*

In addition, you may spend a single use of your daily wild shape ability to gain any one of the following benefits for 1 hour per druid level.

Mind-Killer (Su): You are truly terrifying to look upon, for you are death unmasked. Creatures within 30 feet that meet a your gaze must succeed on a Will save (DC: 10 + 1½ your druid level + your Wisdom modifier) or stand paralyzed in fear for 1 round; creatures already suffering from fear effects who fail this save also take 1d4 Wisdom damage. This is a mind-affecting fear and paralysis effect. A creature that successfully saves cannot be affected again by this gaze effect for 1 day.

Predator's Cry (Su): You may scream as a full-round action, briefly filling the hearts of all herd animals, scavengers, vermin and two-legged prey around you with abject, mortal horror. All creatures within a 60-foot-radius spread that hear you must succeed on a Will save (DC: 10 + 1½ your druid level + your Wisdom modifier) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, creatures within the effect are immune to the predator's cry for 24 hours thereafter.

Unseen Voice (Su): You may use telepathy (range 100 ft.), at will, as long as you are in an area of dim light or darkness. You may communicate telepathically in any language you know.

Special: Your cold devotions to the Uskwood enhance this power over the weak-willed and those who must be culled. For every one of the following feats you possess, you may use this ability an additional time per day without spending a daily use of wild shape: Bloody Shade, Frozen Shade, Silent Shade, Iron Shade, Shifting Shade, Unhallowed Shade, Subtle Shade, Thorn-Wreathed Shade, Winter Shade. These feats are described in ***Legendary Villains: Dark Druids*** from *Legendary Games*.

You gain any of these special benefits in any form you take; thus, you may spend two uses of your daily wild shape ability to change forms and also to activate these abilities concurrently.

Special: You may never use any type of mechanical transportation or conveyance, nor travel via any means that is not either your own limbs or some type of magic, from this day forward.

This includes – but is not limited to – carts, ships and horseback. In addition, your personal Umbræ-Token now radiates faint enchantment and illusion magic as well as necromancy.

Special: A cityscape hierophant druid (as described in ***Intrigue Archetypes*** from *Legendary Games*) may select this feat at 9th level and above even if she does not have the Shade of the Woodlands feat.

THE CURSED CYCLE, UNENDING (FAERIE)

Although you may possess countless legions of mortal enemies arrayed about the shadows, knives drawn and smiles hungry, you fear very little. One of your killers is sure to bring you back, eventually. They always do. After all: the only thing worse than you being alive is you being dead. In fact, it is perhaps only the complex web of horrors, punishments & egregious reciprocal vendettas binding all of you that allows your people to have anything approaching a civil society.

Prerequisite: Chaotic or Evil alignment; connection to the First World (see Special, below); Arise Once More, Unquiet feat

Benefit: You may prepare a single bestow curse effect which triggers at the moment of your death; if you possess 13 or more hit dice, you may instead choose to prepare *major curse*^{UM}.

This curse always targets the creature whom you hold responsible for your demise: the final name you utter with your dying breath. If you cannot guess the individual responsible for your death – or if the target is outside the bounds of your magical influence (see below) – this effect instead targets the opponent closest to you.

There is no range limit to this effect, although your target must be on the same plane of existence as you, and you must be otherwise capable of scrying on your target; the DC for any saving throw against an effect created by this feat is equal to $10 + \frac{1}{2} \text{ HD} + \text{your Constitution modifier}$ or your Charisma modifier (your choice).

If the target of your *major curse* succeeds on its initial saving throw, that creature suffers the effect once more after 24 hours; each subsequent save increases the DC by a cumulative +1. Likewise, if the target's spell resistance obviates the effect, the curse returns after 24 hours with a +1 cumulative bonus to caster level. This process continues until the targeted creature fails a save against your curse or until you are successfully raised from the dead.



If the initial target of your curse dies before you are returned to life, your curse leaps to a total number of additional targets equal to your hit dice. One half of these targets (rounded down) are selected by the initial target of your curse at the moment of its own death, subject to the rules above, and the other targets are those of its allies closest to it. Your curse leaps again in the same way if any one of these targets is slain.

A curse applied in this way cannot be undone magically, even with a *break enchantment* or *remove curse*, though a *miracle* or *wish* can end it or redirect the effects of the curse to a new target.

Note that you may freely choose to specify additional conditions for “passing the contagion” in the language of your curse: for example, you might allow a creature with higher hit dice – thus, one more likely to succeed in raising you – to accept the burden, via a kiss.

Any creature targeted by your *major curse* automatically knows the specific conditions necessary for your revival. Once you have returned from the dead, all effects of your curse are automatically lifted.

TRUE CHILD OF THE FOREST (FAERIE)

Some seek command over plants and beasts; you are a much more subtle master, preferring to seduce & guide rather than to assert some rude, fumbling control. At one with the teeming and wild green, you exude potent pheromones from every pore, slowly becoming more spirit than flesh with every sunrise. A beautiful and inhuman creature capable of manipulating the weak-willed with ease, you are most comfortable when tending to the minds of the brutish, simple animals around you as if they were a part of your private garden: with care, perhaps, but little sympathy.

Prerequisite: Cleric, druid, or inquisitor with the Plant domain (alternatively, the Growth or Decay subdomain); *Eldritch Heritage*^{UM} (Verdant bloodline)

Benefit: You are considered to have the Nature Mystery and the Revelation class feature, and to be an Oracle of your class level, for purposes of the *Extra Revelation*^{APG} feat.

In addition, the following spells are considered to be on your class spell list and list of spells known for all divine spellcasting classes you possess.

1st—*charm person*

3rd—*charm monster, suggestion, vampiric touch*

5th—*dominate person*

8th—*mass charm monster*

You are highly susceptible to thirst, even if you become undead, and must drink 10 gallons of water or one gallon of blood each day to avoid dehydration; if you become fatigued due to thirst, you lose all benefits of this feat until such time as you drink again and receive 8 hours of rest.

You are considered a living plant creature (in addition to all other types) for purposes of favored enemy, smite, *bane* weapons and spells such as *antilife shell* and *horrid wilting*, although you gain no benefits of the creature type. You also take a -2 penalty on saves against fire effects.

TRUE LOVE’S KISS (FAERIE)

True Love’s Kiss can break the darkest curse; as the most powerful of magic lives in the hopeful heart of every dreamer.

Prerequisite: non-evil alignment

Benefit: Choose any one character – PC or NPC, subject to GM approval – as your true love; alternatively, the GM might select a specific character, without your knowledge, as your true love. The selected character does not necessarily have to choose you as his or her true love in the event that he or she also selects this feat: a mother might have true love for her young son, but the son might gain the benefits of this feat for another at a later time.

As a full-round action that provokes an attack of opportunity, you may kiss your true love; this functions as a *mythic break enchantment*^{MA} or a *mythic dispel magic*^{MA} – your choice – with a caster level equal to your character level, and treating your mythic tier as one-half your character level (or using your actual mythic tier, if this is greater).

You may gain this feat by retraining another feat at any time you gain a level. You may retrain this feat to any other in the event that your true love dies, if you become evil, or if you otherwise change in such a way that you no longer meet the prerequisites.

UNFORGED ARROW OF THE WILD (FAERIE)

You are breathing artillery, the cannonade born: your bolts are dark as thunder, swift as a ray of sunlight, sharp as poisoned thorns. It neither to you to preach nor to proselytize; you are not the shadowy ranger nor some silent forest warden. Instead, quite simply put ... from your scarred

hands, nature vents Her purest wrath.

Prerequisite: Phytokineticist

Benefit: You gain a single Revelation from the Nature mystery^{APG}. You are considered to have the Revelation class feature and to be an oracle of your character level for purposes of this ability. You may freely select any one of the following as a bonus feat for the Dampened Versatility class feature or in place of any Utility Wild Talent: Eldritch Heritage^{UM} (for purposes only of the Verdant Bloodline), Extra Revelation^{APG}, Greater Eldritch Heritage^{UM} (as above), Improved Eldritch Heritage^{UM} (as above), Skill Focus (Knowledge: Nature).

