



JUNE SPECIAL

Player Paraphernalia



THE VERDANT
LORD



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PLAYER PARAPHERNALIA

JUNE SPECIAL

BY THE KNOTTY-WORKS

Welcome to the 2016 June special of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). Celebrating the green and warm blessings of summer, we are offering the Verdant Lord, a Druid/Sorcerer hybrid class.

The Verdant Lord

While conservation of nature is the purview of those guarded enclaves of druids, there are some unique individuals that have been blessed by the gods and goddesses of the land with powers and abilities designed to ensure the viability of creation continues unmolested.

The verdant lord is blessed and cursed with the never-ending goal of protecting the natural world from the incursions of those that would defile it with no thought of replenishment or conservation. However, his own powers can consume him and overwhelm his own sense of self. While druids volunteer for their role as primal protectors of the wild, the verdant lord's very spirit and ancestry lock him into the role of warden of the wild. As a result, his powers may mimic that of a druid, his birthright grants him abilities above and beyond those called freely answered.

Role The strength of the verdant lord comes from service and resolve, with the ability to empower allies or provide aid when called upon. His birthright may grant him an edge when engaging enemies one-on-one, but his fortitude to withstand stress is not comparable to many more martially minded allies. As he increases in knowledge and power, additional blessings from his birthright may grant him additional benefits that may enhance his own combat skills including the ability to shape shift or the companionship of a trusted animal.

Alignment: The Verdant Lord may be of any neutral, non-evil alignment.

Hit Die: d6

Parent Classes: Druid and Sorcerer

Starting Wealth: 2d6 X 10 gp (average 70 gp) and an outfit worth 10 gp or less.

Class Skills

The verdant lord's class skills are **Climb** (Str), **Craft** (Int), **Fly** (Dex), **Handle Animal** (Cha), **Heal** (Wis), **Intimidate** (Cha), **Knowledge** (geography) (Int), **Knowledge** (nature) (Int), **Perception** (Wis), **Profession** (Wis), **Spellcraft** (Int), **Survival** (Wis), and **Use Magic Device** (Cha)

Skill Ranks per Level: 2 + Int modifier

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

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Verdant Lord Progression Table

Level	Base				Special	Spells Per Day								
	Attack	Fort	Ref	Will		1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	+0	+2	+0	+2	Birthright, orisons, eschew materials	3	—	—	—	—	—	—	—	—
2 nd	+1	+3	+0	+3	Birthright blessing	4	—	—	—	—	—	—	—	—
3 rd	+1	+3	+1	+3	Birthright power, birthright spell	4	3	—	—	—	—	—	—	—
4 th	+2	+4	+1	+4		5	4	—	—	—	—	—	—	—
5 th	+2	+4	+1	+4	Birthright spell	5	4	3	—	—	—	—	—	—
6 th	+3	+5	+2	+5	Birthright blessing	6	5	4	—	—	—	—	—	—
7 th	+3	+5	+2	+5	Birthright spell	6	5	4	3	—	—	—	—	—
8 th	+4	+6	+2	+6		6	6	5	4	—	—	—	—	—
9 th	+4	+6	+3	+6	Birthright power, birthright spell	6	6	5	4	3	—	—	—	—
10 th	+5	+7	+3	+7	Birthright blessing	6	6	6	5	4	—	—	—	—
11 th	+5	+7	+3	+7	Birthright spell	6	6	6	5	4	3	—	—	—
12 th	+6/+1	+8	+4	+8		6	6	6	6	5	4	—	—	—
13 th	+6/+1	+8	+4	+8	Birthright spell	6	6	6	6	5	4	3	—	—
14 th	+7/+2	+9	+4	+9	Birthright blessing	6	6	6	6	6	5	4	—	—
15 th	+7/+2	+9	+5	+9	Birthright power, birthright spell	6	6	6	6	6	5	4	3	—
16 th	+8/+3	+10	+5	+10		6	6	6	6	6	6	5	4	—
17 th	+8/+3	+10	+5	+10	Birthright spell	6	6	6	6	6	6	5	4	3
18 th	+9/+4	+11	+6	+11	Birthright blessing	6	6	6	6	6	6	6	5	4
19 th	+9/+4	+11	+6	+11	Birthright spell	6	6	6	6	6	6	6	6	5
20 th	+10/+5	+12	+6	+12	Birthright power	6	6	6	6	6	6	6	6	6

Class Features

Weapon and Armor Proficiencies

The verdant lord is proficient with all simple weapons. The verdant lord is proficient with all natural attacks gained from powers, blessings, spells, or spell-like effects.

