

PATHFINDER
COMPATIBLE



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A character with dark hair, wearing a white mask with a large, stylized eye and a white cape with gold trim, stands in a grand, arched doorway. They are holding a large, open book. The background is a soft, blue and white architectural setting.

Playtest Package

Playtest Package 3

ALTANE TRICALLER

"Now remember pups, altogether, one, two, three"

- Altane rehearsing with a young concordine

Altane grew up in a frontier village and lived much of his life like everyone else in the village, working hard raising cattle during the day with nights filled with good singing, good company, and good fun. It wasn't until one day when he was out tending to his flock that he came upon harpies attacking an injured Concordine, a three-headed wolf known for its sonic barking.

The young goblin drove the avian creatures away and rescued the young pup, but during the course of the battle, he learned there was more to his singing than he had thought. His songs countered the song of the harpies even as he brought previously unknown, musical magic to bear against them, all of which harmonized with the pained baying of the concordine. That night as he dreamed, he was met by a being who identified itself as a muse and said it had gifted Altane this magic to use as he pleased, so long as he was good to the concordine. When he woke, it was with a new found sense of purpose, and when his new friend Vorta was strong enough to walk on his own, the two set out.

Since then, Altane has become a figure of courage in the face of danger. The goblin never backs down from a fight and will often be heard long before he's seen, singing as he charges into battle while Vorta howls beside him. Often, the sounds as they harmonize together prove terrifying enough on their own to drive some enemies away. Even if battle is met, the two make for a fearsome combination: the sonic onslaught continues as Altane strikes with his sickles and Vorta bites and claws.

Outside of the field of battle, Altane has a reputation for being happy and pleasant, if a little laid back. Often charming and quite persuasive, it's not unusual for him to be able to convince even the fanciest of establishments to allow him to enter with Vorta by his side. Personally, he sees no reason why animals should be denied the same access as two-legged folk and will do his best to extend this to others. This opinion often highlights his rural upbringing, but it's one he won't back down from.

What has Altane in demand more than anything else is his mastery of rearing and taming concordine, as exemplified by his bond with Vorta. A skill thought lost by many, as soon as this was discovered, he suddenly found himself receiving invites from those who want to use the unusual beasts in combat or simply want a unique pet. For his part, the secrets of it are Altane's own

and not for sale, but he might be willing to pass on the knowledge to those he deems worthy.

Campaign Use

Altane is a heroic figure who, despite his small stature, is never short on courage and power. Often riding into battle astride Vorta, it is not unusual for him to rush headlong in to help others. As such, he makes for a good NPC ally early in a campaign: should the party need rescuing, Altane can spring from almost nowhere and boost the efforts of the heroes with his bardic abilities.

Likewise, as courageous as he may be, Altane knows when he's outmatched and is always ready to make new friends to help him fight evil when the need arises. Thus, he can serve as a source of quests early in a campaign, recruiting the heroes with the promise of reward and adventure. By contrast, his courage and naivete can get the better of him, and it would not be unbelievable for the bard to need rescuing himself.

Additionally, Altane is one of the few who know how to tame and train concordine. If players are seeking one of these exotic creatures as a companion, the goblin would be an obvious ally to seek out. The secrets of training the canines is well guarded and he will not divulge them easily, however. Likely, he will ask for a favor or service in return.

ALTANE TRICALLER

CREATURE 5

UNIQUE CG SMALL HE/HIM HUMANOID GOBLIN

Perception +12

Languages Common, Goblin, Sylvan

Skills Acrobatics +10, Athletics +8, Diplomacy +13, Intimidate +12 (+14 within 10 feet of Vorta), Nature +13, Occult +12, Performance +16

Str +2, **Dex** +4, **Con** +2, **Int** +2, **Wis** +4, **Cha** +6

Items +1 leather armor, +1 striking sickle, +1 striking shortbow, acoustic guitar (handheld instrument), pouch of concordine treats

AC 21; **Fort** +9, **Ref** +15, **Will** +17

HP 75

Speed 25 feet

Melee sickle +13 (agile, finesse, trip), **Damage** 2d4+8 Slashing

Ranged shortbow +13 (deadly d10, range increment 60 feet), **Damage** 2d6+6 Piercing

Occult Spontaneous Spells DC 19, attack +11; **3rd** haste, mind reading; **2nd** augury, blur, calm emotions, sound burst; **1st** charm, soothe, magic missile, sleep; **Cantrips (3rd)** detect magic, guidance, prestidigitation, telekinetic projectile

Bard Composition Spells DC 19, 1 Focus Point; **3rd** counter

performance; **Cantrips (3rd)** inspire courage

Pack Harmony Altane's connection to concordines is so strong that when he wishes to Command an Animal that is a concordine, he doesn't need to make a skill check to do so. He must still use an action as normal.

Tricaller Having studied and been around concordines for so long, Altane has picked up the ability to harmonize his spells with his compositions. When Altane Casts a Spell from his Occult spells he may also cast inspire courage as a free action.

Concordines

Provided here is a statblock for concordines for use as creatures in your games. If you use Altane and his concordine, Vorta, use the elite template on a normal one to represent Vorta. Vorta is well trained and very protective of his master. If you wish to represent a younger variant we suggest you use the weak template as usual.

CONCORDINE

CREATURE 4

UNCOMMON N MEDIUM BEAST

Perception +12; low-light vision, scent (imprecise) 30 feet

Languages Common (cannot speak any language)

Skills Acrobatics +11, Athletics +14, Performance + 14, Stealth +9, Survival +12

Str +6, **Dex** +3, **Con** +5, **Int** -3, **Wis** +2, **Cha** +0

AC 20; **Fort** +13, **Ref** +10, **Will** +10

HP 65; Immunities sonic

Buck 2 DC 21

Speed 35 feet

Melee jaws +14, Damage 2d8+4 Piercing

Disorientating Howl (audio, emotion, mental); The concordine unleashes a harmonized howl in an attempt to disorientate everyone around it. Each creature within 30-feet that can hear the howl must make a DC 21 Will save or become Dazzled until the end of their next round. Regardless of the result, all creatures affected are temporarily immune to Disorientating Howl for 10 minutes.

Sonic Bark (evocation, primal, sonic); The concordine directs all three of its heads forward before releasing a harmonized bark of sonic force that deals 5d6 Sonic damage in a 15-foot cone (DC 21 basic reflex save). It can't use Sonic Bark again for 1d4 rounds.

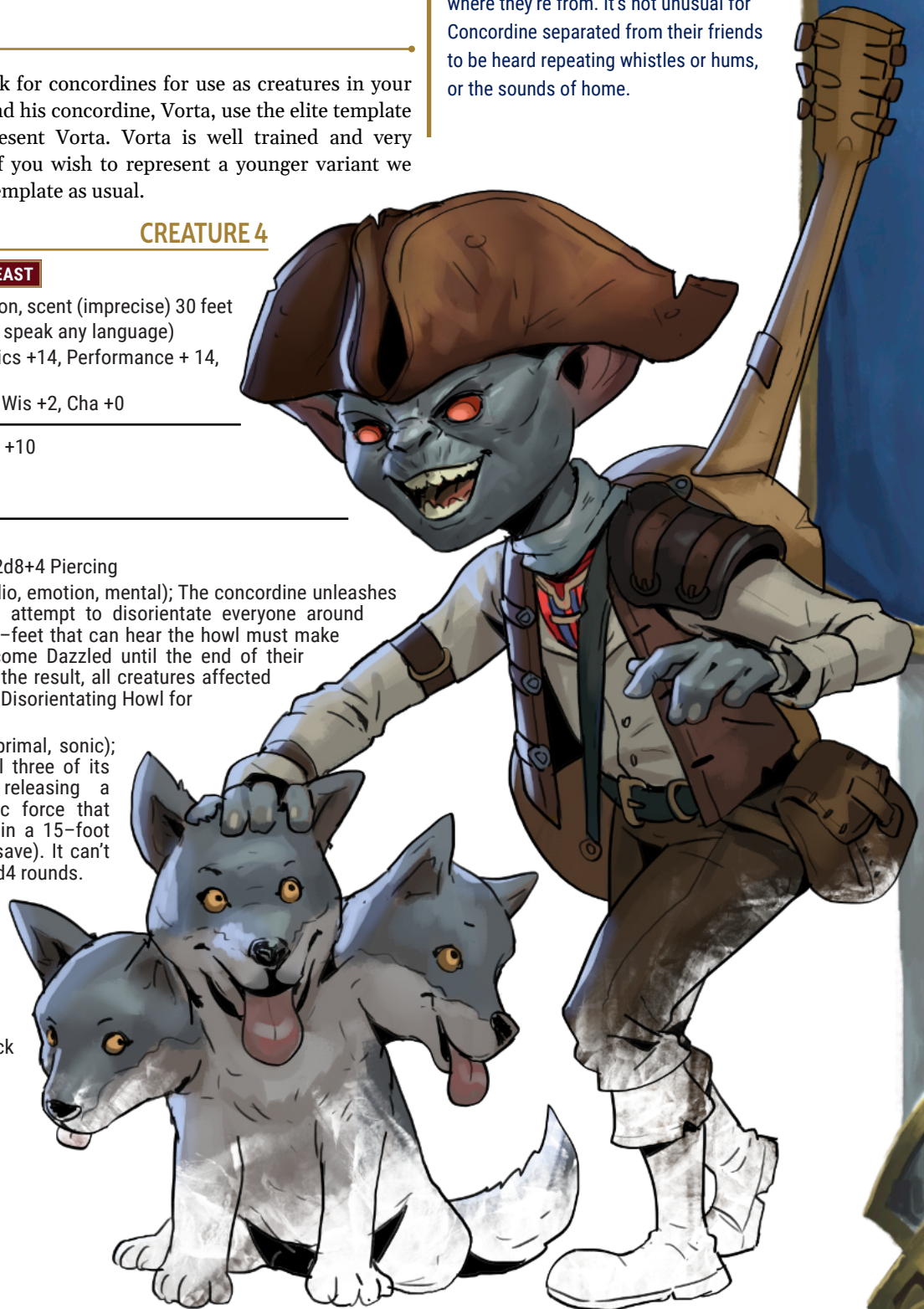
Triple Bite The concordine makes up to three Strikes with different jaws, each against a different target. Each attack counts separately for the concordine's multiple attack penalty, but the penalty doesn't increase until the concordine has made all the attacks.

HARMONIC COLLECTORS

Although Concordine's aren't capable of actual speech, they do enjoy repeating sounds as accurately as possible, in particular sounds they find comforting or one's that remind them of their friends or where they're from. It's not unusual for Concordine separated from their friends to be heard repeating whistles or hums, or the sounds of home.

HEROES

VILLAINS



JACK THE RELUCTANT

“Do you know how aasimars come to be? An angel flies around the mortal plane, sees a young farmer’s daughter and thinks: mmh, here’s my lunch. Swoops down, all charms and smiles, gives her 7 minutes in heaven, and that’s being generous. And off he goes, flies back into the heavens to serve whichever new ridiculous project the gods are up to at the moment. The young lass becomes pregnant. Pregnant with a celestial baby, what a blessing! Ah! Yeah, right. Don’t matter how celestial a baby is, ya still gotta feed it. So that poor woman is stuck with an extra mouth to feed, no money, and no idea what to do with that ridiculously good-looking baby. And that baby might look like elf nobility, it’s still born on a farm. Gets no education and grows thicker than a mule. Eventually, without fault, couple of clerics show up at the door. Oh they love them aasimar, the clerics. Divine gift and all. And off to religious school goes the angelic idiot. Make him a paladin, make him a religious angelic idiot and find some worthy cause for him to die for. The whole thing’s a sham I tell you. Gods, angels, fiends and devils, same twats, different colors.”

“Why don’t you quit then? Why be a paladin?”

“Well see, son, turns out having angelic blood means having a fiend magnet up your ass. Can’t go two weeks without some crazy cult trying to sacrifice you to some apocalyptic deity or some demon from gods know where trying to claim your soul as a trophy. So, you put on the armor and go to work. Heal a couple unsavory diseases around town, kill a few fiends, get the divine powers, stay alive. I’m basically a glorified sandwich board. But as long as you play the part, you get the boons. Gods don’t care if you mean or not, as long as peasants believe it and keep praying, all that matters to them.”

Campaign usage

Role play intensive

Jack is the embodiment of some fundamental questions about the nature of a fantasy world, and in a roleplay-centric campaign, he can trigger deep questioning, particularly within religious characters, which in turn can lead to some interesting character development. He is perfect to introduce to a character considering a multiclass

either away from or toward a religious path, such as a cleric or paladin. Jack can also be a great way to introduce the concept of institutional corruption and setting your players on a righteous path against a twisted church.