You are always considered to have your hands free for purposes of kinetic blast, gather power, and all other kineticist class abilities as long as you are only holding a longbow.

You may choose to reduce the burn cost of any ability you possess – as a free action – by sacrificing some of your connection to humanity and to civilization, becoming more like the nameless & untamed wild things of the deeper world. This is treated as negating a point of Burn via the Gather Power class ability while using a Wood wild talent for purposes of the Fair Spirit of Bright Rebirth feat.

For each point of Burn you choose to obviate in this way, you suffer a cumulative -2 penalty on Appraise, Bluff, Craft, Diplomacy, Knowledge skills, Linguistics, Perform, Profession and Sense Motive checks; in addition, you lose all ability to read and lose one language (other than your native tongue), chosen randomly. You retain these penalties until your burn is removed normally. You may not negate a point of Burn in this way if you are suffering a total penalty on skill checks – from use of this ability – greater than your character level.

For 24 hours after reducing burn costs in this way, you gain both the sickened and staggered condition while within an active urban environment. While in an area that was once urban – such as a ruin, a long-abandoned sewer-system, a city-sized crypt, a forgotten and ancient necropolis or other area, as subject to GM interpretation – you may obviate one of those two conditions (your choice).

Special: You are prohibited from wearing metal armor; thus, you may normally wear only padded, leather, leaf, wooden or hide armor. You may wear armor that has been altered by

the *ironwood* spell so that it functions as though it were steel. If you wear prohibited armor, you are unable to use any of your supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Special: If you are a worshiper of Cernunnos, you may gain this ability as a Faith Trait rather than as a feat. If you do so, all abilities granted this Trait and all of your wild talents become divine in origin just as much as they are psychic; any effect or special ability that resists either form of magic — such as History of Heresy^{UCam} — is applied to all supernatural, spell or spell-like effects you create. In addition, you cannot use any divine or psychic abilities unless you are in direct possession of a longbow or of a holy symbol specific to The Horned Lord.

WALKER BEHIND THE THORNS (FAERIE)

People confuse the term “natural” with “sane” or “healthy” all the time; the most natural thing in the world, after all, is to be eaten alive by a bear. You’ve seen the secret prehuman paths below the world and between the trees, where nameless things grow fat and dark on the still-twitching bodies of bursted horrors and gods-most-foul. You can stride along those blood-warm, twisted & organic roads, plunging down into places outside all mortal comprehension ... and back, again.

The black woods howl within you.

Prerequisite: Cloak of Coiling Thorns, Phytokineticist, class ability to accept burn; character level 10th, non-lawful alignment, see Special, below

Benefit: Whenever you accept 2 points of burn to use *dimension door* as a special move action, you are considered to have used the withdraw action for purposes of the square you exit.

Whenever you leave a *wall of thorns* behind in the square you exit, you may choose to leave behind an identical effect in any square directly adjacent to the space you depart.

Special: This is treated as negating a point of Burn via the Gather Power class ability for purposes of the Heir to Power Unstable Trait and for abilities like the Accelerating Kinetics feat (see Occult Archetypes 2).

You may gain this ability in place of a Dampened Versatility feat, in place of a Utility Wild Talent or in place of any Limited Versatility feat of any type.

PRESTIGE CLASS: UNICORN CHARGER

INTRODUCTION

A unicorn charger is the living embodiment of purity and attunement with nature. Most often female, unicorn chargers form a chaste yet passionate devotion to the horned guardians of the forest and fey realms and their wild spirit of freedom and purity. This immanent communion allows them to confer the semblance and powers of a true unicorn on another mount. The mount of a unicorn charger is elevated in mind, heart, and spirit to a creature of surpassing grace and loveliness, yet also courage and ferocity when threatened by those with evil in their hearts. A unicorn charger and her mount form a potent alliance to drive back the forces of darkness and to bring light and healing wherever they tread.

REQUIREMENTS

To qualify to become a unicorn charger, a character must fulfill all the following criteria.

Base Attack Bonus: +6

Feats: Mounted Combat

Skills: Handle Animal 5 ranks, Knowledge (nature) 5 ranks, Survival 5 ranks

Languages: Sylvan

Alignment: Any good

Class Feature: Divine bond, hunter's bond, mount, nature's bond, or similar class feature that grants a horse or pony (or similar creature, at the

GM's discretion) animal companion.

Special: An aspiring unicorn charger must have made peaceful contact with a unicorn, whether called, summoned, or present under its own power.

CLASS SKILLS

Skills (2 + Int bonus per level): Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Survival (Wis)

CLASS FEATURES

The following are class features of the unicorn charger prestige class.

Weapon and Armor Proficiency: Unicorn chargers are proficient with lances and shields (but not tower shields) but otherwise gain no armor or weapon proficiencies.

Spells: At 2nd level, a unicorn charger gains the ability to cast a small number of divine spells each day, which are drawn from the paladin spell list. Like a paladin, a unicorn charger uses her Charisma score to determine what level of spells she can cast, the save DC of spells she can cast, and bonus spells per day of each level. Unlike a paladin, however, a unicorn charger does not train in the deeper mysteries of good faiths but instead are bound to the service of benevolent nature spirits, including immortal unicorn herdmasters and good-aligned fey lords, which grant them a limited number of spells which they can cast spontaneously without preparing them ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Table 1: Unicorn Charger Prestige Class Hit Die: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+1	+0	+0	Aura of good, detect evil, unicorn mount, wild empathy	–	–	–	–
2nd	+2	+1	+1	+1	Poison resistance +2, woodland stride	0	–	–	–
3rd	+3	+2	+1	+1	Horn of healing, smite evil 1/day	1	–	–	–
4th	+4	+2	+1	+1	Aura of courage, unicorn's charge	1	0	–	–
5th	+5	+3	+2	+2	Forestmaster, poison resistance +4	1	1	–	–
6th	+6	+3	+2	+2	Horn of purity, smite evil 2/day	1	1	0	–
7th	+7	+4	+2	+2	Forest leap, pure heart	1	1	1	–
8th	+8	+4	+3	+3	Aura of resolve, poison resistance +6	2	1	1	0
9th	+9	+5	+3	+3	Horn of light, smite evil 3/day	2	1	1	1
10th	+10	+5	+3	+3	Forestmaster's charge, poison immunity	2	2	1	1

A unicorn charger's selection of spells is extremely limited. A unicorn charger begins knowing only two 1st-level spells of her choice at 2nd level. At each new unicorn charger level, she gains one or more new spells as indicated on the Paladin Spells Known table. A unicorn charger also gains one additional spell known of each level, which may be selected from the ranger spell list (indicated by "+r" in **Table 2: Unicorn Charger Spells Known**). At each level thereafter, she may choose to "lose" knowledge of one of these ranger spells and learn a new spell of the same level in its place. She must choose whether to exchange a spell in this fashion when the new level is gained.

Unlike spells per day, the number of spells a unicorn charger knows is not affected by her Charisma score. Upon reaching 4th level, and every 3 levels thereafter, a unicorn charger can choose to learn a new spell in place of one she already knows. In effect, the unicorn charger "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level spell the unicorn charger can cast. A unicorn charger must swap out only a single spell at any given level and must choose whether to swap the spell at the same time that she gains new spells known for the level.

Aura of Good (Ex): The power of a unicorn charger's aura of good (see the detect good spell) is equal to his character level, and that of her mount is equal to its Hit Dice. An antipaladin who uses smite good against a unicorn charger or her mount deals 2 points of damage per antipaladin level on her first successful attack.

Detect Evil (Sp): This functions as the paladin class feature.

Unicorn Mount (Ex): A unicorn charger's class levels stack with levels in the class that grants her animal companion, divine bond, mount, or similar special mount. This mount shares the unicorn charger's poison resistance and immunity class features. Its Intelligence score increases to 6 and it gains the

Table 2: Unicorn Charger Spells Known

Level	1st	2nd	3rd	4th
1st	–	–	–	–
2nd	2+r	–	–	–
3rd	3+r	–	–	–
4th	4+r	2+r	–	–
5th	4+r	3+r	–	–
6th	4+r	3+r	2+r	–
7th	5+r	4+r	3+r	–
8th	5+r	4+r	3+r	2+r
9th	5+r	4+r	4+r	3+r
10th	5+r	5+r	4+r	3+r

ability to speak and understand Sylvan. In addition, a spiral horn sprouts from the brow of the unicorn charger's horse companion, granting it a gore attack as a primary natural weapon. This horn is considered a magical weapon for the purpose of overcoming damage reduction. When mounted, the unicorn charger can cause her mount's horn to glow as a light spell at will.