The verdant lord is proficient with light or medium armor that contains no or little metal components. Thus, padded, leather, studded leather, hide, or wooden armor is acceptable. If the verdant lord wears heavy armor or light or medium armor composed of metal, his spell casting becomes more limited. He suffers the normal arcane chance of spell failure, even though his spells are not arcane in nature. If the verdant lord has class levels in another spell-casting class that suffers from possible spell failure while wearing armor, those penalties apply normally.

Spells

The verdant lord casts divine spells found on the [Druid Spell List](#). He must have a Wisdom score of at least 10 + the spell level in order to cast the spell. The Difficulty Class for any spells cast by the verdant lord is equal to 10 + the spell level + the verdant lord's Wisdom modifier.

The verdant lord may only cast a certain number of spells per day as listed on the Verdant Lord Progression Table, and he also gains additional spells per day based on his Wisdom score (see Table 1-3: [Ability Modifiers and Bonus Spells](#) in the *Pathfinder Core Rule Book*TM).

The verdant lord does not need to prepare his spells ahead of time, but may cast them spontaneously. However, he is limited to the number of spells known. Initially, the verdant lord starts with four orisons (0-level spells) and two first level spells. The verdant

Verdant Lord Spells Known Table

		Spells Known									
Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	
1 st	4	2	—	—	—	—	—	—	—	—	
2 nd	5	2	—	—	—	—	—	—	—	—	
3 rd	5	3	1	—	—	—	—	—	—	—	
4 th	6	3	2	—	—	—	—	—	—	—	
5 th	6	4	2	1	—	—	—	—	—	—	
6 th	7	4	2	2	—	—	—	—	—	—	
7 th	7	5	3	2	1	—	—	—	—	—	
8 th	8	5	3	2	2	—	—	—	—	—	
9 th	8	5	3	3	2	1	—	—	—	—	
10 th	9	5	4	3	2	2	—	—	—	—	
11 th	9	5	4	3	3	2	1	—	—	—	
12 th	9	5	4	4	3	2	2	—	—	—	
13 th	9	5	5	4	3	3	2	1	—	—	
14 th	9	5	5	4	4	3	2	2	—	—	
15 th	9	5	5	4	4	3	3	2	1	—	
16 th	9	5	5	4	4	4	3	2	2	—	
17 th	9	5	5	4	4	4	4	3	2	1	
18 th	9	5	5	4	4	4	4	3	2	2	
19 th	9	5	5	4	4	4	4	3	3	2	
20 th	9	5	5	4	4	4	4	3	3	3	

lord does not gain any additional known spells for a high Intelligence. He does gain additional spells as listed in the Verdant Lord Spells Known table. These spells must be chosen from the Druid Spell List.

At 4th level and every even level thereafter, the verdant lord may choose to replace one of his known spells for another spell of the same level. Only one spell may be replaced and it does not affect the verdant lord's ability to gain a new spell at the same level.

Rules regarding metamagic feats and spontaneous spell casting apply and the verdant lord qualifies for any feat with a spontaneous spell casting prerequisite as long as he meets the other requirements.

The verdant lord cannot cast spells of an alignment that is opposed to his own non-neutral alignment aspect.

Orisons (Sp): The verdant lord has a limited set of known orisons (0-level spells) as listed

on the Spells Known table. He may cast these without expending a spell slot, using them as desired.

Birthright

The verdant lord chooses a birthright at 1st level, representing the preternatural connection to the natural world. The birthright grants the verdant lord the ability to select a single sorcerer bloodline from the list provided below. The verdant lord gains the bloodline spells, bloodline arcane, bloodline powers, and bloodline class skill. He does not gain the bloodline bonus feats directly, but he may choose from them as one of the options for his birthright blessing (see below).

The verdant lord gains access to the bloodline arcana at 1st level and automatically gains the 1st level bloodline power. He gains his first bloodline spell at 3rd level (referred as a birthright spell on the Verdant Lord Progression Table) and every odd level thereafter.

The verdant lord does use his Wisdom as the applicable ability for any DC required for bloodline powers or arcana as well as any effects that normally list the Charisma ability score within the description.

Verdant Lord Birthrights: Aquatic Bloodline, Boreal Bloodline, Canine Bloodline*, Cervadine Bloodline*, Deep Earth Bloodline, Desolate Bloodline*, Feline Bloodline*, Fey Bloodline, Procyonidane Bloodline*, Raptor Bloodline*, Serpentine Bloodline, Stormborn Bloodline, Ursine Bloodline*, and Verdant Bloodline

*New bloodlines (see below)

Eschew Materials (Ex)

The verdant lord gains **Eschew Materials** as a bonus feat at 1st level.