Comic Relief

If used in a more lighthearted campaign, Jack can make for very satisfying comic relief. The dichotomy between his flawless angelic features and his thick commoner’s accent, his general jaded demeanor, and sarcastic sense of humor can provide for an interesting dynamic with most parties and tables.



When to use

Despite his unusual beliefs and personality, Jack is a standard paladin for all intents and purposes, and can be used in almost any situations that would call for one. From quest giver to support character or even antagonist if needed, you can take out almost any religious or martial figure from a story and replace it with Jack the Reluctant for a little bit of flare and originality.

JACK THE RELUCTANT

CREATURE 13

UNIQUE LG MEDIUM HE/HIM AASIMAR HUMANOID HUMAN

Perception +23; darkvision

Languages Common, Dwarven, Jotun

Skills Athletics +27, Acrobatic +25 Diplomacy +19, Religion +27 Society +21, Stealth +19

Str +7, **Dex** +4, **Con** +5, **Int** +1, **Wis** +1, **Cha** +6


Items +1 resilient full plate, +2 striking holy repeating crossbow G&G, holy avenger, lesser sturdy shield

AC 35 (37 with shield raised); **Fort** 26+, **Ref** +20, **Will** +23


HP 233

Shield Block 

Speed 25 feet, fly 25


Melee  holy avenger +25 (good, magical, versatile P, cold iron), **Damage** 3d8+13 slashing plus 2d6 good


Melee  wing +25 (agile, good), **Damage** 3d6+11 slashing plus 1d6 good


Ranged  repeating crossbow +25 (repeating, range increment 120ft, reload 0 holy), **Damage** 2d8+6 piercing plus 2d6 good


Champion Devotion Spells DC 33, 2 Focus Points; **7th** lay on hands

Raise Shield 



Divine Smite  Trigger An ally takes damage from a creature, both within 15 feet of Jack Effect The ally gains 15 resistance to the damage. If the foe is within reach, Jack makes a Strike against it.

Detect Alignment  command, Interact; Frequency once per hour; Effect Jack commands his sword and points it at a creature he can see. The sword casts detect alignment to detect evil, but this targets only the selected creature instead of detecting in an area.

Dispelling Aftermath  Frequency once per day; Requirements Jack hits a creature using the holy avenger on his previous action; Effect Jack casts a 7th-level Dispel Magic spell against an effect affecting the creature, an illusion created by the creature or an item worn or wielded by the creature.

Holy  (good, healing, positive) Frequency once per day; Trigger Jack critically succeeds at an attack roll against an evil creature with a weapon; Effect Jack regains a number of HP equal to double the creature's level.

Holy Avenger When Jack critically hits an evil creature with the holy avenger, the creature is slowed 1 and enfeebled 2 for 1 round.

Angelic Frenzy   Jack Flies up to his Speed in a straight line and makes a holy avenger Strike or a wing Strike against each creature within reach on his path. This applies his multiple attack penalty as normal.

Conflicted Alignment while he acts as a Lawful Good creature at all times and in any context, Jack's true alignment is Chaotic Good. He is immune to chaotic damage, susceptible to Lawful damage and is considered Chaotic for the purpose of any magical implications, such as the detect alignment spell. Any non-magical attempt at determining Jack's alignment, such as a Recall Knowledge or a Sense Motive check, indicates he is of Lawful Good alignment.

IMPLEMENTING YOUR SETTING

As a GM, using Jack might help you figure out or, if you already did, expose some things about your world and setting. If Jack's fundamental beliefs, that gods care not for true faith, only the act of worship, are true or not can have a significant impact on your world, especially in the event of a religious player character like a cleric or a champion. Jack can be used to reinforce the faith of a character by finding the true good nature of Jack and revealing his cynical tone as nothing but a facade. Or just the opposite, Jack can be used to shake and challenge the belief system of a character, making them reconsider their blind faith and their role as a deity's puppet in the material world.



KOBIEL THE FALLEN

Kobiel, formerly known as the monadic deva Aniela, is the result of one of the most tragic stories there is; a story of love. Aniela was an angel of unbelievable beauty, even by divine standards, and a fearsome warrior. Stationed at the border between the world of the living and the many worlds of the dead, she prided herself on providing safe passage to more than a million souls to their afterlife. But even angels are flawed: Aniela longed desperately for love, and often fell for a pretty smile or charming words.

The story of the eternally heartbroken angel made its way to the most dangerous ears possible: a succubus. Niimah, like many succubi, was devious, ambitious and cunning. Eager to get in the good graces of a pit fiend in hope of charming him into submission, she saw in Aniela a perfect opportunity. Bold and brazen, Niimah did not even bother to change form when she approached the angel, instead presenting herself as misunderstood and repentant, simply trapped in her ways. Within days, she had wrapped Aniela around her finger, as the lonely angel had fallen madly in love with the demon. With the pretext of seeking a long-lost love, it took Niimah but a month to be granted access to the river of souls. This tale wasn't entirely false, as the best lies are made of truth after all: the seductive demon was looking for the soul of a powerful warlord, whose demise she had orchestrated from the comfort of his bed. After trapping the soul into a gemstone, she left a devastated Aniela with a victorious laugh. The warlord's soul ended up in the hands of the pit fiend, who twisted the soul into a cornugon and sent him to the material plane to wreak havoc.

Duped by a demon into failing her mission, Aniela was banished from the heavens in complete disgrace. Broken and humiliated, Aniela roamed the planes aimlessly for nearly a century. In that time, humiliation became anger, and her endless errands found purpose: vengeance against all who had wronged her. Her wings turned black, her soul darkened, and horns sprouted from her skull. The monadic deva was no more, and Kobiel the Erinyes was born. But one thing remained of her former beauty: her golden angelic eyes, which would ever remind her of what she once was, and of all that was taken from her.

With her newfound purpose, Kobiel traveled through the depths of hell in search of Niimah. Finding her former lover comfortably sitting at the side of a powerful pit fiend, she pledged loyalty to both. Finding an opportunity for blissful irony, Niimah convinced the tyrant devil to put Kobiel at the service of the cornugon

so intrinsically tied to her demise.

The irony wasn't lost on Kobiel, whose new disposition allowed her to appreciate her twisted fate fully. She became a great general for the forces of hell, leading armies of fiends to victory throughout the planes. Embodying her new devilish nature to the fullest, Kobiel cared for nothing but her own power. She collected the souls of those she defeated at every occasion, slowly replacing the army granted to her by the tyrant devil. Rather than shepherd them to a final reward, she bound these souls by contract or by shackles, forcing them to recognize but one master: Kobiel herself. As her army grew, so did her power, and her features evolved to match: her wings lost their feathers in favor of the leathery skin so typical of devils, and a long barbed tail, uncharacteristic of Erinyes but quite common among greater devils, grew from her lower back. Her ascension in the strict hierarchy of hell had begun ...

Story Hooks

Kobiel provides numerous story opportunities for both good and evil parties. Kobiel may be beyond redemption, but many would consider putting an end to her torment a merciful act. She serves as a wonderful villain to defeat at the end of a long war campaign against the forces of hell. Alternatively, she can be the trigger for a war between hell and any plane, leaving your players caught in the crossfire.

Kobiel can also be a rare opportunity to oppose a non-evil party to the forces of heaven. Many angels remember the former glory of Aniela, and would go as far as considering her redeemable. These angels see the murder of Kobiel as an act to be punished, having permanently closed any chance of redemption for the fallen angel. By having the party fight and kill Kobiel without any knowledge of who she is, her origin can be unraveled to them after the fact, leaving them to deal with the situation.

If you favor a subtler approach, Kobiel is always in search of new souls to enslave, usually through hellish contracts, and she is not above using her tragic origin story to convince people to help her out, for them to later realize they have been duped, as she was so long ago.

KOBIEL, THE ERINYES

CREATURE 12

UNIQUE LE MEDIUM SHE/HER DEVIL FIEND

Perception +24; greater darkvision, true seeing

Languages Celestial, Common, Infernal; telepathy 60 feet

Skills Acrobatics +23, Deception +25, Diplomacy +25, Intimidation +28, Religion +22, Stealth +23

Str +6, **Dex** +6, **Con** +6, **Int** +3, **Wis** +5, **Cha** +6

Items +1 returning striking spear, +1 resilient breastplate

AC 33; **Fort** +23, **Ref** +25, **Will** +19; +1 status to all saves vs. magic

HP 200; **Immunities** fire; **Resistances** physical 10 (except silver), poison 15; **Weaknesses** good 10

Speed 25 feet, fly 40 feet

Melee ♦ flaming spear +26 [+21/+16] (evil, fire, magical, thrown 20ft), **Damage** 2d6+15 piercing plus 1d6 evil and 1d6 fire, 1d10 persistent fire damage on a critical hit.

Melee ♦ tail +25 [+21/+17] (evil, magical, reach 10 feet, agile), **Damage** 2d8+12 bludgeoning plus 1d6 evil, 1d6 fire, and Improved Grab

Divine Innate Spells DC 32; **5th dimension door**; **4th dimension door** (at will), **divine wrath, retributive pain**; **3rd fear** (at will); **Constant (6th) true seeing**

Rituals DC 32; **3rd infernal pact**

Flames of Fury Any weapon Kobiel holds gains the effects of a *flaming* rune while she holds it.

Golden Tears ♦ (divine, enchantment, mental) Kobiel begins to weep tears of golden light as the memory of the angel she once was superimposes itself over her devilish form in the minds of those around her. Creatures within 60 feet must attempt a Will save (DC 32) as her celestial origins show the good she is capable of. Good aligned creatures take a -1 circumstance penalty to their save against this effect. Regardless of the outcome, the creature becomes immune to Golden Tears for 24 hours.

Critical Success The creature is unaffected.

Success The creature has its convictions on who they are fighting shaken. Until the end of their next turn, the creature suffers a -1 status penalty to attack and damage rolls against Kobiel and she does not trigger reaction from them.

Failure The creature's doubt stays in their hand, as a success, but the status penalty is -2.

Critical Failure As a failure, except the effect lasts for 1 minute.

Army of Hell ♦♦♦ **Frequency** Once per day; **Effect** Kobiel calls forth troops to aid her in battle. She summons up to 5 devils, each adjacent to a different enemy within 60 feet. These devils must be no higher level than 4 levels below the foe they are adjacent to or 11th level, whichever is lower.

BREADTH OF CHALLENGE

Kobiel can be used as a challenging encounter from levels as low as 8th, and as high as 14th though we do not suggest using her Army of Hell ability unless the encounter budget is a severe threat or lower, as this ability immediately increases the threat level by one step.

HEROES

VILLAINS



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Playtest Package

Playtest Package 3



ARCHETYPES

You can find the world over those who break the mold and forge a path all their own, mastering techniques that others strive to repeat and exceed. —Sinclair

Brawler

Whether you're a tavern scrapper or an arena fighter, you have mastered hand to hand combat. You may favor fast hand combinations or rely on the destructive force of a roundhouse kick. In any case, you know, hand to hand combat is a battle of attrition: slowly chipping away at your foe until their will to fight, if not their strength, fades away.

NEW TRAITS FOLLOW-UP AND SETUP

Actions with the follow-up trait cannot be used as the first action of your turn and gain certain benefits if used after an action with the setup trait.

BRAWLER DEDICATION

FEAT 2

ARCHETYPE DEDICATION

You are a brawler, through and through. Your body is conditioned to strike and your punches can break bones. The damage die for your fist unarmed attacks becomes 1d6 instead of 1d4 and your unarmed attacks now deal lethal damage. The Step and Feint actions gain the setup trait for you and you gain the Jab action. Your Strikes with the follow-up trait gain additional benefits depending on their setup.

- **Step** The Strike deals an additional damage dice.
- **Feint** The condition value or penalty inflicted by the Strike is doubled.
- **Jab** You gain a +1 circumstance bonus to your attack roll.

Jab ♦ (setup) You snap a quick strike, focusing on speed over power. Make fist Strike. This Strike deals 1d4 bludgeoning damage and does not add your Strength modifier to damage. This Strike does not count toward your multiple attack penalty.

CHOP THE LEG

FEAT 4

ARCHETYPE FOLLOW-UP

You deliver a devastating kick to the thigh of your opponent. Make an unarmed Strike. If it hits, the target takes a -5 foot status penalty to its speed and cannot use the Step action until the beginning of your next turn.

TEEP

FEAT 4

ARCHETYPE

Trigger A creature attempts to enter a space adjacent to you

Thrusting your foot forward like a spear, you stop your opponent dead in its tracks. Make a melee unarmed Strike against the triggering creature even if it is not within your reach. If it hits, the creature ends its movement before entering the space. This Strike deals no damage.

LEAD HOOK

FEAT 6

ARCHETYPE FOLLOW-UP

You throw a tight circular hook to the head, rocking your target to its core. Make an unarmed Strike. If it hits, the target becomes stunned 1.