At 3rd level and every 3 levels thereafter, a unicorn charger's mount gains a +2 enhancement bonus to its Intelligence, Wisdom, or Charisma score, as chosen by the unicorn charger. This bonus is permanent and stacks with itself but not with other enhancement bonuses.

If a unicorn charger's mount is killed and she acquires a new mount, it gains the normal abilities of an animal companion or special mount immediately, but she must bond with this mount for one week before it gains the special abilities granted by the unicorn charger prestige class.

Wild Empathy (Ex): This functions as the druid class feature, but a unicorn charger adds twice her class level (rather than her class level) as a bonus on wild empathy checks made with good-aligned magical beasts. Her unicorn charger class level stacks with her class level in other classes that grant this ability.



Poison Resistance (Ex): At 2nd level, a unicorn charger and her mount each gain a +2 bonus on all saving throws against poison. This bonus increases to +4 at 5th level and to +6 at 8th level. At 10th level, a unicorn charger and her mount become completely immune to poison.

Woodland Stride (Ex): At 2nd level, a unicorn charger and her mount both gain this ability, as the druid class feature.

Smite Evil (Su): At 3rd level, a unicorn charger can smite evil as the paladin class feature; however, her first successful hit while smiting deals double her normal damage bonus against evil fey, magical beasts, monstrous humanoids, plants, or lycanthropes, rather than against evil dragons, outsiders, or undead as for a paladin. When the unicorn charger activates this ability while mounted, it affects both the unicorn charger and her mount. Her unicorn charger class level stacks with her class level in other classes that grant this ability.

Unicorn's Charge (Ex): At 4th level, a unicorn charger and his mount both become more accurate and agile when making charge attacks, gaining a +4 bonus on attack rolls (rather than +2) when making a charge attack. In addition, she and her mount do not take a penalty to AC during or after making a charge attack while she is mounted.

Horn of Healing (Su): At 3rd level, a unicorn charger's mount gains the ability to heal creatures with a touch of its horn. This healing touch cures 1d6 points of damage per 2 class levels. The mount can use its horn of healing as a swift action to heal itself or its rider, or as a standard action to heal another creature. The mount can use this ability a number of times per day equal to 1 + either the unicorn charger's or her mount's Charisma modifier (whichever is higher). This ability is equivalent to lay on hands for the purpose of feats, magic items, and other effects that modify lay on hands. If the unicorn charger already has the lay on hands class feature from a different class, those class levels stack.

Aura of Courage (Su): At 4th level, a unicorn charger is surrounded by an aura of courage, as the paladin class feature.

Forestmaster (Su): At 5th level, a unicorn charger and her mount are surrounded by an aura of beneficence and natural harmony as anointed guardians of the woodland. They gain the benefits of a continuous sanctuary spell against non-evil animals, fey, magical beasts, monstrous humanoids, plants, and lycanthropes. In addition, the unicorn charger gains a bonus equal to one-half his class level on Diplomacy checks made with such

creatures, and on Intimidate checks made with evil-aligned animals, fey, magical beasts, monstrous humanoids, plants, and lycanthropes.

Horn of Purity (Su): At 6th level, the horn of healing of a unicorn charger's mount can purge harmful effects from creatures it heals. Its healing touch affects creatures as *neutralize poison*, using the unicorn charger's class level plus the mount's Hit Dice as its caster level. In addition, the mount or rider can expend one additional use of horn of healing to cure a disease (as *remove disease*, with a caster level as for *neutralize poison*).

Forest Leap (Sp): At 7th level, a unicorn charger's mount may *dimension door* once per day, treating her class level plus the mount's Hit Dice as the caster level. This ability may only be used in forest terrain, or when the animal is surrounded by trees, such as in a wooded park within a city (GM's discretion), and both the point of origin and destination of the *dimension door* must meet this criterion. This ability may be used one additional time per day for every level after 7th. The mount may use this ability independently, but the unicorn charger can use this ability only when astride her mount.

This ability can be used with Dimensional Agility^{UC} and related feats, and both the unicorn charger and her mount are considered to have the ability to cast *dimension door* for the purpose of meeting the prerequisites for those feats.

Pure Heart (Su): At 7th level, the natural weapons of a unicorn charger's mount are considered good weapons for the purpose of bypassing damage reduction. In addition, when a unicorn charger is riding her mount, she can use spontaneously cast *align weapon* (good only), *bless weapon*, *magic circle against evil*, or *protection from evil* even if they are not among her spells known. Alternatively, she can cast any of these spells as a standard action without expending a spell slot by instead expending a number of uses of her mount's horn of healing ability equal to the spell's level; when cast in this way, the spell must target the unicorn charger, her mount, or an object they are wearing or wielding.

Aura of Resolve (Su): At 8th level, a unicorn charger is surrounded by an aura of resolve, as the paladin class feature.

Horn of Light (Su): At 9th level, a unicorn charger treats its mount's horn as if it were a good-aligned weapon for the purpose of overcoming damage reduction, and the mount can cause its horn to radiate *daylight* once per day for up to one hour. In addition, as long as the unicorn charger is mounted, her mount's horn functions as a limning^{UE} weapon.

Forestmaster's Charge (Ex): At 10th level, a unicorn charger and her mount can make devastating charge attacks together. The critical threat range is doubled for any weapons (including natural weapons) used by the unicorn charger and her mount when making a mounted charge. In addition, if her mount hits with a charge attack she may choose for the mount's attack to deal double damage or to deal normal damage and attempt a combat maneuver check as a free action to bull rush, overrun, sunder, or trip the target. This combat maneuver check does not provoke attacks of opportunity and uses the rider's CMB, with a bonus of equal to the size modifier and Strength modifier of the mount.

UNICORN CHARGERS AND PALADINS

A paladin who becomes a unicorn charger may choose to advance his spellcasting levels separately in the two classes, as a spontaneous caster as a unicorn charger and as a prepared caster as a paladin, with two separate casting progressions (even though both classes access the paladin spell list). Alternatively, a paladin/unicorn charger may choose to ignore the normal unicorn charger spellcasting progression and instead treat his unicorn charger levels as paladin levels for the purpose of spellcasting.

Paladin and unicorn charger levels also stack for the purpose of the damage bonus gained when using smite evil, and for determining the strength of a paladin/unicorn charger's divine bond.

EX-UNICORN CHARGERS

A unicorn charger who ceases to be of good alignment or who willfully commits an evil act immediately loses all class features of this class, including spellcasting ability. If her special mount is granted by a divine bond, it immediately vanishes and does not return. If it is an animal companion, cavalier mount, or similar creature, the mount loses all supernatural and spell-like abilities it gained from the unicorn charger's class features. The mount becomes exhausted and shaken for 24 hours and its horn immediately cracks, functioning as a weapon with the broken condition if used to make attacks. After 24 hours, the horn crumbles to dust and the mount reverts to a normal animal companion of its type, losing all extraordinary abilities granted by this class. The unicorn charger may not gain further levels in this prestige class, but she can regain her class features and advancement potential if she atones for her violations with an *atonement* spell.

APPENDIX 1: KINETICIST INFUSIONS AND ABILITIES

The following infusions are especially well suited for greenweavers and other phytokineticists, tapping into the vibrant and verdant power of the woodland wild.