Birthright Blessings

At 2nd level and every four levels thereafter, the verdant lord may choose a blessing from his birthright. Once chosen, a blessing may not be changed and—unless specifically stated otherwise in the

description—no blessing may be chosen more than once. Some blessings may have additional requirements, which must be met by the verdant lord before he may choose the blessing.

These blessings represent both the verdant lord's commitment to the cause of the green world and the gift showered upon him by the gods and goddesses of the earth.

Birthright Feats (Ex): The verdant lord may choose a feat listed on the Bloodline Feats list for his chosen birthright. The verdant lord must meet any prerequisites for the chosen feat. The verdant lord may choose this blessing multiple times, selecting a different feat each time. The verdant lord also adds *Natural Spell* to his list of bonus feats, regardless of the bloodline chosen.

Birthright Transformation (Su): The verdant lord must be at least 6th level before he may choose this blessing. When choosing this blessing, the verdant lord may transform himself into a small or medium animal as the *Beast Shape I* spell once per day for a number of hours equal to his class level. Changing forms is a *standard action* and doesn't provoke *attacks of opportunity*, but the verdant lord must be familiar with the animal whose form is being chosen.

While in an animal form, the verdant lord loses the ability to speak with others, though he may communicate with animals of the form taken. This blessing qualifies for any feats that require the druid's wild shape class feature.

Once the verdant lord reaches 10th level, he may change into a tiny or large animal as the *Beast Shape II* spell. He may transform up to three times per day, though the total duration does not change and the

individual times can only be broken up into 1 hour increments.

At 14th level, the verdant lord may change into a diminutive or huge animal or a small or medium magical beast as the *Beast Shape III* spell, able to transform a total number of 5 times per day broken into 1 hour increments.

At 18th level, the verdant lord may change into a tiny or huge magical beast as the *Beast Shape IV* spell.

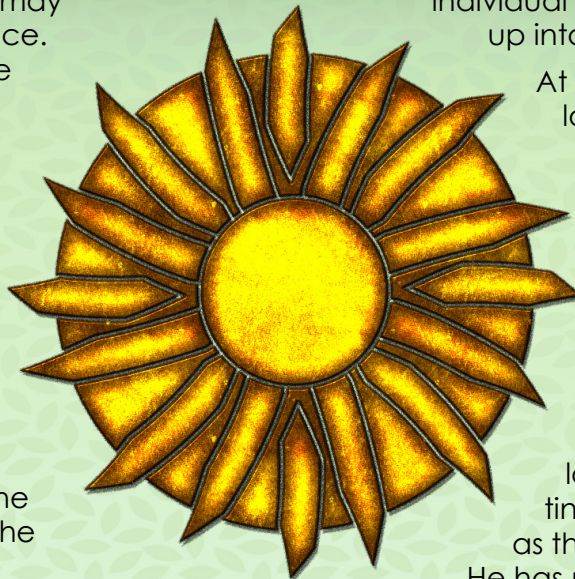
He has no limitations on the number of times he may transform, but the verdant lord is still limited to a total number of hours per day equal to his class level.

Elemental Transformation (Su): The verdant lord must be at least 10th level and have the Birthright Transformation blessing before he may choose this birthright blessing. The verdant lord may choose to take a small elemental in place of an animal form as the *Elemental Body I* spell. Otherwise the duration and number of times he may transform per day is based on the Birthright Transformation blessing.

At 14th level, the verdant lord may choose to transform into a medium sized elemental as the *Elemental Body II* spell, at 16th level, he may choose to become a large elemental as the *Elemental Body III* spell, and at 18th level the verdant lord may choose to become a huge elemental as the *Elemental Body IV* spell.

Nature's Call (Ex): The verdant lord gains the druid's Wild Empathy class feature. He gains the ability to improve the attitude of an animal in a fashion similar to the *Diplomacy* check. The verdant lord rolls a 1d20 and adds his class level plus his Charisma modifier in an attempt to improve the attitude of the animal.

This process does take time (generally at least 1 minute, but the situation may vary



the time required), the verdant lord must be within 30 ft of the animal, and the animal must be able to see and hear the verdant lord. Domestic animals are treated as indifferent while wild animals are treated as unfriendly. The verdant lord may attempt to use this ability on magical beasts with animal Intelligence (1-2), but suffers a -4 penalty to the check.