BODY HEAD BODY

FEAT 6

ARCHETYPE

You unleash a fast combination of hands, each strike setting up the next. Make three unarmed Strikes against the same target. These Strikes gain the following failure condition:
Failure This attack does not count toward your multiple attack penalty.

SHOVEL HOOK

FEAT 6

ARCHETYPE FOLLOW-UP

You throw a hit to the body, digging for a vital organ underneath the rib cage. Make an unarmed Strike. If it hits, the target becomes sickened 1 until the start of your next turn. On a critical hit, the sickened condition lasts for a minute.

TEH TAT

FEAT 8

ARCHETYPE FOLLOW-UP

Thrusting your full weight into your leg, you unleash a bone-shattering kick toward your opponent's arm. Make a melee unarmed Strike. If it hits, the target takes a -1 status penalty to attack rolls for 1 minute.

UPPERCUT

FEAT 8

ARCHETYPE FOLLOW-UP

A life of fighting has taught you that sometimes simplicity is key. You throw a punch under your opponent's chin. Make a melee unarmed Strike. If it hits, the target becomes stupefied 1 for one round (one minute on a critical strike).

FLYING KNEE ◆◆

FEAT 8

ARCHETYPE

Taking to the air in an impressive motion, you thrust your knee deep into your foe. Leap, High-Jump, or Long-Jump you can make a melee unarmed Strike at any point along your movement. Your movement stops when you make the unarmed Strike. It deals an additional damage die. If the Strike misses, the target of the Strike may Step as a free action.

TORNADO KICK ◆◆

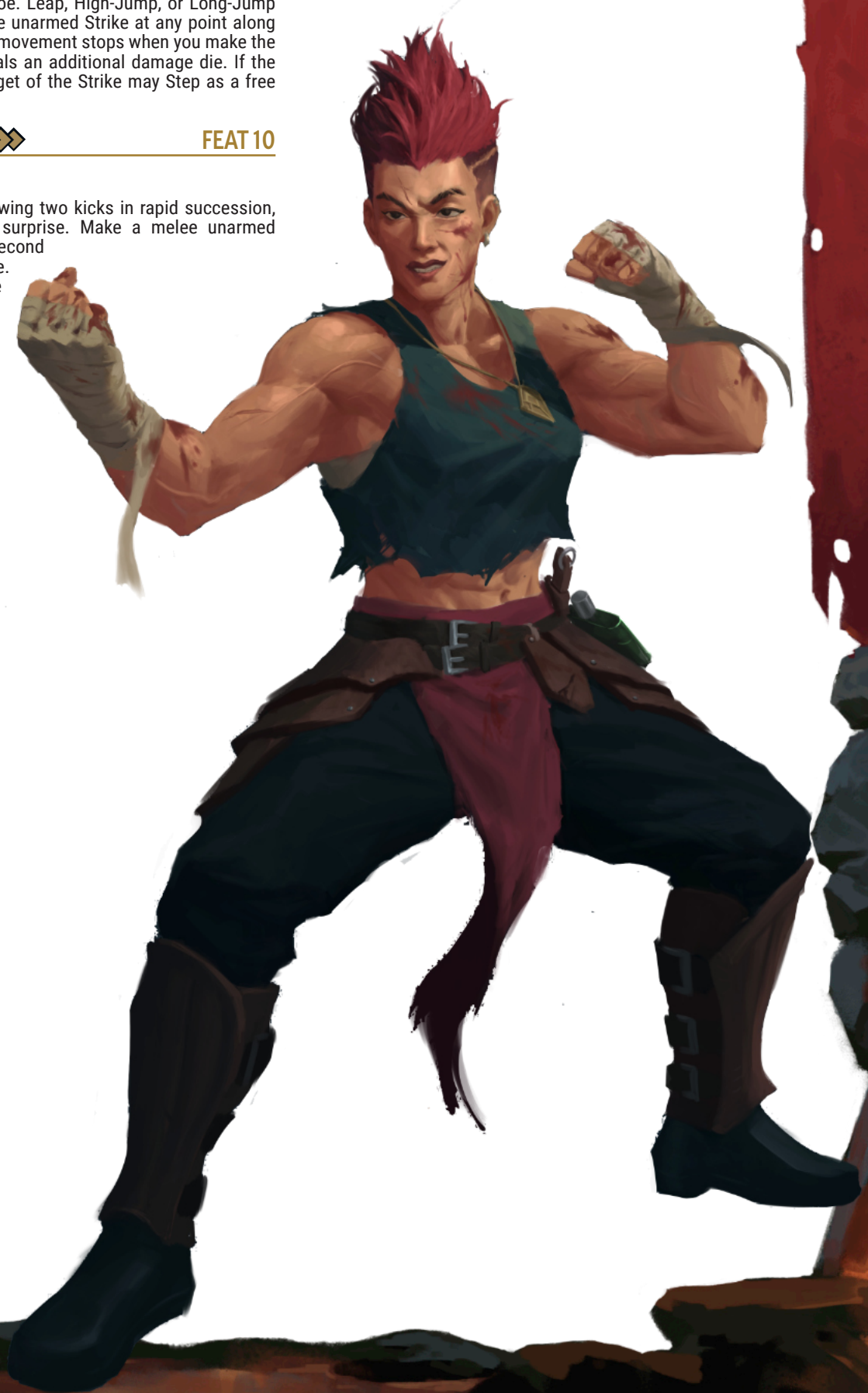
FEAT 10

ARCHETYPE

You spin around, throwing two kicks in rapid succession, taking your foes by surprise. Make a melee unarmed Strike, a Step and a second melee unarmed Strike. The second Strike gains the follow up trait and increases its reach by 5 feet.

ARCHETYPES

CLASSES



SAGATHIAN KNIGHTS

While Sagathian Knights and thanators find similar roots in the source of their power, getting them confused might put you on the wrong end of a blade.

Sagathian Knights train vigorously and consciously, intensely studying the arts of vitamancy to mastery. They consider their more natural counterparts, the thanators, to be undisciplined and uneducated—diamonds in the rough at best. Most thanators either don't know or don't care about the existence of the Sagathian Knights, and the few who do openly ridicule them as pale replicas, which does nothing to alleviate the ancient feud between the two fundamentally different practitioners of martial vitamancy.

To those in the know, this long time feud is quite ironic, since the order of the Sagathian Knights was created by a thanator and a necromancer, both convinced they could study and teach this unusual manifestation of vitamancy to create warriors immune to death itself. The experiment proved a moderate success, and the creators of the Sagathian Knights had to resort to a compromise: channeling the user's life force into a weapon rather than improving themselves. Sagathian Knights imbue their weapons as physical conduits for necromantic energy. Over time, the order steered away from their thanator origins and focused on perfecting these instruments of death and their usage.

Sagathian Knights Archetype

Through rigorous training, Sagathian Knights learn to harness the power of vitamancy to manipulate the life force of their foe.


SAGATHIAN KNIGHTS DEDICATION

FEAT 6

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Constitution 14; trained in martial weapons

As a member of the Sagathian Knights order, you can now use vitamancy actions. You can only use vitamancy once per turn. You become trained in necromancy lore and you gain the Instrument of Death action. If an ability granted by the Sagathian Knights archetype requires a saving throw, the DC is your class DC or spell DC, whichever is higher. Likewise if an ability causes positive damage or heals using positive energy it gains the positive trait, or the negative trait if it deals negative damage or heals using negative energy.

Instrument of Death  (vitamancy) You infuse some of your own life force into your weapon. A weapon you are wielding deals additional persistent negative damage or persistent positive damage (your choice) equal to 1d6 plus your constitution modifier on any Strikes you make with it for the next minute. Weapons enchanted this way are called Instruments of Death.

Special You cannot select another dedication feat until you have gained two other feats from the vitamancer archetype.

INNERVITALITY

FEAT 8

ARCHETYPE

Prerequisites Sagathian Knights Dedication

Frequency Once per day

Trigger You take damage that would bring you to 0 hit points but not immediately kill you.

You reach deep within yourself to find a spring of life, keeping you away from the jaws of death. You regain a number of hit points equal to three times your level and you gain the wounded 1 condition. If you are living this is a positive effect; it is a negative effect if you have negative healing.

LIFE-SEEKING STRIKE

FEAT 8

ARCHETYPE VITAMANCY

Prerequisites Sagathian Knights Dedication

Frequency Once per turn

You use the magnetic property of necromantic energy to aim your attack. Make a Strike against a living or undead creature. The Strike gains a +2 status bonus to its attack roll.

VITAMANCY

Vitamancy actions are a special type of action reserved to practitioners of this lost art. To use an action with the vitamancy trait, you must spend a number of Hit Points equal to three times your level. This is referred to as your vitamancy cost and cannot be mitigated in any way. At 11th level, your vitamancy cost decreases to twice your level.

DRAINING STRIKE ◆◆

FEAT 8

ARCHETYPE VITAMANCY**Prerequisites** Sagathian Knights Dedication

Your weapon devours necromantic energy, draining its victim of their precious life force. Make a Strike against a creature. If the Strike hits, the creature becomes drained 1, or drained 2 on a critical hit.

NECROMANTIC EMBOLISM ◆◆

FEAT 8

ARCHETYPE VITAMANCY**Prerequisites** Sagathian Knights Dedication**Requirements** You are wielding an Instrument of Death.

You damage your foe's connection with their life force. Make a Strike against a creature with the required weapon. If the Strike hits, for as long as the creature suffers from persistent damage caused by this strike, whenever it would regain hit points from an effect with the necromancy trait, it regains only half the number of hit points (minimum 1).

LIFE DRAIN 2

FEAT 10

ARCHETYPE**Prerequisites** Sagathian Knights Dedication

Trigger You reduce a living creature to 0 hit points or destroy an undead creature with a Strike using your Instrument of Death.

Requirements You have not used a vitamancy action this turn.

As your enemy gasps for their last breath, you use this moment of vulnerability to drain them of whatever life they have left. You regain a number of hit points equal to the triggering creature's level plus your constitution modifier. This ability is not a vitamancy action and you may not use vitamancy actions again until the end of your turn.

RUNES OF DEATH

FEAT 10

ARCHETYPE**Prerequisites** Sagathian Knights Dedication

When you use the Instrument of Death action, the affected weapon gains the benefit of the bane, disrupting, ghost touch, grievous, or wounding property rune (your choice) for the duration of Instrument of Death. The weapon must be eligible to receive the rune, as if you were permanently etching it onto the weapon.

MASS DRAIN ◆◆

FEAT 14

ARCHETYPE**Prerequisites** Life Drain

Requirements You have not used a vitamancy action this turn.

Up to three creatures within 30 feet that are suffering from persistent damage caused by a weapon benefiting from your Instrument of Death take damage equal to your level of the same type as the persistent damage (basic Fortitude save). You regain a number of Hit Points equal to

the damage dealt by Mass Drain This is not a vitamancy action, you may not use vitamancy actions again until the end of your turn, and you cannot use Life Drain or Mass Drain again until after you have used a vitamancy action.

DEATH STRIKE ◆◆

FEAT 18

ARCHETYPE INCAPACITATION VITAMANCY**Prerequisites** Sagathian Knights Dedication**Requirements** you are wielding an Instrument of Death

Using your training as a Sagathian Knight, you can sever a foe's lifeforce with a single strike. Make a Strike with an Instrument of Death against a living or an undead creature. This attack deals an additional 4d12 negative or positive damage (your choice). The creature must then attempt a Fortitude save, if it critically fails, it dies. This is a death effect. If the Target is undead and critically fails its saving throw, it is destroyed instead. Regardless of the result of their save, the creature is then immune to Death Strike for 24 hours.

VITAMANCY AND BLOODSMITHS

Vital forging, or blood smithing, is a byproduct of the art of vitamancy; a truth causing great sorrow to vitamancers and shamans. Vitamancy uses renewable life force to create primal magic, working with the natural flow of necromancy. Blood smithing, however, digs into the core and soul of the smith to produce physical items through occult means.

While bloodsmiths see this as an evolution of the art, vitamantic purists consider it vile and unnatural.

Vital forge archetype

"Sometimes you've gotta bleed to win. Bone and blade are one and the same."
—Kurian Tescher, bloodward warrior

Once thought a lost art, the act of forging one's own living essence into tools and weapons of war has resurfaced in many places, spreading like new flesh healing over a wound. Vital forges, sometimes known as bloodsmiths, are feared for their gruesome displays, though there are those that take a less horrific—but no less grim—approach. Whether a vital forge spills their lifeblood or carves their souls to produce their craft, they are feared for both their versatility and their terrifying works.

VITAL FORGE DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Constitution 14; trained in Crafting and Occultism

You dabble in the arts of the vital forge, shredding your life force for power and forming objects from your own flesh and blood. You gain the Forge Vitality activity. Unless otherwise stated, you may only have two items created by Forge Vitality in existence at one time and you may not reduce your drained value below the number of items while they exist. When such an item is destroyed, you immediately reduce your drained condition by 1.