NEW INFUSIONS

PERSISTENT INFUSION

Element(s) earth, water, or wood; **Type** substance infusion; **Level** 1; **Burn** 1

Associated Blast autumn, blizzard, cold, earth, ice, magma, metal, mud, sandstorm, spring, summer, winter, wood

Saving Throw none

Your blasts leave behind chunks of whatever matter from which they were composed along the path of a ranged attack kinetic blast, the targeted square of a melee attack kinetic blast, or all squares targeted by the kinetic blast. This matter remains until the next time you recover burn as unattended objects, each blast creating 1 lbs. of matter per kineticist level you possess. You cannot create more than 5 lbs. of matter per kineticist level you possess, and any excess matter you create disappears. You can increase the burn cost of this infusion by 1 to subtly alter the shape of these objects, treating the matter as caltrops.

NEW WILD TALENTS

BRIARTHORN OVERGROWTH

Element(s) wood; **Level** 5; **Type** utility (Su); **Burn** --

Prerequisite(s) verdant overgrowth

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

Creatures affected by your verdant overgrowth or grasping overgrowth are also dealt damage equal to $\frac{1}{4}$ the damage of your wood blast at the end each turn during which they are entangled or grappled by it. You can designate a number of creatures up to your Constitution modifier to be immune to this effect, and each such creature is treated as having greensight 30 ft., as the universal monster ability.

CONTINUOUS REGROWTH

Element(s) wood; **Level** 5; **Type** utility (Su); **Burn** --

Prerequisite(s) flesh of wood⁰⁰

While your flesh of wood⁰⁰ is active, you have fast healing 1. This increases by 1 for each point of burn you possess. If you receive fire, cold, negative energy, or slashing damage, this ability is negated for 1 minute. This ability can only heal you up to $\frac{1}{2}$ of your total hit points.

DESOLATE

Element(s) earth, void, or wood; **Level** 3; **Type** utility (Sp); **Burn** 1

You know how to destroy fertile soil, either by removing the nutrients from it, salting it, or damning it with negative energy. You can target up to 100 square ft. of land to render infertile permanently.

GRASPING OVERGROWTH

Element(s) wood; **Level** 6; **Type** utility (Sp); **Burn** 0

Prerequisite(s) verdant overgrowth

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

Treat this as verdant overgrowth except that at the end of each round a creature spends inside the area of your verdant overgrowth, they must make a Reflex save or be treated as grappled by the plant life as per *black tentacles*. A creature can end this grapple by dealing 2 points of slashing or energy damage per kineticist level you possess to the plant life in their square (AC 5).

HORTICULTURAL ANIMATION

Element(s) wood; **Level** 7; **Type** utility (sp); **Burn** 0

You can give sentience to plants for a short amount of

time, as per *animate plants*, although you cannot use the entangle option with this ability. You can accept 1 point of burn to increase the duration of this ability to 1 minute per kineticist level you possess. You can only have one use of this ability in effect at a single time, and using it again while the previous plants are still animated causes all previously affected plants to revert back to normal.

HOSTILE FLORA

Element(s) wood; **Level** 3; **Type** utility (Sp); **Burn** 0

Saving Throw Fortitude negates (see text); **Spell**

Resistance no

You can target plant life within 30 ft. to be the source of a wood kinetic blast. Doing so forces the plant to make a Fortitude save using your blast's DC; failing this causes it to take damage equal to the minimum your blast would deal, while passing it causes your blast to fail, wasting your action. Plants created by you can ignore this save. If you possess the merciful foliage^{oo} utility wild talent, you can choose for plants to not make the save or take damage, instead automatically becoming the source of your blast, and if you possess the extended range or extreme range infusion wild



talents, you can target plant life within 120 ft. and 480 ft. respectively.

HOSTILE WOODWORK

Element(s) wood; **Level** 4; **Type** utility (Su); **Burn** --
Prerequisite(s) hostile flora

You can use wooden structures and objects, including weapons, armor, or shields, as the source of kinetic blasts through your hostile flora ability. Magic equipment cannot be targeted for this purpose unless you possess at least 3 times the object's enhancement bonus in kineticist levels, and you add the object's enhancement bonus as a circumstance bonus to your blast's damage rolls. Constructs made of wood can attempt a save against this effect as per hostile flora, using their Will save instead of their Fortitude save.

RAPID REGROWTH

Element(s) wood; **Level** 7; **Type** utility (Su); **Burn** --
Prerequisite(s) continuous regrowth

Your continuous regrowth wild talent instead grants an equal amount of regeneration (cold, fire), as the universal monster ability, and is not negated by negative energy or slashing damage. This wild talent cannot be taken by creatures without a Constitution score and can only heal you up to $\frac{3}{4}$ of your total hit points.

VERDANT AURA

Element(s) wood; **Level** 2; **Type** utility (Su); **Burn** --
Prerequisite(s) flesh of wood^{oo}

Grass and flowers instantly grow around you, even in areas hostile toward them or where plant life couldn't possibly take root. This effect extends to a radius of 10 ft. plus an additional 5 ft. per 3 kineticist levels you possess (up to 30 ft.), allowing all creatures (yourself included) to benefit from woodland step^{oo}, greater woodland step^{oo}, and any other effect which benefits those in a forest or grasslands environment. This aura follows and is centered on you, and plants grown with this ability in an area where plants should not exist will instantly wither into nothingness once outside of your aura. This is only active while your flesh of wood^{oo} defense wild talent is active.

VERDANT OVERGROWTH

Element(s) wood; **Level** 4; **Type** utility (Sp); **Burn** o
Prerequisite(s) verdant aura, entangling infusion^{OA}

You can cause the plants created by your verdant aura to grow to great heights for 1 minute per kineticist level you possess. The area of your aura is treated as difficult terrain, as per the *entangle* spell. In addition, all creatures within your aura gain concealment against all creatures without the ability to see through plant life, such as the greensight universal monster ability.

APPENDIX 2: LEGENDARY SPIRITS

The following legendary spirits can be selected by characters with the medium^{OA} class as the spirits whose power they channel through their ritual séances and psychic power.

ANIMAL SPIRIT (MEDIUM LEGENDARY SPIRIT)

An animal spirit represents the spirit form of animals which the medium is familiar with. As such, they can take many forms.

Spirit Bonus: Your spirit bonus applies on attack and damage rolls with natural weapons and on skill checks relating to animals and plants.

Seance Boon: Your natural armor bonus to AC increases by 1.

Favored Location: Native terrain of the animal type being invoked.

Influence Penalty: You become wild and savage, taking a penalty equal to your spirit bonus on caster level checks, Charisma- and Intelligence-based ability checks, and skill checks.

Taboos: Choose one: you must not speak (except with animals and plants); you must not wield manufactured weapons; you must not eat anything you did not kill or harvest yourself.

Totem Transformation (Lesser, Su): You gain any of the following abilities possessed by the animal you select as your animal spirit: bite (1d6 for a Medium character), 2 claws (1d4 for a Medium character), darkvision, improved land movement speed (up to a +20-foot enhancement bonus to the character's base land movement speed), low-light vision, scent, and swim (up to 30 feet).

Pack Leader (Intermediate, Su): When you summon animals that match your animal spirit, they gain a +2 bonus on attack rolls, damage rolls, and saving throws.

Wildstrike (Greater, Su): You can allow your animal spirit to gain 1 point of influence over you as a swift action to allow an animal or plant within 30 feet that can see or hear you to immediately take an additional standard action.

Wild Heart (Supreme, Ex/Sp): You gain a +4 bonus on saves against enchantment and mind-affecting effects, and immunity to effects

that affect only humanoids. Once per day, you can cast *summon nature's ally IX* as a standard action.

DRUID (MEDIUM LEGENDARY SPIRIT)

A druid spirit is a being of true and pure faith in the natural world.

The Druid legendary spirit grants modified spirit powers. In all other ways, it functions identically to a standard hierophant spirit^{OA}.

Natural Arcana (Lesser, Su): This power functions as the archmage arcana spirit power, except that you add spells from the druid list instead of the sorcerer/ wizard list (these spells count as divine), and you need a divine focus if the spell requires one.

Nature's Surge (Intermediate, Su): You can allow the druid spirit to gain 1 point of influence over you in order to cast one of your medium spells known without expending a spell slot. When you do so, the caster level and DC of the

spell increase by 1, and you can't apply metamagic to the spell.