The verdant lord does gain a +4 circumstance bonus to any Handle Animal checks made with an animal or creature that he has managed to make friendly with this ability for a period of a number of hours equal to ½ his class level.

Nature's Path (Ex): The verdant lord may move through any sort of natural undergrowth (briers, overgrown patches, etc.) at his normal speed without incurring any damage or suffering any penalty to his movement rate. He may also choose to leave no trace while moving through a natural environment and cannot be tracked unless he chooses to do so. These effects are negated while trying to move through magically enhanced environments.

Nature Resistance (Ex): The verdant lord gains a +4 bonus versus all non-magical diseases and poisons and any spells or spell-like abilities of any fey creature targeting the verdant lord or the area he occupies.

If the verdant lord is 10th level or higher, he gains immunity to non-magical diseases and poisons and a +4 bonus versus magical diseases and poisons.

Nature Sense (Ex): The verdant lord gains a +2 bonus on Knowledge (geography), Knowledge (nature), and Survival skill checks. He gains an additional +1 bonus to these skills for every five class levels possessed.

If the verdant lord uses his Survival skill to forage in the wilderness, he adds ½ his class level to the number of individuals he may provide food and water each day or may move at his normal overland movement rate while hunting and foraging.

Verdant Friendship (Ex): The verdant lord must be at least 5th level before he may choose this blessing. He gains an animal companion as a druid, treating his effective level for determining the animal companion's abilities and statistics equal to his own class level - 4. The verdant lord may only have one animal companion, and if he has another class that grants an animal companion, he adds his effective druid level to determine the abilities of the animal companion.

If the verdant lord releases his animal companion from service or it is lost or killed, he must spend 24 uninterrupted hours of communion in a natural environment before he may gain another companion. The companion sought must be naturally found in the environment where he performs the ceremony.

Verdant Transformation (Su): The verdant lord must have the Birthright Transformation blessing before he may choose this birthright blessing and be at least 10th level. The verdant lord may choose to take a small or medium plant creature in place of an animal form as the *Plant Shape I* spell. Otherwise the duration and number of times he may transform per day is based on the Birthright Transformation blessing.

At 14th level, the verdant lord may choose to transform into a large plant creature as the *Plant Shape II* spell and at 18th level, he may choose to become a huge plant creature as the *Plant Shape III* spell.

New Feats

The following feats are available to the verdant lord.

Extra Birthright Blessing

Your service to the gods and goddesses of the earth have granted you an additional boon for your birthright.

Prerequisites: Birthright blessing class feature



Benefits: You may choose a birthright blessing as long as you meet the requirements for it.

Special: You may choose this feat multiple times, choosing a new birthright blessing each time.

New Bloodlines

The following bloodlines are available to sorcerers or any class with access to the bloodline class feature.

Canine Bloodline

A howl in the night, the pack calls for you. The canine bloodline represents the feral strength of the wolf and its ability to rely on tactics while hunting with the pack. Whether through an ancestral connection to a were wolf or a more spiritual connection, the blood of the wolf flows through your veins.

Class Skill Sense Motive

Bonus Spells *Longstrider* (3rd), *Animal Aspect* (5th), *Animal Aspect [Greater]* (7th), *Moonstruck* (9th), *Aspect of the Wolf* (11th), *Battlemind Link* (13th), *Grasping Hand* (15th), *Animal Shapes* (17th), *Crushing Hand* (19th)

Bonus Feats Combat Expertise, Combat Reflexes, Coordinated Maneuvers, Feint

Partner, Greater Trip, Improved Trip, Outflank, and Pack Attack

Bloodline Arcana Any target that is successfully hit by your spell is considered flanked until the beginning of your next turn or until it moves out of the area struck by your spell. This benefit only works on spells that target an individual and if multiple individuals are targeted, you must choose one that gains flanked condition. You must expend a spell slot to grant this condition, thus scrolls or other magical instruments will not grant the condition or a 0-level spell.

Bloodline Powers Your focus seems to flow more for the group than yourself and the powers granted by understanding how tactics drive your success.

Vicious Scent (Su): Starting at 1st level, you gain the scent ability for a number of hours per day equal to your class level. It is a **standard action** to manifest or terminate this ability and you may break the time into hour long blocks as desired. While your scent ability is active, you gain a natural bite attack for 1d4 points of damage (1d3 if you are small, 1d6 if you are large) as a secondary attack.