If you try to create a new item while you already have the maximum number in existence, choose an existing item to immediately destroy as the new one forms.

Forge Vitality ♦♦ (concentrate, manipulate, occult, transmutation) Frequency three times per day; Requirements you have the formula for the item you want to create and can provide any listed Craft Requirements requirements; Effect By shedding some of your physical body bound to your vitality, you create items of use. You produce a single item of up to 2 bulk of a level no greater than half your level in your hand, worn by you, or in your space. This vital-forged item exists until it is destroyed or until your next daily preparations, whichever comes first. You may destroy one of your vital-forged items by spending two actions with the concentrate trait.

Special You cannot select another dedication feat until you have gained two other feats from the vital forge archetype.

RAPID FORGE

FEAT 4

ARCHETYPE SKILL

Prerequisites Vital Forge Dedication, expert in Crafting

You can shape more of your essence at once with just a little more effort. You may use Forge Vitality as a three action activity, when you do so you may produce two items, increasing your drained condition by 2 instead.

POTENT FORGE

FEAT 4

ARCHETYPE

Prerequisites Vital Forge Dedication

You are able to empower one of your forged items with more of your essence. Once per day when you use Forge Vitality, you may produce a single item with a level no greater than your level. You may have only one item with a level higher than half your level in existence at one time.

SPIRITUAL FORGE

FEAT 4

ARCHETYPE

Prerequisites Vital Forge Dedication, Wisdom 14

Spirit joins the body only to be flensed. When you use Forge Vitality, you may choose to make spirit-forged items instead of vital-forged ones. Doing so increases your doomed condition instead of your drained condition, and reabsorbing a spiritual item likewise reduces your doomed condition instead. Spirit-forged items can affect and be manipulated by incorporeal creatures as if they had the benefits of a *ghost touch* rune. This does not allow effects unrelated to the physical form of the item or its ammunition to affect incorporeal creatures, such as a spell cast from a wand.

VITAL FOUNDRY

FEAT 4

ARCHETYPE

Prerequisites Vital Forge Dedication

You may use Forge Vitality to create larger objects. You may use Forge Vitality as a three action activity, when you do so the item you produce may be of up to 4 bulk.

RUNES OF THE FLESH

FEAT 4

ARCHETYPE

Prerequisites Vital Forge Dedication

Just as your body and soul can be fashioned into items, so are they now like works of craft themselves, becoming a fertile canvas for imbued magical energy. You may have runes etched on your body (most often via tattooing or scarification) in the same way they might be etched onto an item, but with no limit on the number of runes you may possess. These runes grant no benefit when on your body; however, when you use Forge Vitality, you may transfer one or more runes from your body to items that could normally bear the rune, distributing them among eligible items as you choose, subject to normal limits on the number of runes an item can bear. These runes reappear on your body when the item is destroyed.

HUNGRY ARMAMENTS

FEAT 8

ARCHETYPE

Prerequisites Vital Forge Dedication

The weapons you forge hunger for vital energy and material, bolstering you as they are fed. When you use Forge Vitality to make a piercing or slashing weapon, you may choose to imbue the weapon with a *wounding* rune; this counts against the total number of runes the item can benefit from. If the persistent damage from the rune dealt damage to a creature since the end of your last turn you gain 5 temporary hit points at the beginning of your turn which last until the beginning of your next turn. If you have the Spiritual Forge feat, your spirit-forged weapons deal persistent mental damage instead of persistent bleed damage.

Special If you have Runes of the Flesh, you may choose to add *wounding* after transferring potency runes to the formed weapon.

ADDITIONAL CREATIONS

FEAT 10

ARCHETYPE

Prerequisites Vital Forge Dedication; Constitution 16

Your resilience unbinds you from the prior limitations of your flesh and spirit. You may now use Forge Vitality five times per day and have a maximum of three items created by Forge Vitality in existence at one time.

VITAL ARCHITECT

FEAT 12

ARCHETYPE

CONCENTRATE

MANIPULATE

OCCULT

TRANSMUTATION

Prerequisites Vital Forge Dedication, Vital Foundry

Frequency once per day

Requirements You can use Forge Vitality

You are capable of producing simple structures with your flesh or spirit. You increase your drained condition by 1 and replicate the effects of *wall of flesh*^{APG}. This wall is considered an item for the purposes of vital forge feats and activities and lasts as long as such an item instead of the normal duration. This counts as one of your daily uses of Forge Vitality.

Special If you have Spiritual Forge or Hungry Armaments, you may choose one of these feats to benefit the wall when it is formed. If you choose Hungry Armaments, the wall can accept the *wounding* rune as though it were a *+1 weapon*. If you choose Spiritual Forge, you increase your doomed condition instead of drained.

VITAL ENGINEER

FEAT 12

ARCHETYPE

Prerequisites Vital Forge Dedication, Vital Foundry

Once per day, you may perform Forge Vitality as an activity that takes 1 minute, when you do so you produce a vehicle or siege weapon of your level or lower; as with any other use of Forge Vitality, you must have the formula available or otherwise have access. A vehicle created this way is considered an item for the purposes of vital forge feats and activities except for Potent Forge.

PERPETUAL CREATIONS

FEAT 13

RARE

ARCHETYPE

SKILL

Prerequisites Vital Forge Dedication, master in Crafting

You are able to make items that last permanently. You may Craft non-consumable items without paying half of the cost in materials. Instead you may begin reducing the cost of the item and roll your Crafting check at the end of the first day. When you Craft in this way you become drained 2 each day and cannot reduce your drained condition below 2 until you spend a full day without crafting this way, and if you fail your check to do so, you are drained 3, or drained 4 on a critical failure. If you critically fail or abandon your attempt to craft, the leftover materials can be used to Craft other items, but have no value otherwise. You may not complete the item until you spend the normal minimum period Crafting, after which you may choose to pay any remaining costs as normal.

ARCHETYPES

CLASSES

SHAMAN

Where some find power in books, the divine, or even a performance, you draw your power from the primal forces of life, through a shamanic emblem. Whether it be the markings on your body, a weapon you hold high in battle, or an item of strong significance to you, your emblem makes you a force to be reckoned with as you wade into combat slinging spells, bringing hope to your allies, and sundering the health of your enemies.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Trained in Will

SKILLS

Trained in nature

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

SPELLS

Trained in Primal spell attack rolls

Trained in Primal spell DCs

KEY ABILITY

CONSTITUTION

At 1st level, your class gives you an ability boost to Constitution

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During Combat Encounters...

You use your vital essence to manipulate the battlefield, either by empowering your allies or crippling your foes. Fighting as a Shaman might feel like a race against the clock as your hit points drain away.

During Social Encounters...

Your understanding of natural energies, specifically of life forces and necromancy, allow you to bring insight to the party. You often lean toward solutions who go with the flow of events rather than oppose them directly.

While Exploring...

You help out your allies, assisting them in their task and keeping them healthy all along your travels.

In Downtime...

You might further meditate and develop your ability to channel your vital essence or work to enhance your emblem more. You might also work to Craft magic items for yourself and allies to make them better, or conduct research into rituals and traditions.

You Might

- Assume everything has a cost and be willing to make sacrifices.
- Put the well-being of your friends and allies before your own.
- Find strength in numbers and value the importance of teamwork.

Others Probably...

- Appreciate your dedication to the group and your support on the battlefield.
- Assume you know and understand every style of obscure magic.
- Be wary of your unusual practice, or feel uneasy when you use vitamancy.

Table A—1: Shaman Advancement

Your Level	Class Features
1	Ancestry and background, emblems, initial proficiencies, shaman spellcasting, spell repertoire, vitamancy
2	Shaman feat, skill feat
3	2nd-level spells, alertness, general feat, internal vitality, signature spell, shamanic rituals, skill increase
4	Shaman feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, skill increase
6	Shaman feat, skill feat
7	4th-level spells, general feat, skill increase, vital casting, vital fortitude
8	Shaman feat, skill feat
9	5th-level spells, ancestry feat, emblematic willpower, martial expertise, skill increase, vigilant senses, vitamancy expert
10	Ability boosts, shaman feat, skill feat
11	6th-level spells, general feat, light armor training, skill increase
12	Shaman feat, skill feat
13	7th-level spells, ancestry feat, lightning reflexes, skill increase, vital sustain, weapon specialization
14	Shaman feat, skill feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Shaman feat, skill feat
17	9th-level spells, ancestry feat, legendary fortitude, light armor master, skill increase
18	Shaman feat, skill feat
19	Efficient vitamancy, General feat, skill increase weapon master
20	Ability boosts, shaman feat, skill feat

CLASS FEATURES

You gain all of the following abilities as a shaman. Abilities gained at higher levels than 1st always list the level at which you gain them next to the features' names.

KEY TERMS

You'll see these key terms in shaman class features

Vitamancy To use an action with the Vitamancy trait you must spend a number of Hit Points equal to three times your level. This is referred to as your vitamancy cost and cannot be mitigated in any way. At 11th level your vitamancy cost decreases to twice your level. You can only use Vitamancy once per turn.

Bonded Beast A Bonded Beast is a creature with the beast trait you've bonded with. The bonded beast cannot have the humanoid trait an intelligence modifier higher than -3 and still needs to be in its natural element (meaning an aquatic beast cannot survive on land or the other way around). If the size of your beast would be greater than large it is large instead. It gains the minion trait and it gains 2 actions during your turn if you use the Command an Animal action to command it this is in place of the usual effects of Command an Animal and you don't need to attempt a Nature check. You cannot be bonded to more than one Bonded Beast at the time.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. The proficiencies are noted at the start of this class.

Vitamancy

You are a practitioner of the unconventional art of Vitamancy, allowing you to use vital essence as a resource. You gain the vital heal action.

VITAL HEAL

HEALING NECROMANCY VITAMANCY

You trade your own life force to heal your friends. An ally within 20 feet of you gains a number of temporary hit points equal to three times your level until the end of your next turn.

Emblems

As a Shaman, you select one Emblem at 1st level. The type of emblem you wield represents how you use your vitamancy and how it manifests itself. You can use the ability granted by your emblem (see below) no more than once a round.

Emblem of War

Your emblem is something held aloft in battle, inspiring your fellows to greater martial prowess. Though usually a weapon, it can also be some other item such as a banner or any visually recognizable item weighing at least 1 bulk and held in one hand. You gain the Emblem Strike shaman feat and the War Cry action. You also add the *bless* spell as a primal spell to your repertoire.

WAR CRY

AUDITORY SHAMAN TRANSMUTATION VITAMANCY

You let out a mighty roar infused with strength. You and allied creatures within 20 feet of you that can hear you get one of the following until the beginning of your next turn:

- A +3 status to damage rolls
- Resistance to physical damage equal to half your level
- A +2 status bonus to Athletics checks

Emblem of Blood

Your emblem is something written upon your body, you call upon its power to bring fear to your foes and empower your allies. Blood emblems are typically tattoos but can also be face paint, scarification, or some other permanent or semi-permanent body marking. You gain the blood manipulation action and the Blood Dart shaman feat. You also add the *grim tendrils* spell to your repertoire as a primal spell.

BLOOD MANIPULATION

NECROMANCY SHAMAN VITAMANCY

You manipulate the blood flow of your enemies to hinder their movements. A creature within 20 feet of you becomes either enfeebled 1 or clumsy 1 until the beginning of your next turn. Creatures immune to bleed are immune to this effect.

Emblem of the Beast

Your emblem is a trinket of some sort, often made from the horn or tusk of a magical beast. You gain the Empower Beast action and the Primal Bonding shaman feat. You also add *magic fang* to your spell repertoire.

EMPOWER BEAST

SHAMAN TRANSMUTATION VITAMANCY

Requirements Your bonded beast is within 20 feet of you and you can see it.

Your bonded beast gains a +1 circumstance bonus to attack rolls and a 5 feet status bonus to its Speed until the beginning of your next turn.

Shaman Spellcasting

You can feel and manipulate the primal forces of nature, using your emblem as a catalyst to shape it into spells. You can cast spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells.

Each day, you can cast one 1st-level spell and five cantrips. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a shaman, the magical link with your emblem grants you additional, more powerful spell slots. Your total number of spell slots and the highest level of spells you can cast are shown in Table X–X: Shaman Spells per Day. Because of the way you draw magic from your emblem, you begin to lose lower-level spell slots once you reach 5th level. The maximum number of spell slots you get from the shaman class is four, starting when you reach 4th level.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Constitution, your spell attack rolls and spell DCs use your Constitution modifier. Details on calculating these statistics appear in chapter 9 of the Core Rulebook under Spell Attack Rolls.

Heightening Spells

When you gain spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

Cantrips

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of spell you can cast

as a shaman. For example, as a 1st-level shaman, your cantrips are 1st-level spells, and as a 5th-level shaman, your cantrips are 3rd-level spells.