Druidic Arcana (Greater, Su): You can allow the druid spirit to gain 1 point of influence over you in order to cast any druid spell of a level you can cast. You must expend a spell slot of the appropriate level, and you can't apply metamagic to the spell.

Legendary Druid (Supreme, Su): Once per day, you can cast any spell on the druid spell list as if using the druidic arcana ability, except the druid doesn't gain 1 point of influence over you, the spell doesn't require a spell slot, and you can select a spell of any level.

APPENDIX 3: SPELLS

The following spells have been previously published in a variety of official *Pathfinder Roleplaying Game* supplements and are reprinted here for ease of reference.

BURST OF RADIANCE

School evocation [good, light]; **Level** cleric 2, druid 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (a piece of flint and a pinch of silver dust)
Range long (400 ft. + 40 ft./level)
Area 10-ft.-radius burst
Duration instantaneous
Saving Throw Reflex partial; **Spell Resistance** yes

This spell fills the area with a brilliant flash of shimmering light. Creatures in the area are blinded for 1d4 rounds, or dazzled for 1d4 rounds if they succeed at a Reflex save. Evil creatures in the area of the burst take 1d4 points of damage per caster level (max 5d4), whether they succeed at the Reflex save or not.

BURST WITH LIGHT

School evocation [light]; **Level** cleric 4, paladin 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/4 levels
Saving Throw see text; **Spell Resistance** yes

The target becomes filled with intense magical light, taking 2d6 points of damage



as the light bursts from its wounds and orifices (if the target is an undead creature, it instead takes 2d8 points of damage). In addition, the creature radiates bright light in a 30-foot radius and increases the light-level by one step for an additional 30 feet beyond that area—darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light.

Creatures that take penalties in bright light take them while within the 30-foot radius of this magical light. A successful Will save halves the damage and negates the light effect.

For every 4 character-levels you possess, the light continues to fill the creature for another round (to a maximum of 5 rounds at 20th-level), though the target may make a Will save each round to halve the damage and end the effect. Any creature adjacent to the target that fails its save and takes damage takes half as much damage and is blinded for 1 round. A successful Reflex save halves this damage (to a total of one-quarter the damage taken by the target) and negates the blindness effect.

CORPSE LANTERNS

School necromancy [light]; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Effect up to 4 lights, all within a 10-ft.-radius area

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as *dancing lights*, except it summons up to four spheres of light, each of which glows a sickly pale green. These corpse lanterns shed dim light in a 20-foot radius, and do not increase the light-level in areas of normal light or bright light. In dim or normal light, the radiance of corpse lanterns provides a strange contrast, giving all creatures in the area a –5 penalty on Stealth checks. In addition, the hue interferes with illusion (pattern) spells, giving all creatures in the illuminated area a +2 bonus on any saving throws against such spells. Unlike *dancing lights*, you may have more than one corpse lanterns spell active at a time, but you may only move one set in any given round. Moving the corpse lanterns does not require concentration. Corpse lanterns can be made permanent on an area with a *permanency* spell by a caster of at least 11th-level for the cost of 7,500 gp.

COWARD'S COWL

School enchantment [mind-affecting]; **Level** alchemist 1, arcanist 1, bard 1, cleric/oracle 1, investigator 1, mesmerist 1, psychic 1, shaman 1, skald 1, sorcerer/wizard 1, warpriest 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** no

You imbue the target with a compulsion to avoid threats, enhancing its defensive instincts. So long as the affected creature does not move closer to enemies during its turn, or moves at least 5 feet away from adjacent enemies, it gains a +1 morale bonus to its AC, and a +1 morale bonus on saves and on attack rolls made as readied actions and attacks of opportunity. Alternatively, if the affected creature does not close with its enemies, it can increase the DC of all spells it casts as part of a readied action by 1. If the subject of the spell willingly moves toward a threatening creature, the spell immediately ends.

While affected by *coward's cowl*, a creature takes a –2 penalty on all saving throws against fear effects.

DARK-LIGHT

School evocation [light]; **Level** cleric 3, druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a pinch of earth)

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

Target living creatures without light sensitivity

Area 20-ft.-radius burst

Duration instantaneous

Saving Throw Fortitude partial; **Spell**

Resistance yes

You evoke a powerful light that affects all sighted creatures that do not possess light sensitivity. Those that succeed on their saves are dazzled for 1 round per-level; those who fail are blinded for the same duration.

DIRGE OF THE VICTORIOUS KNIGHTS

School illusion [shadow]; **Level** bard 6

Casting Time 1 full round

Components V, S, F (a medal from a dead noble martialist or a copy of an opera script, either worth at least 100 gp)

Range 120 ft.

Effect 120-ft. line, 10 ft. wide

Duration instantaneous

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

By performing part of an opera, you call forth spectral illusions of mounted knights to trample your foes under the hooves of their glorious steeds. The shadowy knights appear in your square and ride forward in the direction you indicate, dealing 1d6 points of damage per caster level (maximum 20d6)

to all creatures in their path. Half of this damage is cold damage, while half results directly from arcane power and is not subject to cold resistance or immunity. The knights cannot pass through force effects or barriers that block incorporeal creatures or undead.

DREAM DALLIANCE

School illusion (phantasm) [mind-affecting];

Level arcanist 4, mesmerist 3, psychic 4, sorcerer/wizard 4

Casting Time 1 round

Components V, S

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

Target one creature

Duration instantaneous

Saving Throw Will disbelief, then Will partial

(see text); **Spell Resistance** yes

You create a comforting phantasm, which leeches onto the psyche of a nearby target. The creature can attempt a Will saving throw to prevent the phantasm from entering its psyche, but otherwise it takes up permanent residence in the creature's mind. The phantasm fills its target's dreams with happy visions, comforting manifestations of loved ones, and incredible vistas, feeding the target a perfect fantasy life it never wishes to leave. After the target's next night's sleep, the target must succeed at a Will saving throw to wake up; otherwise, it remains asleep for the rest of the day and following night. Each night it must succeed at a new saving throw or remain asleep for days or weeks on end as it slowly starves to death (presuming it normally needs to eat to survive). Loud noises, jostling, and even pain won't rouse the slumbering target. Dealing 1 point of damage per the target's Hit Die awakens the target, but it awakens fatigued and takes a -2 penalty on all saving throws against spells and effects that may put it back to sleep until the phantasm has been banished.

The phantasm remains in its host's mind indefinitely, requiring a new Will saving throw to wake up every time the target rests, until it is removed via *break enchantment*, *greater restoration*, or *miracle*. Alternatively, the phantasm can be confronted in its host's mindscape (*Pathfinder Roleplaying Game Occult Adventures*), where it manifests as a slothful duplicate of its host with identical abilities, skills, and attributes.

JEALOUS RAGE

School enchantment (compulsion) [emotion^{UM}, mind-affecting]; **Level** antipaladin 2, bard 2, bloodrager 2, mesmerist 2, psychic 3, shaman 3, spiritualist 2, witch 3

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration 1 minute/level (D)

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

You fill the target with a sense of entitled self-importance, making the subject unable to bear the indignity of another creature getting something that it doesn't have. Whenever an ally of the target receives a harmless spell or spell-like ability, beneficial supernatural effect, or assisting action (including the aid another action, first aid using the Heal skill, etc.) that doesn't also include the target, the target is driven into a murderous rage against either the producer of that effect or the nearest creature that benefited from that effect, whichever is closer. The target must attack that creature on its next turn. Any ability that deals lethal damage is considered an attack for this purpose. Once the target deals lethal damage to the object of his *jealous rage*, the compulsion to attack that creature ends.

LIGHT OF THE GODDESS

School conjuration [good, light]; **Level** cleric 3, inquisitor 3, paladin 2

Casting Time 1 minute

Components V, S, DF

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

Targets all undead in a 10-foot-radius spread

Duration 1 minute/level

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

With this spell, you create shafts of blue light that illuminate all undead creatures in the area. Affected undead take a -20 penalty on all Stealth checks. Invisible undead are not made visible by this effect, but the light does make it easy to pinpoint the exact squares in which such undead are located (they still retain the 50% miss chance granted by invisibility). The *light of the goddess* increases light-levels by one step in a 5-foot radius around an affected undead creature. Once an undead is affected, it remains illuminated as long as remains within the spell's range, even if it leaves the spell's original radius, until the spell's duration ends.