At 10th level, the bite attack becomes more pronounced. You cause 1d6 points of damage (1d4 if you are small or 1d8 if you are large) and it becomes a primary attack. You may chose to make the bite attack your sole attack for the round at this level—and if successful—the target is immediately subject to the **trip** maneuver and you do not provoke an **attack of opportunity** for the **trip** attack.

Sure Footed (Ex): At 3rd level, you gain the ability to resist being **tripped** or **overrun**. You gain a +2 bonus to your CMD when being tripped or overrun. This bonus increases to +4 at 9th level. If you are tripped, you may spend a **swift action** to stand back up instead of a **move action**.

Pack Member (Ex): At 9th level you may choose a teamwork feat as a bonus feat as long as you meet its prerequisites. Once per day you may grant the benefits of the teamwork feat to an ally within 30 feet as a

swift action. The ally retains the benefits of the feat for a number of rounds equal to $\frac{1}{2}$ your class level, until you become **helpless**, **unconscious**, or dead, or you and the ally are more than 30 feet apart.

Pack Leader (Ex): At 15th level you may choose another teamwork feat as a bonus feat as long as you meet its prerequisites. You may choose a number of allies within 30 feet equal to your Charisma modifier (minimum of 1) and grant them the benefits of any teamwork feat gained from your bloodline as a **swift action**. Allies retain the benefits for a number of rounds equal to $\frac{1}{2}$ your class level, until you become **helpless**, **unconscious**, or dead, or the distance between you and an ally is greater than 30 feet.

You may use this power twice per day, though you cannot grant more than one feat to allies at a time and this power supersedes the Pack Member bloodline power.

Lone Wolf (Su): At 20th level, your scent ability becomes constant and your bite is treated as magic and silver for purposes of **damage reduction**. You may use the benefits of any teamwork feats you know, even if you have no ally with the same teamwork feat.

Cervadine Bloodline

Guardians, wards of the forest, watchers of those that would bring woe to the world about them. Your family line has been blessed—or cursed—with the spirit of nature's first wardens, the stag. Whether elk, moose, or the lithe deer, the call to foster and nurture the spirit of the wild drives you to protect that which comes freely from the forces of nature.

Class Skill Stealth

Bonus Spells *Jump* (3rd), *Forest Friend* (5th), *Haste* (7th), *Aspect of the Stag* (9th), *Life Bubble* (11th), *Find the Path* (13th), *Teleport [Greater]* (15th), *Euphoric Tranquility* (17th), *Foresight* (19th)

Bonus Feats *Acrobatic Steps*, *Dodge*, *Fleet*, *Mobility*, *Nimble Moves*, *Run*, *Self-Sufficient*, and *Sidestep*

Bloodline Arcana You gain a **dodge bonus** to your armor class equal to any spell cast until the beginning of your next turn. If you are denied your Dexterity modifier, you lose the **dodge bonus** as well. The bonus is only gained when you expend a spell slot, thus casting from a scroll or using another magical instrument does not grant the **dodge bonus**. If the spell is modified by a metamagic feat, the **dodge bonus** is determined by the initial spell level of the spell, not the effective level with the metamagic feat applied.

Bloodline Powers Your heart provides you the strength you need to defend yourself when called upon while being ever vigilant for those that threaten your world.

Danger Sense (Ex): At 1st level, you gain a preternatural sense of threat. As a result, you gain a **circumstance bonus** equal to $\frac{1}{2}$ your class level (minimum of 1) to all perception checks involving ambushes and surprise enemy attacks. This sense includes invisible and incorporeal threats and this power is passive in nature.

Hidden Path (Ex): At 3rd level, you gain the ability to travel through undergrowth or other natural difficult terrain with no penalty to movement or suffering any damage caused by vegetation (such as briars or thorns). Magically enhanced terrain affects you normally. At 9th level, you may choose to leave no tracks while traveling in the wild, making it impossible for others to track you.

Moonshine (Su): At 9th level, you gain the ability to radiate the light of the moon once per day. The effect lasts for 1 minute/level and radiates light with a 30 ft radius with dim light extending another 30 ft beyond that. In addition, mindless undead will not willingly approach the light and suffer a -2 penalty to all saving throws while in the dim light you shed. Incorporeal creatures become visible and somewhat more tangible when within 30 feet of you. Incorporeal creatures suffer normal damage from magic weapons and

spells and non-magical weapons cause half their normal damage.