Spell Repertoire

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level spells of your choice and five cantrips of your choice. You choose these from the common spells from the tradition corresponding to your emblem, or from other spells from that tradition to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level. Your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it doesn't give you another spell slot, and vice versa.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table X–X: Shaman Spells per Day), you add a spell of the same level to your spell repertoire. At 2nd level, you select another 1st-level spell. At 3rd level, you add the first 2nd-level spell to your repertoire. At 4th level, you gain your second 2nd-level spell and your spell repertoire reaches its maximum size of five spells.

At 5th level, in addition to adding two 3rd-level spells to your repertoire, you lose your lowest level of spell slots. Any time you lose a level of spell slots, you lose two spells in your repertoire as well. These can come from spells you already know or out of the number of new spells you're learning. On levels in which you don't change your spell slots, you can swap out multiple spells, as described below.

Swapping Spells in Your Repertoire

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same level. If it's a level at which you lose a set of lower-level slots, you can replace the two in either order. You can also instead swap a cantrip. You can also swap out spells by retraining during downtime.

At 6th level and every even level thereafter, you can swap out any number of your spells for different spells of a level you can cast. When you do, you must keep at least one spell you can cast with your lowest level of spell slots so you don't end up with slots you can't use. For instance, at 6th level you would need to keep at least one 2nd-level spell, but all your other spells could be 3rd level.

VITAMANCY AND BLOOD MAGIC

Contrary to popular belief, not all vitamancy is blood magic. The art of vitamancy manipulates the necromantic energy animating living and undead alike, working on forces far more primal than simple blood. This is not to say blood magic does not exist. Some necromancers, blood mages, and shamans have developed and mastered the art of blood manipulation, but it is only one niche of the vitamancy arts, one frowned upon by many practitioners of the art, who find it to be simplistic and disgraceful.



Table 1–2: Shaman spells per day

Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	5	1	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	2	1	—	—	—	—	—	—	—
4	5	2	2	—	—	—	—	—	—	—
5	5	—	2	2	—	—	—	—	—	—
6	5	—	2	2	—	—	—	—	—	—
7	5	—	—	2	2	—	—	—	—	—
8	5	—	—	2	2	—	—	—	—	—
9	5	—	—	—	2	2	—	—	—	—
10	5	—	—	—	2	2	—	—	—	—
11	5	—	—	—	—	2	2	—	—	—
12	5	—	—	—	—	2	2	—	—	—
13	5	—	—	—	—	—	2	2	—	—
14	5	—	—	—	—	—	2	2	—	—
15	5	—	—	—	—	—	—	2	2	—
16	5	—	—	—	—	—	—	2	2	—
17	5	—	—	—	—	—	—	—	2	2
18	5	—	—	—	—	—	—	—	2	2
19	5	—	—	—	—	—	—	—	2	2
20	5	—	—	—	—	—	—	—	2	2

Shaman Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a Shaman class feat.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

Alertness

3rd

Experience has made you increasingly aware of threats around you, and you react more quickly to danger. Your proficiency rank for Perception increases to expert.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Internal Vitality

3th

You gain the Internal Vitality action.

INTERNAL VITALITY

SHAMAN NECROMANCY HEALING

Requirements You have not used a vitamancy effect this turn.

You recover a number of hit points equal to your vitamancy cost. You cannot use vitamancy effects this turn and you cannot use Internal Vitality until you've used an action with the vitamancy trait again.

Shamanic Rituals

3rd

Shamans are well-versed in the arts of ritual casting. You gain a +1 status bonus to all primary checks to perform a ritual. If you are master in the skill used to make the primary check, the bonus increases to +2, and +3 if you are legendary.

Signature Spell

3rd

You've learned to cast some of your spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-

level versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell level at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that level without swapping any spells; this takes as much time as retraining a spell normally does.

Ability Boosts 5th

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Expert Spellcaster 7th

The connection with your emblem has strengthened. Your proficiency ranks in spell attack roll and spell DC's increase to expert.

Vital Casting 7th

Twice per day, you may Cast one of your signature spells by paying your vitamancy cost instead of using a spell slot. At 13th level, you can use Vital Casting three times per day and at 19th level, four times.

Vital Fortitude 7th

The constant channeling of your vital essence has strengthened your body. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Emblematic Willpower 9th

You steel your mind around your emblem. Your proficiency rank for Will saves increases to expert.

Martial Expertise 9th

Experience in battle and training have improved your skill with weapons. Your proficiency with simple and martial weapons and unarmed attacks increases to expert.

Vigilant Senses 9th

Always keeping an eye on your surroundings your senses are enhanced. Your proficiency rank for Perception increases to master.

Vitamancy expert 9th

You can use vitamancy twice per round and at 17th level, three times per round.

Light Armor Training 11th

Fighting and taking blows in battle has left you better equipped with your armor. Your proficiency rank for unarmored and light armor defense increases to expert.

Lightning Reflexes 13th

Your reflexes keep getting better. Your proficiency rank for Reflex saves increases to expert.

Vital Sustain 13th

Once per turn, when you Sustain a Spell, you may pay your vitamancy cost and Sustain the Spell as a free action.

Weapon Specialization 13th

Your ability to draw out your own vital essence has given you a knack for drawing it out of others through your weapon strikes. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

Master Spellcaster 15th

You have come to a greater understanding of the magical power that you share with your emblem. Your proficiency ranks for your spellcasting traditions spell attack rolls and spell DCs increase to master.

Legendary Fortitude 17th

Your strength of body has made your essence a fortress. Your proficiency rank for Fortitude saves increase to legendary.

Light Armor Master 17th

You have mastered the use of light armor. Your

proficiency rank for unarmored defense and light armor defenses increase to master.

Weapon Master 19th

Comfortable on the field of battle, you have attained masterful skill in martial weapons. Your proficiency with unarmed attacks, simple weapons, and martial weapons increases to master.

Efficient Vitamancy 19th

Your mastering of the art of vitamancy allows you to maximize the potential of your life force. Your vitamancy cost becomes equal to your level.

Shaman Feats

At every level that you gain a shaman feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

BLOOD BOLT FEAT 1

MAGICAL **NECROMANCY** **SHAMAN**

Requirements Emblem of Blood

You crystallize your blood to use as a projectile. Make a spell attack roll against a creature within 20 feet of you. On a hit, the creature takes a number of persistent bleed damage equal to your level.

EMBLEM STRIKE FEAT 1

SHAMAN

Prerequisites Emblem of War

When you make a melee Strike with your emblem, you can use your Spell attack modifier instead of your standard attack modifier. At 7th level, you gain access to its critical specialization effect.

Special You can perform a bonding ritual to assign a new weapon as your emblem. This ritual takes a day to perform and requires a Nature check of moderate DC for your level. If your emblem is not a weapon, you can designate one weapon as part of the ritual.

PRIMAL BONDING FEAT 1

SHAMAN

Prerequisites Emblem of the Beast

Your emblem allows you to call forth a magical beast to serve you in your duties. You gain a beast essence as a bonded beast. You learn the Primal Bonding ritual.

PRIMAL BONDING

RITUAL 1

RARE **CONJURATION** **SHAMAN**

Cast 1 day; **Cost** Maximum Hit Points (see table A-2); **Secondary Caster** 1

Primary Check Nature

You form a bond with a new common bonded beast (see *bonded beast* pg. 8) If you already have a bonded beast, you must release your bond as part of the ritual. Whenever your bonded companion dies or if you release the bond, you regain the maximum Hit Points paid as the ritual's cost, but you do not recover the Hit Points.

Critical Success The conjured beast recognizes you as its new master. It gains the minion trait permanently.

Success The summoned beast is friendly towards you, but you must succeed a Command Animal check during your daily preparation or it loses the minion trait.

Failure You fail to conjure the beast.

Critical Failure The beast is furious at your attempt to dominate it and tries to kill you.

BEAST ESSENCE

CREATURE -1

UNCOMMON **N** **SMALL** **BEAST** **MINION** **SPIRIT**

Perception +5; darkvision

Languages common (or one language shared by it's bonded shaman)


Skills Acrobatics +5, Nature +4, Stealth +5, Survival +4

Str +1, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0

AC 14; **Fort** +2, **Ref** +8, **Will** +5

HP 9

Speed 30 feet

Melee  jaws +6 (agile, finesse, magical), **Damage** 1d4+1 piercing

Primal Innate Spells DC 13, attack +5 ; **Cantrips (1st)** *puff of poison*^{SOM}


Unleash Essence  (evocation, primal); **Frequency** once per day; **Effect** The bestial essence wills the energies that bind it forth in a 5-foot emanation dealing 1d6 bludgeoning damage to all foes in the area.

Table A-2: Primal Bonding

Creature Level	Spell Level Required	Cost
1	2	8 HP
2	3	12 HP
5	4	16 HP
7	5	20 HP
9	6	24 HP
11	7	28 HP
13	8	32 HP
15	9	36 HP
17	10	40 HP

2ND LEVEL

BLEEDING WEAPON

FEAT 2

NECROMANCY SHAMAN VITAMANCY

Prerequisites Emblem of Blood

You imbue one weapon with a little bit of your vital essence, making it deadlier. One weapon in your hands deals additional persistent bleed damage equal to your level. Bleeding Weapon lasts for a number of rounds equal to your Constitution modifier, or until the weapon leaves your hand, whichever comes first.

CALL TO WAR

FEAT 2

SHAMAN VITAMANCY

Prerequisites Emblem of War

Trigger You roll for initiative.

You lift your emblem high and let out a cry inspiring your allies to battle. You and your allies gain a +1 status bonus to damage rolls until the end of their next turn. If you rolled Intimidation for initiative, the bonus increases to +2.

FOUNTAIN OF HEALTH

FEAT 2

METAMAGIC SHAMAN

If your next action is to Cast a Spell with the healing trait, creatures healed by the spell gain a number of temporary hit points equal to the spell level.

4TH LEVEL

FEAR IN THE BLOOD

FEAT 4

SHAMAN

Prerequisites Emblem of Blood

Add frightened 1 and stupefied 1 to the list of conditions you can inflict when you use the Blood Manipulation action.

IRON CHEST

FEAT 4

SHAMAN

Prerequisites Emblem of War

You have learned to mark your skin with protective runes usually reserved for armor. You can now inscribe fundamental armor runes on yourself. The effect of these runes do not extend to any worn armor, with armor potency and resilient runes only affecting you if you are unarmored; you have a maximum Dex Cap of +5.

PRIMAL RESISTANCE

FEAT 4

SHAMAN VITAMANCY

Requirements Your bonded beast is within 20 feet of you.

Your bonded beast gains a +1 circumstance bonus to AC and physical resistance 5 (except magic weapons) until the beginning of your next turn.

RITUAL TRADITIONS

FEAT 4

SHAMAN

Becoming a true student of the secret methodologies of rituals, you continue to develop new ones as you grow in power. Whenever you gain a new spell level, you can learn an additional ritual.

SHARED VITALITY

FEAT 4

SHAMAN

As your bond with your allies grows, you learn to borrow their essence to feed your vitamancy. Once per minute, you may choose a willing living creature within 20 feet of you to pay the cost of an action with the vitamancy trait. The target becomes immune to Shared Vitality for one day.

VITAL METAMAGIC

FEAT 4

SHAMAN

Prerequisites You have at least one feat with the metamagic trait.

When you use an action with the metamagic trait, you can pay your vitamancy cost and reduce the number of actions it takes by 1. It gains the vitamancy trait.

6TH LEVEL

BLOOD GASH

FEAT 6

NECROMANCY SHAMAN VITAMANCY

Prerequisites Emblem of Blood

Trigger A creature within 20 feet of you takes damage.

The triggering creature takes persistent bleed damage equal to your level plus your Constitution modifier.

RESILIENT BOND

FEAT 6

SHAMAN VITAMANCY

Prerequisites Emblem of the Beast

Frequency Once per day

Trigger Your bonded beast is reduced to 0 hit points but does not die.

The bond you share with your beast through your emblem allows you to sacrifice your own life energy to keep it in the fight. Your bonded beast regains a number of HP equal to your level plus your Constitution modifier.

ROAR OF POWER

LEVEL 6

AURA SHAMAN VITAMANCY

Prerequisites Emblem of War

Allies within 20 feet of you gain a +1 circumstance bonus to the first attack roll they make before the beginning of your next turn.

VITAL RESERVE

FEAT 6

SHAMAN

You've learned to store a little bit of vital essence for later.

During your daily preparation, you can pay your vitamancy cost and store an equal number of hit points into your emblem. When using an action with the vitamancy trait, you can use the hit points stored in your emblem instead of paying the vitamancy HP cost. The hit points remain in your emblem until used, and your emblem can only store a number of hit points equal to your vitamancy cost.