Affected undead must also make a Will save when they are first illuminated by the *light of the goddess*. Those who fail this save lose all benefits of channel resistance and take a -2 penalty on all saving throws made against positive energy effects.

LIGHT PRISON

School evocation [light]; **Level** bard 2, cleric 2, inquisitor 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Target one creature/2 levels

Duration 1 round/level (D)

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

Rays of light burst forth from your outstretched hand, encircling each target's space with a cage of light. If a target fails its Reflex save, it becomes enclosed in the light prison. A creature enclosed in a light prison can attack, cast spells, and otherwise act normally as long as it stays within the light prison. However, if a creature passes through the walls of a light prison enclosing it, it takes 1d6 points of damage and is blinded for 1 round. Creatures do not receive saves to negate these effects. Once a creature passes through the walls of a light prison surrounding it, the effect ends for that creature.

MANTLE OF DOUBT

School illusion (phantasm) [emotion^{UM}, fear, mind-affecting]; **Level** mesmerist 6, psychic 8

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You wrap your mind in phantasms of crippling doubt that assail any who dare harm you. When a creature within the mantle's radius attacks you or attempts to affect you with a harmful effect, it must succeed at a Will save as these spectres of uncertainty force themselves into its mind. Ongoing effects trigger the mantle only if the creature consciously directs them against you. A given creature need only roll a saving throw against your *mantle of doubt* at most once per round. If the creature's attack or effect against you was a psychic spell or spell-like ability, that creature's save takes a -4 penalty. A creature that fails its save against your *mantle of doubt* is affected for 1d4+1 rounds, during which time it is shaken, cannot flank, and no longer threatens creatures within its reach. In addition, it takes a -2 penalty on saves against mind-affecting effects, which stacks with the penalties for being shaken. If your *mantle of doubt* affects a creature that is already shaken, that creature's fear-level doesn't increase. Instead, mounting doubts stagger the creature for 1 round and deal 1d4 points of Wisdom and Charisma damage to it.

Spell resistance applies against assaults from a mantle of doubt, and immunity to fear or mind-affecting effects negates the spell's effects. If you are immune to fear or mind-affecting effects, you can still cast *mantle of doubt* on yourself.

OUT OF SIGHT

School enchantment [mind-affecting]; **Level** medium 3, mesmerist 3, psychic 4

Casting Time 1 standard action

Components V, S, M (a strip of black cloth)

Range personal

Target you

Duration 1 minute/level (D); see text

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

The spell inhibits the memories of creatures that perceive you. While creatures can perceive you normally, when a creature stops observing you, it must attempt a Will save (spell resistance applies). If it fails, it loses all memory of its awareness of you and your actions while you were under the effects of this spell. The spell's duration listed above measures how long the *out of sight* effect lasts on you, but the memory alteration is instantaneous and can be reversed only by magic such as *modify memory*.

The creature is still aware of any other changes to itself or its environment. For instance, a guard will remember running, and may notice a newly unlocked door, but will not remember that he was chasing after you. Immune to fear or mind-affecting effects, you can still cast *mantle of doubt* on yourself.

PSYCHIC LEECH

School enchantment (compulsion) [emotion^{UM}, mind-affecting]; **Level** bloodrager 3, magus 3, medium 3, mesmerist 2, psychic 2, sorcerer/wizard 3, spiritualist 2, witch 2

Casting Time 1 standard action

Components S

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

Target one living creature

Duration 1 minute/level (D)

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

The target experiences feelings of ennui and lethargy, becoming fatigued for the spell's duration. While the target is fatigued and is within the spell's range, you gain a +2 enhancement bonus to Strength and Dexterity. On a successful save, the target is fatigued for only 1d4 rounds and you receive no bonus. This spell has no effect if it targets a creature that is already fatigued.

SHADOW BARBS

School illusion (shadow) [darkness]; **Level** cleric 4, inquisitor 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a single link from a spiked chain)

Range 0 ft.

Effect spiked chain-like shadowy weapon

Duration 1 round/level

Saving Throw Will negates (see text); **Spell Resistance** no

When you cast this spell, you create a shadowy spiked

chain that shimmers and pulses with darkness. The chain exists as long as you carry it; if you ever drop the chain, give it to another, or are disarmed, it immediately vanishes and the spell's duration ends.

The chain radiates darkness in a 10-foot-radius spread around you, reducing the illumination-level in this area by one step, but not below the-level of dim light.

You can wield the *shadow barbs* as a spiked chain as if you were fully proficient with spiked chains. Any additional abilities or feats that you possess that apply to spiked chains apply to the *shadow barbs* as well. The weapon functions as a +2 vicious spiked chain. Its enhancement bonus increases to +3 at caster level 11th, to +4 at caster level 15th, and finally to +5 at caster level 19th. When the spell effect ends, you can make a Will save against the spell—if successful, all of the damage caused to you by the *shadow barbs'* vicious weapon quality vanishes, unless you are dead or unconscious at the time the spell ends, in which case you automatically fail this Will save and the vicious weapon damage remains.

SHADOW DRAGON ASPECT

School illusion (shadow); **Level** bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range personal

Duration 1 round/level

Saving Throw Will disbelief (if interacted with), see text; **Spell Resistance** yes, see text

You wreath yourself in the quasi-real form of a dragon. You gain two claw attacks (1d6 plus caster level slashing damage) and a bite attack (1d8 plus caster level piercing damage). These are primary attacks. In addition, you gain shadowy wings, granting you a fly speed equal to your base speed (good maneuverability).

Your shadowy natural weapons are only half as strong as the real things, though creatures that believe them to be real are affected at full strength.

A creature is permitted one Will save the first time you strike it. If it succeeds, the creature takes half damage from such attacks for the duration of the spell. If you overcome a creature's spell resistance on your first attack, that creature remains vulnerable for the spell's duration; otherwise, it's immune.

SHADOW ENCHANTMENT

School illusion (shadow); **Level** bard 3, mesmerist 3, psychic 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range see text

Effect see text

Duration see text

Saving Throw

Will disbelief; see text; **Spell Resistance** yes

You use material from the Shadow Plane to cast a quasi-real, illusory version of a psychic, sorcerer, or wizard enchantment spell of 2nd-level or lower. Spells that deal damage or have other effects work as normal unless the affected creature succeeds at a Will save. If the disbelieved enchantment spell has a damaging effect, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow enchantment*, a damaging spell deals only one-fifth (20%) the normal amount of damage.

If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to shadow enchantment's-level (3rd) rather than the spell's normal level. Objects, mindless creatures, and creatures immune to mind-affecting effects automatically succeed at their Will saves against this spell.

SHADOW ENCHANTMENT, GREATER

School illusion (shadow); **Level** bard 6, mesmerist 6, psychic 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range see text



Effect see text

Duration see text

Saving Throw Will disbelief; see text; **Spell**

Resistance yes

This spell functions like *shadow enchantment*, except that it enables you to create partially real, illusory versions of psychic, sorcerer, or wizard enchantment spells of 5th level or lower. If the spell is recognized as a *greater shadow enchantment*, it's only three-fifths (60%) as effective.

SHADOW ENDURANCE

School illusion (shadow); **Level** bard 5, mesmerist 5, shaman 5, sorcerer/wizard 5, spiritualist 5

Casting Time 1 standard action

Components V, S, M (a fetchling's tooth)

Range personal

Duration 1 hour/level until discharged, then 1 minute/level; see text

Saving Throw Will disbelief (if interacted with); varies; see text; **Spell Resistance** see text

You conjure protective wisps of darkness made from shadow. If you are reduced below 0 hit points or rendered unconscious, shadow endurance immediately discharges, shunting your injured body into a hidden alcove on the Shadow Plane.

You immediately stabilize, but cannot awaken or take any further actions until the second duration expires.

As you vanish, a quasi-real duplicate of you made from shadow substance appears where you fell, as if created by *shadow conjuration*.

The duplicate acts on your initiative and is under your control. Your duplicate is 1/4 as real as you and appears with 25% of your full hit point total, and any creature that fails a Will saving throw believes it to be you. The duplicate has the same equipment-based bonuses as you, but deals only 1/4 of your normal damage against enemies. It can cast any spells you can, drawing on your reserve of magic, but the duplicate's caster level is 1/4 your actual-level. Regardless of your alignment, your shadow duplicate is neutral evil, though it will not harm your friends and allies.

When the second duration of the spell expires, your duplicate disappears and your body reappears in the location from which you vanished. If the image is destroyed, the spell immediately expires and your body reappears.

SHADOW OF DOUBT

School enchantment (compulsion) [darkness, emotion, evil, mind-affecting]; **Level** antipaladin 4, bard 4, mesmerist 4, psychic 6, spiritualist 4

Casting Time 1 standard action

Components V, S

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

Target one creature/3 levels

Duration 1 round/level

Saving Throw Will partial (see text); **Spell**

Resistance yes

You create a shadowy aura of doubt fueled by a foe's own inner flaws. Targets perceive all illumination as if it were one light-level darker, to a minimum light-level of darkness (not supernatural darkness), even on a successful saving throw. Fleeting mental shadows of regrets and anxieties distract the spell's targets; at the start of each of their turns, they must each succeed at a Will save or be staggered for 1 round. A good-aligned target takes a -4 penalty on saving throws against this effect; an evil-aligned target gains a +4 bonus instead.

SHIELD OF DAWN

School evocation [fire, good, light]; **Level** bard 4, cleric 4, magus 4, paladin 4, ranger 4

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

Saving Throw see text; **Spell Resistance** no

You create a disk of sunlight on one arm. Any creature that strikes you with a melee attack deals normal damage, but also takes 1d6 points of fire damage + 1 point per caster level (maximum +15).

Creatures with reach weapons are not subject to this damage if they attack you. The shield provides illumination as if it were a *continual flame* spell. You can only have one instance of this spell in effect at a time. It does not stack with similar damaging aura spells such as *fire shield*.

SHIELD OF DAWN, GREATER

School evocation [fire, good, light]; **Level** bard 6, cleric 6, magus 6

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

You create a disk of sunlight on one arm. Any creature that strikes you with a melee attack deals normal damage, but also takes 1d6 points of damage + 1 point per caster level. Half of this damage is fire damage and half is holy damage (as the spell *flame strike*). An undead creature or a creature particularly vulnerable to light that hits you instead takes 2d6 points of damage +1 point per caster level. Creatures with reach weapons are not subject to this damage

if they attack you. The shield provides illumination equivalent to a *daylight* spell. You can have only one instance of this spell in effect at a time. It does not stack with similar damaging aura spells such as *fire shield* or *shield of dawn*.

SHIFTING SHADOWS

School evocation [darkness]; **Level** bard 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a drop of ink)

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

Area 20-ft.-radius emanation centered on a point in space

Duration 1 round/level (D)

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

Waves of shifting shadows obscure the appearance of all creatures caught within the emanation, making it harder to tell friends from foes.

This spell does not cause affected creatures to risk accidentally attacking their allies, but it does require them to concentrate harder to keep track of their allies and foes. While this spell is in effect, every creature in the area can treat any other creature in the area as an allied threatening creature for the purpose of flanking. Further, whenever a creature in the area would provoke an attack of opportunity from an enemy, that creature's allies in the area must succeed at a Reflex save or lose one attack of opportunity for that round as they suppress the instinct to attack a vulnerable target that might be an ally. The *shifting shadows* do not hinder precision-based attacks or create areas of dim light.

Creatures under the effect of *true seeing* are not affected by this spell. Creatures with scent or keen scent, creatures that are blind, and creatures that operate effectively without vision (such as creatures with blindsight or blindsense) are also not affected by this spell.

SILVERLIGHT

School evocation [light]; **Level** bard 3, cleric 3, druid 3, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (1 sp)

Range touch

Target object touched

Duration 1 minute/level

Saving Throw Fortitude partial (see text); **Spell Resistance** no

As *daylight*, except the object touched sheds bright silvery light in a 20-foot radius. In addition to providing illumination, the area of bright light is painful to creatures that are susceptible to alchemical silver. A creature with DR/silver that begins its turn within the light of this spell is automatically

dazzled and becomes sickened unless it succeeds on a Fortitude save. These effects disappear 1 round after the target leaves the *silverlight*. A creature that leaves the area and then returns must make a new saving throw. This spell provides dim light up to 40 feet away, but only creatures within 20 feet are subject to the above effects.

SUBJECTIVE REALITY

School illusion (phantasm) [mind-affecting];

Level bard 6, medium 5, mesmerist 5, psychic 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** none

Choose one object, creature, or force you can see within long range (400 ft. + 40 ft./level). You alter your perceptions to become convinced the target is an illusion. For you, the target becomes transparent and does not create sound or smell. Until the spell ends, you can move through the target unimpeded and the target can move through you. The target's nonmagical attacks cannot harm you, and the target's magical attacks deal half damage to you. The target's non-damaging magical abilities have a 50% chance not to affect you, and you are immune to all its sonic, language-dependent, and scent-based attacks. However, your attacks deal no damage to the target, and your magical abilities do not affect the target at all. You or the target can affect each other normally through intermediaries. For instance, while the target would be immune to the direct effects of your *earthquake* spell, if the spell caused a room's ceiling to collapse, the target would not be immune to the effects of the collapse.

TWINE DOUBLE

School illusion (shadow); **Level** sorcerer/wizard 3

Casting Time 10 minutes

Components V, S, M (cloth and twine)

Range 0 ft.

Effect one duplicate creature

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

As *simulacrum*, except you can only duplicate yourself, and the duplicate is created from cloth and twine rather than ice and snow. The double looks exactly like you except its eyes are balls of twine (DC 10 Perception check to recognize double's strange eyes). It wears clothing and gear that appear exactly like what you are wearing at the time of casting. Its copies of your magic items are nonfunctional but radiate magic and have the same auras as your

items. Its aura is identical to yours. Attempts to scry you while the double exists have a 50% chance of targeting the double instead of you.

The double cannot attack, has no special abilities, and has a +0 bonus on all saves and checks. You may verbally give the double orders as a free action, or control it telepathically as a standard action. You know what the double is experiencing, and when controlling it telepathically you can see and hear everything it sees and hears, though events at your location may drown out the sensory inputs from the double. The double has hit points equal to half your hit points at the time of casting. If brought to 0 hit points, it is destroyed, reverting to cloth and twine. The double is an animated object.

UMBRAL WEAPON

School illusion [cold, shadow]; **Level** antipaladin 2, bard 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a pair of miniature swords)

Range touch

Target target weapon touched

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

A shadowy afterimage trails behind the targeted weapon, potentially damaging foes even when the weapon misses.

Once per round, when the weapon's wielder misses a creature with the target weapon, the wielder can reroll the attack. If the reroll hits, the spell hits the targeted creature and deals 1d8 points of cold damage, plus 1 additional point per 2 caster levels (maximum +10). If an attacked creature has spell resistance, you must attempt a caster level check (1d20 + caster level) against that spell resistance the first time the spell damages the target.

If the creature successfully resists *umbral weapon*, the spell is dispelled. If not, the creature takes damage as normal.

UNWELCOME HALO

School evocation [light]; **Level** cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Target one nongood creature

Duration 1 minute/level

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

This spell causes the target to glow as if surrounded by a halo of light. This halo sheds normal light in a 20-foot radius from the creature, and increases the light-level by one step for an additional 20 feet. This

halo makes it impossible for the creature to gain concealment in non-magical darkness, and in dim or darker conditions, the creature's glow can be seen even if it is not within direct line of sight.

If *unwelcome halo* is brought into an area of magical darkness (or vice versa), the effects of both spells are temporarily negated, so that the otherwise prevailing light conditions exist within the overlapping fields of effect.