8TH LEVEL

GNARLY GASH FEAT 8

NECROMANCY SHAMAN VITAMANCY

Prerequisites Blood Gash

A creature within 20 feet of you suffering from persistent bleed damage must attempt a basic Fortitude saving throw against your spell DC or take a number of slashing damage equal to three times the persistent bleed damage.

IRON SKIN FEAT 8

SHAMAN

Prerequisites Iron Chest

The ability to inscribe runes upon your body extends from the fundamental to the more advanced and strange. You may now inscribe property armor runes unto your body. Your body counts as medium armor when qualifying for rune requirements.

PRIMAL MOUNT FEAT 8

SHAMAN

Prerequisites Emblem of the Beast

Your bonded beast gains the mount special ability. It needs to be at least one size larger than you and while mounted, it can only use its land Speed.

VITAL COMMAND FEAT 8

SHAMAN VITAMANCY

Requirements Your bonded beast is within 20 feet of you.

You Command your bonded beast.

10TH LEVEL

EMPOWERED CRY FEAT 10

SHAMAN

Prerequisites Emblem of War

The bonus to damage of your War Cry action increases to 5, and the damage resistance now includes magic weapons, positive and negative damage.

HEALING ECHOES FEAT 10

METAMAGIC SHAMAN

Frequency Once per day

If your next action is to Cast a Spell with the healing trait, creatures healed by the spell gain fast healing equal to the spell level for a number of rounds equal to your Constitution modifier.

INFECTIOUS BLOOD FEAT 10

SHAMAN

Prerequisites Emblem of Blood

Whenever you inflict a condition to a creature using Blood Manipulation, its value is increased to 2.

MAGNIFICENT BEAST FEAT 10

SHAMAN VITAMANCY

Prerequisites Emblem of Beast

When you use the Empower Beast action, the circumstance bonus to attack rolls increases to +2 and the bonus to Speed increases to 10 feet.

QUICKENED CASTING LEVEL 10

CONCENTRATE METAMAGIC SHAMAN

Frequency once per day

If your next action is to cast a cantrip or a spell using one of your shaman spell slots that is at least 2 levels lower than the highest-level shaman spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

Special If you have the vital metamagic feat, you may pay your vitamancy cost and Cast a Spell one 1 level lower than your highest level spell instead. Quicken Casting gains the Vitamancy trait for you.

IMPRESSIVE VITALITY FEAT 10

METAMAGIC SHAMAN

Prerequisites Internal Vitality class feature

Once per day, when you use the Internal Vitality action, you may also gain a number of temporary hit points equal to your level.

12TH LEVEL

BLOOD TURMOIL FEAT 12

NECROMANCY SHAMAN VITAMANCY

Prerequisites Emblem of Blood

When using the Blood Manipulation action against a single creature, you can apply two of the listed conditions instead of one.

GIFT OF LIFE FEAT 12

SHAMAN VITAMANCY

Allies within 20 feet of you regain a number of hit points equal to your level.

MONSTROUS BEAST ◆

FEAT 12

SHAMAN VITAMANCY

Requirements Your bonded beast is within 20 feet of you.

Your bonded beast grows larger, as if affected by the enlarge spell. This effect lasts for a number of turns equal to your Constitution modifier.

UNSTOPPABLE FORCE ◆

FEAT 12

SHAMAN VITAMANCY

Prerequisites Emblem of War

Allies within 20 feet of you gain the benefits of the spell freedom of movement until the beginning of your next turn.

VITAL DRAIN ◆

LEVEL 12

SHAMAN

Prerequisites Shared Vitality**Requirement** Your next action is to use an action with the Vitamancy trait.

You've learned to not just share the vitality of your allies but to drain it from your enemies. A creature within 20 feet of you must attempt a Fortitude save against your spell DC. On a failure, the creature pays the vitamancy cost of your next action. The creature becomes immune to Vitality Drain for 24 hours, unless they critically failed their saving throw.

WIDE MANIPULATION

FEAT 12

NECROMANCY SHAMAN VITAMANCY

Prerequisites Emblem of Blood

When using the blood manipulation vitamancy action, you can apply the penalty to up to three creatures within 20 feet of you. You must apply the same condition to all three creatures.

14TH LEVEL

AURA OF IRON ◆

FEAT 14

AURA SHAMAN VITAMANCY

Prerequisites Iron Chest

Though the runes may be inscribed on your body, your allies can benefit from them through your vitamancy. Allies within 20 feet of you gain the benefits of the runes inscribed on your body for 1 minute. Normal rune limitations still apply. In case of a conflict, the ally chooses which runes to accept or reject.

BLEEDING AURA

FEAT 14

AURA SHAMAN

Prerequisites Emblem of Blood

Enemy creatures within 20 feet of you must succeed on a flat check DC 17 to stop persistent bleed damage instead of the usual DC 15.

PRIMAL RAGE ◆

FEAT 14

SHAMAN VITAMANCY

Prerequisites Emblem of Beast

Your bonded beast gains a number of temporary hit points equal to half your level plus your Constitution modifier and a +6 circumstance bonus to damage until the beginning of your next turn.

SIPHON ITEMS ◆

LEVEL 14

SHAMAN

Prerequisites Vital Reserve**Frequency** Once per hour**Requirements** You are holding a consumable of at least half your level with the healing trait.

You've learned to manipulate vital essence found in magic objects around you. You drain the object in your hand of its healing powers to fuel your vitamancy. Your next vitamancy action this turn has no cost. The item becomes inert and loses all magic potency.

16TH LEVEL

CRITICAL SIPHON ◆

LEVEL 16

SHAMAN

Prerequisites emblem of war**Frequency** Once per hour**Trigger** A creature critically fails a saving throw against one of your spells, or you critically hit a creature with an attack roll.

You drain a little bit of your foes vital essence to fuel your vitamancy. The creature takes additional damage equal to your Vitamancy cost. Your next vitamancy action this turn is free.

EXPANDED HEALING ◆

FEAT 16

METAMAGIC SHAMAN

Frequency Once per day

You've learned to be more efficient when manipulating forces of life. If your next action is to Cast a Spell with the healing trait that has a single target, you may expend a spell slot of the same level as the spell and choose a second target for the spell.

MASS MANIPULATION

FEAT 16

NECROMANCY SHAMAN VITAMANCY

Prerequisites Wide Manipulation

When using the blood manipulation vitamancy action, every creature taking persistent bleed damage within 20 feet of you is affected.

18TH LEVEL

AURA OF EVERLIFE

FEAT 18

SHAMAN

Prerequisites Essence Flow

Essence flow becomes a free action for you and no longer counts towards your limit of vitamancy action per round..

ELITE BONDED BEAST

FEAT 18

SHAMAN

VITAMANCY

Prerequisites Emblem of Beast

When using the Primal Bonding shaman ritual and bond with a new beast, it gains the elite adjustment.

EXSANGUINATION

FEAT 18

NECROMANCY

SHAMAN

VITAMANCY

Prerequisites Emblem of Blood

The blood loss makes your foes slower. You add slowed 1 to the list of conditions you can inflict with the blood manipulation action

20TH LEVEL

DOUBLE VITAMANCY

FEAT 20

SHAMAN

Frequency Once per day

Use two vitamancy actions on action or less, paying your vitamancy cost only once. This still counts as two vitamancy actions towards your limit per turn.

EASY VITAMANCY

LEVEL 20

SHAMAN

Your mastery of the secrets of vitamancy allows you to make use of it without necessarily sacrificing your own essence. Once per hour, you can use a vitamancy effect without paying its cost.

VITAL PROWESS

FEAT 20

SHAMAN

Frequency Once per day

You add a 10th level spell to your repertoire. You can only cast this spell by using vital casting and you must pay twice your vitamancy cost to do so.

BARD

ARCHETYPES

CLASSES

This section Presents two new muses for bards as well as feats for bards who choose those muses which pull from the the unknown without and the power within.

Demise Muse

All things end, and that's what makes them beautiful. Your muse might be death itself or the journey toward it. It might be aging, the coming of winter, or a crushing sense of ennui. On the other hand, your muse might be the subversion of death: hope, struggle, or a clinging to life that twists your very nature and keeps you trapped in a state of liminality. If your muse is a creature, it might be a spirit, a psychopomp, or an undead. You gain the Danse Macabre feat and add *animate dead* to your spell repertoire.

DANSE MACABRE

FEAT 1

BARD METAMAGIC NECROMANCY

Prerequisites demise muse

Trigger You cast or sustain a composition spell.

Frequency Once per turn

Your composition crosses the veil and reaches the departed like a call to the grave. Choose one of the following benefits:

- If your next action is to cast *animate dead*, reduce the number of actions to cast it by 1 (minimum 2 actions).
- Sustain *animate dead*.

RAPTUROUS FINALE

FEAT 2

BARD

Prerequisites demise muse

Requirements One of your composition spells is currently in effect.

Trigger A creature you can see dies.

Frequency Once per day

Where others see a tragedy, you find bliss and jubilation. Your composition instantly ends, and you or one ally within 60 feet recover 1 Focus Point.

GRIM ACCOMPANIMENT

FEAT 4

BARD CONCENTRATE METAMAGIC NECROMANCY

Prerequisites demise muse

Requirements You have line of effect to a mostly intact corpse or a willing undead within 100 feet.

You direct the deceased so even they can sing or dance. If the next action you use is to Cast a Spell that is an emanation or has a range, the spell uses the corpse or undead creature as its origin point.

REQUIEM OF FIRE AND STEEL

FEAT 6

BARD

Prerequisites demise muse

The hymn of a destroyed nation; a war march from a lost battle; the incomplete masterpiece of a defunct troubadour. You use the artistry of the long gone to empower your allies against spiritual threats. You learn the *requiem of fire and steel* composition cantrip.

REQUIEM OF FIRE AND STEEL

CANTRIP 3

UNCOMMON BARD CANTRIP NECROMANCY

Cast verbal

Area 60 feet emanation

Duration 1 round

You play a song of unfinished business in order to bring an end to the restless. You and all allies in the area gain the benefits of the *ghost touch* property rune on weapon attacks and unarmed strikes.

Heightened (6th) You and your allies' spells also gain the benefits of the *ghost touch* property rune.

MELODY OF RUIN

FEAT 8

BARD TRANSMUTATION

Prerequisites demise muse, Dirge of Doom

You can play a composition so devastating that it leaves the world around you vulnerable to entropy and decay. Objects of your choice within the area of your *dirge of doom* gain a status penalty to Hardness equal to half your level.

Additionally, you can spend 3 actions instead of 1 to cast *dirge of doom*. When you do, the objects you chose take damage equal to 1d4 per spell level as you make them erode and crumble. If an object is attended, its bearer can attempt a basic Fortitude save against this damage. This is a transmutation effect.

FUNERAL MARCH

FEAT 8

BARD

Prerequisites demise muse, Danse Macabre

As you sing or dance, the dead arise and follow your lead like marchers in a black parade. Your Danse Macabre loses its frequency restriction, allowing you to use it any number of times per turn.

OVERRIDE DEATH

FEAT 14

BARD

Prerequisites demise muse

Death can be as poetic as it is primal; for you, it is a strophe that never ends. You cease aging. You also gain a +2 status bonus to saves against haunts, psychopomps,

spirits, undead, and death effects. You can suppress or resume this ability as an action with the concentrate trait.

HYMN OF GLORIOUS PERSEVERANCE FEAT 16

BARD

Prerequisites demise muse

As long as you keep playing, death will not come. You gain the *hymn of glorious perseverance* composition spell. Increase the number of Focus Points in your focus pool by 1.

HYMN OF GLORIOUS PERSEVERANCE FOCUS 8

UNCOMMON BARD COMPOSITION HEALING

NECROMANCY

Cast 2 verbal

Range 60 feet

Trigger An ally within 60 feet would be reduced to 0 Hit Points or die.

Duration Sustained up to 1 minute.

As long as you keep singing, your allies won't fall. Instead of being knocked out or dying, the triggering ally recovers 1 Hit Point and gains 50 temporary Hit Points, but it cannot benefit from other healing effects until your composition ends. When the composition ends, the target loses all remaining HP and temporary HP and goes back to dying.

If you have the Rapturous Finale feat and haven't used it today, you can use it and then cast *hymn of glorious perseverance* as part of the same reaction.

Heightened (+1) The temporary Hit Points increase by 5.

Wild Muse

As a bard, your performances have a direct connection with the creatures of the land. You are attuned to the music of nature and the songs on the wind. You play and the animals listen, becoming willing to assist you in your endeavors. You gain the Wild Call feat and you add the *summon animal* spell to your repertoire as an occult spell.

WILD CALL FEAT 1

BARD

Prerequisites wild muse

You call out to nature to aid you in battle. Cast the *summon animal* spell. As part of the cast, you can cast a one action composition cantrip you know as a free action. The composition only affects the creatures summoned by your *summon animal* spell.