WALL OF LIGHT

School evocation [light]; **Level** druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M/DF (a chip of mica)

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

Effect 10-ft.-high vertical sheet of light up to 5 ft. long/level

Duration 1 minute/level (D)

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

An immobile, blinding curtain of white light that blocks line of sight springs into existence. The wall sheds bright light to a range of 60 feet in all directions. A creature adjacent to the wall is blinded as long as it remains adjacent plus an additional 1d4 rounds thereafter—closing its eyes or succeeding at a Fortitude save negates the effect for 1 round. A creature that passes through the wall is automatically blinded, even if its eyes are closed. A creature from the Plane of Shadow gains 1d4 negative levels each round it spends within 5 feet of the wall (Fortitude negates). Passing through the wall imposes a -4 penalty on the save for that round. Twenty-four hours after gaining these negative levels, the subject must attempt a new Fortitude saving throw for each negative level. If a save succeeds, 1 negative level is removed. If it fails, the negative level becomes permanent. *Wall of light* can be made permanent with *permanency* (with a minimum caster level of 13th and cost of 11,000 gp).

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Occult Plug-In, *Forest Kingdom Archetypes*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity,

including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Forest Kingdom Archetypes © 2017, Legendary Games; Authors Jason Nelson, Julian Neale, Clinton J. Boomer, and N. Jolly.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

The Hypertext d20 SRD. © 2004, Jans W Carton.

Occult Archetypes © 2016, Legendary Games; Author Julian Neale.

Pathfinder Campaign Setting: The Inner Sea World Guide. © 2011, Paizo Publishing, LLC; Authors: Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortes, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine Schneider, David Schwartz, Amber E. Scott, Stan!, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, and JD Wiker.

Pathfinder Campaign Setting: Occult Bestiary © 2015, Paizo Inc.; Authors: Josh Colon, John Compton, Paris Crenshaw, Adam Daigle, Eleanor Ferron,

James Jacobs, Joe Homes, Mikko Kallio, Mike Kimmel, Ron Lundeen, Kate Marshall, Kalervo Oikarinen, Stephen Radney-MacFarland, and F. Wesley Schneider.

Pathfinder Campaign Setting: Occult Realms © 2015, Paizo Inc.; Authors: Robert Brookes, Thurston Hillman, Thomas M. Reid, and Mark Seifter.

Pathfinder Player Companion: Occult Origins © 2015, Paizo Inc.; Authors: Robert Brookes, Ben McFarland, Jason Nelson, and Mark Seifter.

Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Author: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Horror Adventures © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing,

LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle,

Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Beyers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Aerial Servant from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; Published and distributed by Frog God Games; Authors: Clark Greene and Clark Peterson, based on original material by Gary Gyga.

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Angel, Monadic Deva from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

The following superscript notations are used to denote official Pathfinder Roleplaying Game rulebooks:

ACG = Pathfinder Roleplaying Game Advanced Class Guide

APG = Pathfinder Roleplaying Game Advanced Player's Guide

ARG = Pathfinder Roleplaying Game Advanced Race Guide

B₁ = Pathfinder Roleplaying Game Bestiary

B₂ = Pathfinder Roleplaying Game Bestiary 2

B₃ = Pathfinder Roleplaying Game Bestiary 3

B₄ = Pathfinder Roleplaying Game Bestiary 4

GMG = Pathfinder Roleplaying Game Gamemastery Guide

HA = Pathfinder Roleplaying Game Horror Adventures

OA = Pathfinder Roleplaying Game Occult Adventures

OO = Softcover companion to the origins of occult characters.

OR = Softcover guide to occult classes and characters in the official Pathfinder campaign setting.

PU = Pathfinder Roleplaying Game Pathfinder Unchained

UCam = Pathfinder Roleplaying Game Ultimate Campaign

UC = Pathfinder Roleplaying Game Ultimate Combat

UE = Pathfinder Roleplaying Game Ultimate Equipment

UI = Pathfinder Roleplaying Game Ultimate Intrigue

UM = Pathfinder Roleplaying Game Ultimate Magic

Angel, Movanic Deva from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Brownie from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Brownie from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Daemon, Derghodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Daemon, Hydrodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Daemon, Piscodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Dark Creeper from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Simon Muth.

Demon, Shadow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.

Froghemoth from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Genie, Marid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Ice Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Iron Cobra from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Jubilex from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Marid from the Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Mite from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Moon Dog from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Muckdweller from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Nabasu Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Necrophidius from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Sandman from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Wood Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Albie Fiore.

Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Zombie, Juju from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Zombie, Juju from the Tome of Horrors Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.

Advanced Bestiary. © 2004, Green Ronin Publishing, LLC; Author: Matthew Sernett.

Anger of Angels. © 2003, Sean K Reynolds.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Kobold Quarterly, Issue 7 © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

Legendary Planet Player's Guide © 2015, Legendary Games; Authors Will McCardell, Alex Augunas, and Neil Spicer.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Pact Magic Unbound, Vol 1 © 2012 Radiance House; Authors: Alexander Augunas, Dairo Nardi.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Psionics Unleashed © 2010, Dreamscarred Press; Authors: Jeremy Smith and Andreas Rönnqvist.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

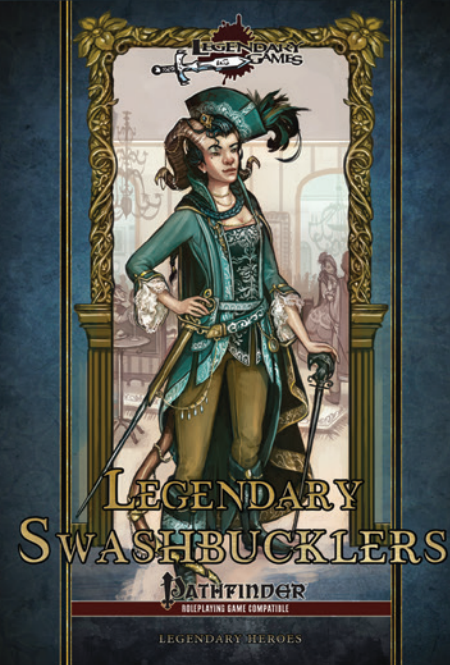
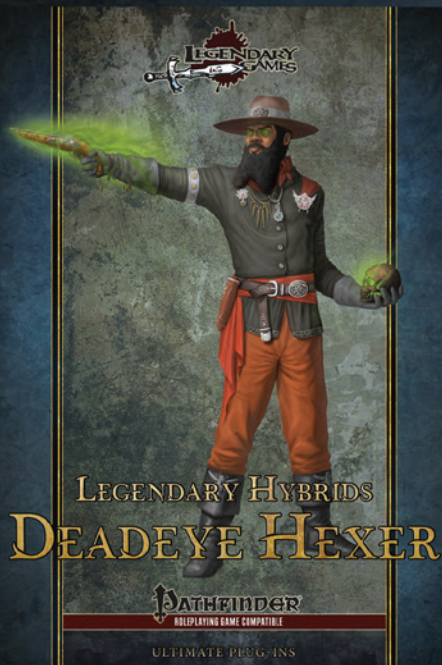
The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

The Book of Fiends © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Genius Guide to: 110 Spell Variants. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens.



LEGENDARY CLASSES

Player-focused class supplements for Paizo's Pathfinder Roleplaying Game. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes.





Rule the Forest!

When your heroes strike out into the wooded wilderness, they'll be prepared to face any challenge with the amazing options you'll find in *Forest Kingdom Archetypes*, whether they are hacking their own fledgling domain out on the borderlands of civilization or taking their first steps into the verdant realms of creatures that call the forest their home. You'll find nearly a dozen incredible archetypes like the **explorer** ranger, **greenweaver** kineticist, **jester** bard, and **order of the woodlands** cavalier, as well as the gallant unicorn charger prestige class. You'll also find new class features like legendary spirits and kineticist wild talents, tons of spells, and a brand-new category of fantastic **faerie** feats, gifted to those who have forged a special bond with the fey, like **Cloak of Coiling Thorns**, **Unforged Arrow of the Wild**, **Shapeless** and **Primal Terror**, and **Frumious Quills of the Bandersnatch**! Conquer every challenge the forest has to offer you with this 42-book and **Make Your Game Legendary**!

makeyourgamelegendary.com
LGP328KB09PF