PRIMAL EXPANSION FEAT 2

BARD

Prerequisites wild muse

Your connection to nature gives you access to simple

primal spells. Add two additional cantrips from the primal spell list to your repertoire as occult spells.

WILD PERFORMANCE FEAT 2

BARD

Prerequisites wild muse

You can rely on your ability as a performer to speak to animals rather than skills with Nature or Survival. You can use Performance instead of Nature to Command an Animal and instead of Survival to Sense Direction. You also gain either Bonded Animal or Train Animal as a bonus skill feat and can use Performance instead of Nature when using those feats. You can use your proficiency rank in Performance to meet the requirements of skill feats that require a particular rank in Nature or Survival.

NATURE'S REPOSE FEAT 4

BARD

Prerequisites wild muse

Frequency once per day

You spend 10 minutes playing music that resonates with nature, to help you and your allies focus, and energize their bodies. Anyone listening to the ballad for its full duration gains temporary hit points equal to half your level. In addition, you and your allies gain a +1 status bonus to Perception and Survival checks while the melody is playing.

NATURE'S TEMPO FEAT 6

BARD

Prerequisites wild muse

You learn the *nature's tempo* composition cantrip, which speeds you and your allies with nature's power even as it slows your foes.

NATURE'S TEMPO CANTRIP 3

UNCOMMON BARD COMPOSITION EMOTION

ENCHANTMENT MENTAL

Cast 1 verbal

Area 30-foot emanation

Duration 1 round

Allies within the area gain a +5-foot status bonus to their speeds for 1 round, while your foes gain a -5-foot status penalty to their speeds.

BEAST'S ACCELERANDO FEAT 8

BARD

Prerequisites wild muse

You learn the *beast's accelerando* composition spell, which fills the animals around you with primal fury.

BEAST'S ACCELERANDO

FOCUS 4

UNCOMMON BARD COMPOSITION TRANSMUTATION

Cast  verbal

Area 30-foot emanation

Duration 1 round

All allied minions with the animal trait gain the elite adjustment.

UNSETTLING BEAST

FEAT 10

BARD

Prerequisites wild muse

You learn the *unsettling beast* composition spell, which gives the animals around you an unsettling aura.

UNSETTLING BEAST

FOCUS 5

UNCOMMON BARD COMPOSITION EMOTION ENCHANTMENT MENTAL

Cast  verbal

Area 30-foot emanation

Duration 1 round

All allied minions with the animal trait gain an Unsettling Aura. The aura is a 5-foot emanation. Foes within the aura are frightened 1 and considered flat-footed to the animal. They can't reduce their frightened value below 1 while they remain in the aura.

ARCHETYPES

CLASSES



MAGUS

This section unveils a new magus hybrid study brimming with vital potential as well as complimentary feats to that require the hybrid study.

Crimson Torrent

UNCOMMON

The art of blood magic—a rare form of vitamancy—is as old as folklore and as dangerous as any fiendish pact. Although most who meddle with it end up lost in dark paths, those who can seize the strength of their bodies and minds to endure its implications may end up finding more power within themselves that others could barely aspire to have. As a magus of the crimson torrent, you have learned to employ your blade as a conduit for your own life force and that of your enemies.

While in Arcane Cascade, you recover an amount of Hit Points equal to half your level (rounded up) each time you Strike a creature with a piercing or slashing melee weapon. On a critical success, you recover an amount equal to your level instead. This is a healing effect. Additionally, while in Arcane Cascade, you can use crimson torrent actions with the Vitamancy trait. You can find the full rules of vitamancy on page x.

Conflux Spell *Injuring Strike*

Studios Spell (7th) *Death Knell*

Studios Spell (11th) *Life Connection*^{SoM}

Studios Spell (13th) *Morass of Ages*^{DA}

INJURING STRIKE

FOCUS 1

UNCOMMON MAGUS NECROMANCY

Cast ◆ verbal; **Requirements** You're wielding a melee weapon that deals piercing or slashing damage.

With a single hit, you doom your enemy to continuously lose its vitality. Make a melee Strike with the required weapon, and add the following results to your attack.

Critical Success The target takes 3 persistent bleed or negative damage (your choice), and the DC to end that condition is increased to 17.

Success The target takes 3 persistent bleed or negative damage (your choice).

Heightened (+1) The persistent bleed damage increases by 1.

BLOOD-FUELED FOCUS

FEAT 4

MAGUS METAMAGIC VITAMANCY

Prerequisites crimson torrent hybrid study

Requirements You have 0 Focus Points.

When you've exhausted your reservoir of magic, you can still exercise your power by paying with your life. If your next action is to Cast a conflux spell, you don't need to pay a focus point to cast it. You cannot use Blood-Fueled Focus again until you have refocused and expended your focus pool anew.

BLOOD CASCADE

FEAT 8

MAGUS VITAMANCY

Prerequisites crimson torrent hybrid study

Requirements You Cast a Spell or make a Spellstrike.

You use the opportunity of your spell casting to enter your stance, expending some life force to accelerate the process. You enter Arcane Cascade.

CRUENTUS SURGE

FEAT 10

MAGUS

Prerequisites crimson torrent hybrid study, *injuring strike* conflux spell

You can expel necromantic energy through your weapon to expand its reach into a wide slash or a deep thrust. When you Cast *injuring strike*, make a single spell attack roll and compare it against the AC of every creature within an area determined by the type of weapon you are using. If you use a piercing weapon, the area is a 15-foot line. If you use a slashing weapon, the area is a 10-foot cone. If your weapon has the versatile P or versatile S traits, you choose. This counts as three attacks for the purpose of determining your multiple attack penalty.

ANIMAL COMPANIONS

ARCHETYPES

CLASSES

The following incredible companions are available to your characters, just like animal companions from the *Core Rulebook*. Several of these companions such as the shambling mount, aren't actually animals, but they have a similar intelligence. Except where otherwise specified, the creatures presented below use the normal rules for animal companions found in the *Core Rulebook*.

Abyssal Bison

RARE

Your companion is a flaming bison, bearing unusually large and menacing horns.

Size Medium

Melee ♦ horns, **Damage** 1d8 piercing

Str +3, **Dex** +1, **Con** +3, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill athletics

Special mount

Speed 25 feet

Support Benefit The flames on the abyssal bison intensify, creating a thick smoke for you to hide in. While riding your abyssal bison, or when adjacent to it, your next melee Strike considers the target flat-footed.

Advanced Maneuver Fire Stomp

FIRE STOMP ♦♦

The abyssal bison stomps the ground, cracking it open and releasing abyssal flames. Creatures within 10 feet of the abyssal bison must succeed a Reflex saving throw or become flat-footed until the beginning of their next turn and take 4 evil damage and 4 fire damage. On a critical failure, they become prone instead. This uses a trained DC and the abyssal bison's Constitution modifier, or an expert proficiency if it's savage or nimble.

Augeppi

UNCOMMON

Your animal companion is an adorable platypus-pangolin hybrid that possesses great psychic abilities.

Size Small

Melee ♦ body, **Damage** 1d6 bludgeoning

Melee ♦ claws (agile, finesse), **Damage** 1d4 slashing

Str +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

Hit Points 4

Skill Arcana

Senses low-light vision

Speed 15 feet, fly 15 feet

Special You and your augeppi gains a +1 status bonus to all saves against detection, revelation, and scrying divinations, and if you roll a success on a save against such an effect, the result is a critical success instead and is redirected to the augeppi.

Support Benefit Your augeppi emits a low psychic drone, impairing the reaction speed of those nearby. Until the start of your next turn, any creature your augeppi threatens can't use reactions triggered by your actions unless its level is higher than yours.

Advanced Maneuver Psychic Burst

PSYCHIC BURST ♦♦

MENTAL

The augeppi releases a psychic burst of energy. Choose one creature within 30 feet of the augeppi. That creature must attempt a Will save. This uses a trained DC using the augeppi's Charisma modifier or an expert DC if the augeppi is specialised.

Success The creature is unaffected.

Failure The creature is dazzled for 1 round.

Critical Failure As failure, and the target is also stupefied 2 for 1 round.



Concordine

RARE

Your companion is a concordine, a canine creature known for its disorienting bark and three heads.

Size Small

Melee ♦ jaws (finesse), **Damage** 1d8 piercing

Str +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +0, **Cha** +1

Hit Points 6

Skill Intimidation

Senses low-light vision, scent (imprecise, 30 feet)

Speed 40 feet

Support Benefit The concordine barks rapidly at an adjacent foe, throwing their senses into chaos. The target must attempt a Fortitude save. On a failure, the foe becomes clumsy 1 and stupefied 1 for 1 round. On a critical failure, the foe is also stunned 1 for 1 round. This uses a trained DC using the concordine's Constitution modifier or an expert DC if the concordine is specialized.

Advanced Maneuver Sonic Bites

SONIC BITES ♦♦

AUDITORY

The concordine makes three Strikes—one for each head—against a single target. These Strikes count toward the concordine's multiple attack penalty. If two Strikes succeed, the target takes an additional 1d8 sonic damage; if all three Strikes hit, the target has sonic weakness equal to half your level until the end of your next turn.



Eye Horror

RARE

Your companion is a large floating mouth with several eyes protruding from its body.

Size Small

Melee ♦ jaws (finesse), **Damage** 1d8 piercing

Str +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +2, **Cha** -1

Hit Points 6

Skill survival

Senses darkvision

Speed 20 feet (hovers 1-3 feet above the ground ignoring most difficult terrain)

Support Benefit Like a spotlight, the eye horror reveals those who try to hide. Until the start of your next turn, each time you hit a creature within 30 feet of the eye horror with a Strike, the creature cannot benefit from the concealed condition or lesser cover until the end of your next turn. If the eye horror is nimble or savage, invisible creatures you strike become concealed instead of hidden or undetected.

Advanced Maneuver Energy Spit

ENERGY SPIT ♦

The eye horror spits out a glob of amalgamated energy, make a ranged Strike that deals a base of 1d6 damage with a range increment of 30 feet. The spit deals fire, cold, electricity, or negative damage chosen at random by rolling 1d4.



Gurrudaemon

RARE

Your companion is a gurrudaemon, a vile daemon originating from another plane. A gurrudaemon has the demon traits, but it otherwise functions normally as an animal companion. They are typically, although not exclusively, chosen by chaotic or evil characters.

Size Medium

Melee ♦ foot; **Damage** 1d8 bludgeoning

Melee ♦ tentacle; **Damage** 1d6 slashing

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +0, **Cha** +1

Hit Points 6

Skill Athletics

Senses tremorsense (imprecise, 30 feet)

Speed 30 feet, climb 10 feet

Support Benefit Your gurrudaemon wraps his tentacles around your foes. Until the start of your next turn, each time you hit a creature in your companion's reach with a Strike, the creature takes an additional 1d4 poison damage from your gurrudaemon and becomes clumsy 1. If the gurrudaemon is nimble or savage, the poison damage increases to 2d4.

Advanced Maneuver Dropkick

DROPKICK ♦♦

The gurrudaemon wraps its tentacles around its victim and dropkicks it. It attempts an Athletics check to Grapple its prey. If the Grapple succeeds, the gurrudaemon deals 12 bludgeoning damage to the grabbed creature; the creature must attempt a basic Fortitude save using your gurrudaemon's Constitution modifier and a trained proficiency. If the gurrudaemon is nimble or savage, the proficiency for the DC increases to expert. If the gurrudaemon is a specialized animal companion, the damage increases to 20.



Indigo Ooze

RARE

Your companion is an ooze or slime just intelligent enough to follow your commands. An indigo ooze has the ooze trait instead of the animal trait, but it otherwise functions normally as an animal companion.

Size Small

Melee ♦ pseudopod, **Damage** 1d4 acid

Str +3, **Dex** +0, **Con** +3, **Int** -4, **Wis** +0, **Cha** -4

Hit Points 12

Immunities acid, critical hits, mental, precision

Skill Stealth

Senses motion sense 60 feet (precise), no vision.

Speed 20 feet, climb 10 feet, swim 10 feet

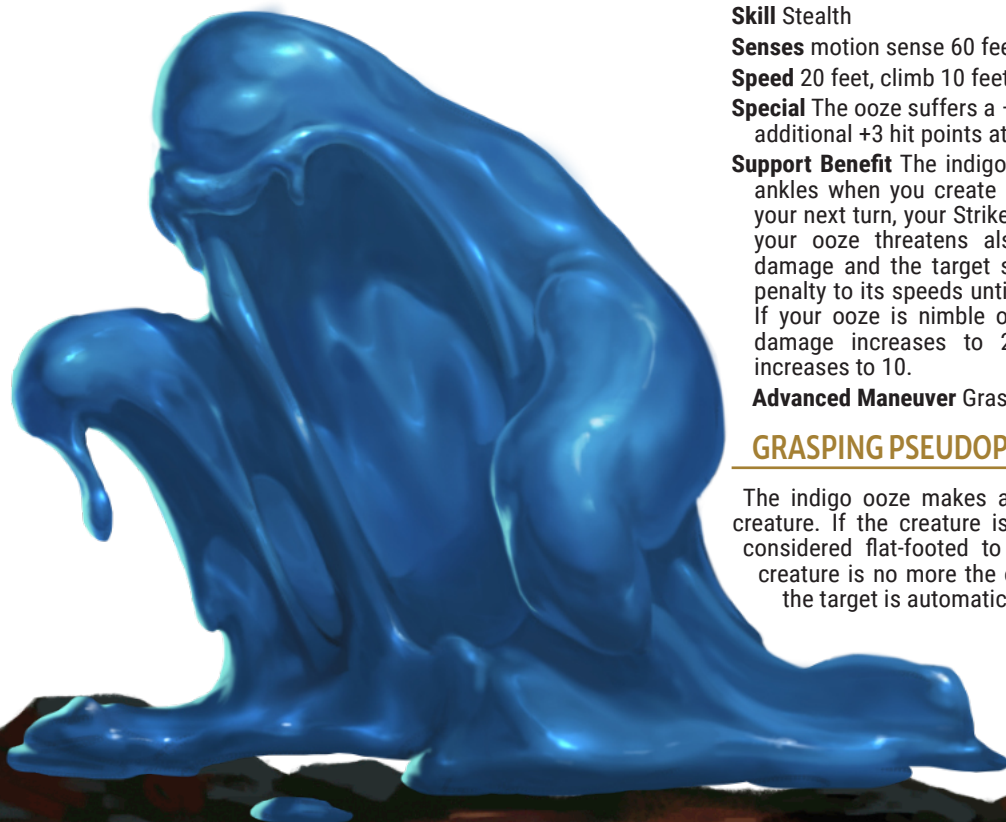
Special The ooze suffers a -10 penalty to AC but gains an additional +3 hit points at every level.

Support Benefit The indigo ooze spits acid at your foes' ankles when you create an opening. Until the start of your next turn, your Strikes that damage a creature that your ooze threatens also deal 1d4 persistent acid damage and the target suffers a 5-foot circumstance penalty to its speeds until it removes the acid damage. If your ooze is nimble or savage, the persistent acid damage increases to 2d4 and the speed penalty increases to 10.

Advanced Maneuver Grasping Pseudopod

GRASPING PSEUDOPOD ♦♦

The indigo ooze makes a pseudopod Strike against a creature. If the creature is smaller than the ooze, it is considered flat-footed to the attack. On a hit, if the creature is no more the one size larger than the ooze, the target is automatically grabbed.



Landstrider

RARE

Your companion is a long legged beast, able to traverse the many terrains of the world quickly.

Size Large

Melee ♦ leg, **Damage** 1d8 bludgeoning

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Survival

Senses low-light vision

Speed 40 feet

Special mount

Stilted Movement Your Landstrider ignores non-magical difficult terrain.

Support Benefit Your landstrider uses its great legs to protect you by either standing over you, blocking incoming attacks or using its large body to absorb damage. Until the start of your next turn, as long as you are within your landstrider's reach, you are considered concealed.

Advanced Maneuver Quickened Stride

QUICKENED STRIDE ♦♦

The landstrider Strides twice and then can make a leg Strike against the nearest foe within reach.



Nightstalker

RARE

Your companion is a nightstalker, a nightmarish bipedal creature that dwells in the dark and instills terror in its victims.

Size Small

Melee ◆ jaws (finesse), **Damage** 1d6 piercing

Melee ◆ claws (agile, finesse), **Damage** 1d4 slashing

Str +3, **Dex** +3, **Con** +1, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 6

Skill Stealth

Senses darkvision

Speed 30 feet

Special While in normal or bright light, the nightstalker cannot see or interact with anything in normal or bright light except you. Additionally all creatures in normal or bright light except you cannot see or interact with the nightstalker.

Support Benefit Your nightstalker empowers your attacks. Until the start of your next turn, if you hit and deal damage to a creature, the creature becomes frightened 1.

Advanced Maneuver Eyes in the dark

EYES IN THE DARK ◆

EMOTION FEAR MENTAL VISUAL

If the nightstalker is in dark or dim light, it opens its huge pair of eyes to terrorize an enemy within 30 feet that is in dark or dim light. The target must attempt a Will save. The target is then temporarily immune for 1 hour. This uses the nightstalker Charisma modifier and a trained DC. If you companion is nimble or savage, the DC increases to expert proficiency.

Critical Success The target is unaffected

Success The target is frightened 1 for 1 round

Failure The target is frightened 1 for 1 minute

Critical Failure The target is paralyzed for 1 round



Shambling Mount

UNCOMMON

Your companion is a shambling mount, a close relative of the shambler grown to serve as a mount.

Size Large

Melee ◆ vine, **Damage** 1d6 bludgeoning

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Nature

Senses darkvision

Speed 30 feet

Special mount

Support Benefit Your shambling mount extends its vine-like feet around your foe's position, entangling its footing. Until the start of your next turn, if you hit and deal damage to a creature in your shambling mount's reach, the first square the creature moves into after taking that damage is difficult terrain.

Advanced Maneuver Entangling Vines

ENTANGLING VINES ◆

The shambling mount makes a Strike with its vines entangling the target in its plant matter. If the Strike hits, the target creature automatically becomes grabbed by the shambling mount until the end of your next turn.



Swarm Companions

A swarm companion is a loyal swarm of insects or other Tiny creatures that you have under your control. They follow your orders obediently, though your method of commanding them may be more unusual than the typical. Most swarm companions are uncommon, requiring obscure magics, natural affinity, or even advanced alchemical pheromones to even begin to tame them. You can have only one companion of any kind at a time.

Apart from the following differences, a swarm companion functions as an animal companion, including the limitations to companion items regardless of their shape.

- **Traits:** Swarm companions have the swarm trait in addition to the animal trait. This allows them to occupy the same space as other creatures, and must do so in order to use its Swarm Attack action.
- **Immunities:** As with all swarms, the companion is immune to the grabbed, prone, and restrained conditions. Unless otherwise specified, a swarm companion is immune to mental effects that target a limited number of creatures, but not to those that affect all creatures in an area.
- **Resistances:** Swarm companions have resistance to piercing and slashing damage equal to half your level (minimum 1) and to bludgeoning damage equal to half your level –2 (minimum 0).
- **Weaknesses:** Swarm companions have weakness to area damage and splash damage equal to half your level.
- **Ability Modifiers:** A swarm companion begins with base ability modifiers of Str -2, Dex +3, Con +2, Int -4, Wis +2, Cha +0.
- **Attacks:** Instead of one or more Strikes the companion will have a Swarm Attack action, which deals the listed damage to any foes sharing the companion's space. Creatures subject to Swarm Attack must attempt a basic save listed

with the action (usually Reflex) using a trained DC adding the companion's Constitution modifier. Any time the companion gain a modification to its unarmed attacks, such as by becoming mature or savage, it applies those modifications to its Swarm Attack instead. If its proficiency in unarmed attacks increases, increase the proficiency of its Swarm Attack DC instead.

- **Mindless Companions:** Some swarm companions are mindless. The mindless trait makes them immune to all mental effects, as normal. The only skills in which a mindless companion is trained are Acrobatics and Athletics, and it can't become trained in other skills. Even if a mindless companion gains a limited ability to act in combat without being commanded, such as from the Mature Animal Companion feat, it can repeat only the last command; it can't take a new action on its own. A mindless companion can't take specializations that would raise its Intelligence or grant it benefits to skills other than Acrobatics or Athletics, and it can't use or benefit from feats or other options for animal companions that normally require a creature to have a mind, think, or make a decision. When in doubt, the GM determines what abilities a mindless companion can use.
- **Mountless:** given their disincorporated nature, swarms cannot be ridden and cannot gain the mount special ability.

Specialized Companions

In addition to those normally chosen by animal companions swarm companions can choose from the following specializations.

Devourer

Your swarm is quick to devour foes. Increase the dice of Swarm Attack by one step (d4 to d6 or d6 to d8 for example). Creatures that critically fail their save against Swarm Attack also take persistent bleed damage equal to the number of damage dice of Swarm Attack.

Engulfer

Despite their size your swarm is very adept at engulfing and binding their foes. Its proficiency ranks for Athletics increase to expert (or master if it was already expert from its type), and its Constitution modifier increases by 1. Your swarm companion can grapple targets up to two sizes larger than itself.

Colony

UNCOMMON

Your companion is a group of ground dwelling social insects or bugs, such as ants or some species of spider.

Size Small

Swarm Attack ♦ fang or stinger, **Saving Throw** Reflex, **Damage** 1d4 piercing

Str -2, **Dex** +3, **Con** +3, **Int** -4, **Wis** +3, **Cha** +0

Hit Points 6

Skill Stealth

Senses low-light vision, scent (precise 5-feet)

Speed 25 feet, Climb 25 feet.

Special Your colony deals an additional 2 poison damage to creatures that fail their save against its stings, 4 on a critical failure.

Support Benefit Your hive unnerves those they swarm across, Until the start of your next turn, if you hit and deal damage to a creature in your colony's space, the creature becomes frightened 1.

Advanced Maneuver Getting Everywhere

GETTING EVERYWHERE ♦♦

Your colony crawls up a creature in its space and uses its Swarm Attack, affecting only the selected creature, which takes a -2 circumstance penalty to their save. If they fail, they are sickened 1 (sickened 2 on a critical failure) and cannot end the sickened condition while they share a space with the colony.

Hive

UNCOMMON

Your companion is a group of social flying insects, such as bees or wasps.

Size Small

Swarm Attack ♦ stings, **Saving Throw** Reflex, **Damage** 1d4 piercing

Str -2, **Dex** +4, **Con** +2, **Int** -4, **Wis** +2, **Cha** +1

Hit Points 4

Skill Survival

Senses low-light vision, scent (imprecise 30-feet)

Speed 20 feet, fly 40 feet.

Special Your hive deals an additional 2 poison damage to creatures that fail their save against its stings, 4 on a critical failure.

Support Benefit Your hive pricks and stings at every opportunity, Until the start of your next turn, your Strikes that damage a creature in hive's space also deal 1d6 persistent poison damage. If your hive is nimble or savage, the persistent poison damage increases to 2d6.

Advanced Maneuver Synchronized Signals

SYNCHRONIZED SIGNALS ♦♦

MOVE VISUAL

Your hive executes complex flight patterns, directing attacks toward your foes. Foes sharing a space with the Hive are flat-footed until the start of your next turn.

Silverdust

RARE CONSTRUCT

Your companion is made up of individually imperceptible bits of silvery metal with unknown origins that moves nearly like a fluid. Unlike other companions, silverdust is a construct instead of an animal. However, due to its strange functions and minute collective scale is not as resilient as other constructs bearing only the immunities listed below.

Size small

Swarm Attack ♦ deconstruct (versatile P), **Saving Throw** Reflex, **Damage** 1d4 slashing

Str -1, **Dex** +4, **Con** +2, **Int** -5, **Wis** +2, **Cha** +0

Hit Points 4

Skill Survival

Senses low-light vision

Speed 25 feet, swim 25 feet

Special mindless; Immune to death effects, healing, necromancy, poison, and the doomed, drained, fatigued, and sickened conditions.

Support Benefit Your silverdust alters the material of enemy extremities to hinder their movement. Until the start of your next turn, if you hit and deal damage to a creature in the silverdust's space, that takes a -5-foot penalty to its speeds for 1 round

Advanced Maneuver Construct Protocol

CONSTRUCT PROTOCOL ♦♦

MANIPULATE

Your silverdust uses its Swarm Attack against a single creature or unattended object in its space, ignoring half the hardness of any object with a hardness lower than your level. It regains HP equal to the damage dealt.

Warren

UNCOMMON

Your companion is a collection of rodents, such as mice, rats, rabbits, or weasles.

Size medium

Swarm Attack ♦ bites, **Saving Throw** Reflex, **Damage** 1d6 piercing

Str -1, **Dex** +3, **Con** +3, **Int** -4, **Wis** +2, **Cha** +0

Hit Points 6

Skill Survival

Senses low-light vision, scent (imprecise 30-feet)

Speed 30 feet, climb 10 feet

Support Benefit Your warren tramples about your foe's feet, tripping them up, until the start of your next turn, if you hit and deal damage to a target in your warren's space, they must succeed a Reflex save against the warren's Swarm Attack DC or fall prone.

Advanced Maneuver Synchronized Signals

BITING AND SCRATCHING ♦♦

Your warren roves, harming every foe in its path. The warren Strides or Climbs, each enemy creature it passes through is affected by its Swarm Attack. Each creature is affected only once even if it crosses paths with the warren multiple times.

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