Elude Danger (Su): At 15th level, you gain +10 foot movement bonus to your base ground speed and ignore the effects of encumbrance while wearing medium armor or carrying a medium load. Once per day you may double your normal movement rate (including the 10 foot bonus for this power) for a number of rounds equal to your class level.

If you are using the withdrawal action while your speed is doubled, you do not provoke attacks of opportunity for the first 10 feet you move as part of your action. You also gain the ability to move over calm water or even open air while moving at twice your normal rate as long as you end your movement on solid ground. If you end your movement on the water you instantly plunge into the water and if you end your movement in the air you plummet to the ground below. You may only use this power to move in a horizontal direction in either water or air.

Impossible Quarry (Su): At 20th level, you gain the ability to travel through any tree or large plant to another tree or plant of the same type as the *Transport via Plants* spell. Initiating this power is an immediate action used while moving that does not provoke attacks of opportunity. You may bring along one other creature of your size or less and the individual must remain in contact with you during the movement through the plants.

The movement through the tree or plant is instantaneous. You may use this ability a number of times per day equal to one plus your Charisma modifier.

Desolate Bloodline

While most see only death and ruin in those lands void of vegetation and water, your blood runs with the instincts of creatures that not only survive, but thrive in such arid conditions. You understand the true power that the land holds, it doesn't come from the green, but is drawn from

both the air you breathe and the ground under your feet. Only by tapping into these fundamental forces do you find true strength and power.

Class Skill Survival

Bonus Spells *Cloak of Shade* (3rd), *Spontaneous Immolation* (5th), *Shifting Sand* (7th), *Obsidian Flow* (9th), *Cloudkill* (11th), *Sirocco* (13th), *Scouring Winds* (15th), *Incendiary Cloud* (17th), *Winds of Vengeance* (19th)

Bonus Feats Burning Spell, Dodge, Endurance, Great Fortitude, Lightning Stance, Skill Focus (Survival), Sickening Spell, and Wind Stance

Bloodline Arcana When casting any evocation spell with either the [air] or [flame] descriptor, the difficulty class to avoid the effects of the spell have a +1 bonus.

Bloodline Powers You draw power from both air and earth, thriving where others wither and languish.

Minimal Consumption (Ex): At 1st level, you gain the ability to reduce the amount of food and water consumption needed for survival by half for a number of consecutive days equal to your class level without suffering any effects of starvation. You may also grant this ability to a number of associates equal to your Charisma modifier.

If you are subjected to any spell, spell-like ability, or supernatural ability that causes starvation (such as the *Feast of Ashes* spell), you gain a +2 circumstance bonus to the saving throw.

Enduring Spirit (Su): At 3rd level, you gain the effects of *Endure Elements* spell as a constant effect. You may choose to pass this effect on to another by touch as a standard action. When granting the benefit to another, the effect lasts for 24 hours and then returns to you. When you reach 9th level, you gain fire resistance 5 as well.

Friend of the Earth (Sp): Beginning at 9th level, you may summon a medium sized earth elemental as a standard action (as the *Summon Monster IV* spell) once per

day. The elemental remains for a number of rounds equal to your class level and follows your commands to the best of its ability.

You gain an additional use every three levels starting at 12th level. You may only have one elemental summoned at a time. If you attempt to use this power to summon another earth elemental, the previous elemental immediately dissipates.

Friend of the Air (Sp): Beginning at 15th level, you may summon a huge sized air elemental as the *Summon Monster VI* spell as a **standard action** once per day. The elemental remains for a number of rounds equal to your class level and follows your commands to the best of its ability. You may use this power twice a day upon attaining 18th level, though only one air elemental may be summoned at a time.

Fortress of Solitude (Sp): At 20th level, you may raise the very depths of the earth to form a large sand and stone tower. It takes a ceremony requiring ten minutes to call forth the structure, but the tower comes completely furnished and can accommodate up to 10 individuals comfortably. The tower is equivalent to a small keep in regards to fortification and the entrance is magically sealed, only allowing those you designate to enter or leave as desired.

The tower lasts for a number of days equal to ½ your class level, though you may spend a full round to cause it to collapse upon itself. Anyone within the structure at the time is automatically ejected along with any items that was not part of the furnishings of the tower itself. Items that were created as part of the tower immediately disintegrate if they are removed from the tower.

The interior of the tower maintains a steady temperature that you may set when the tower is initially raised, though it cannot be more than 60 degrees warmer or cooler than the exterior temperature.

The tower is treated as a 9th level spell in regards to any attempt to dispel it.



Feline Bloodline

Smell the blood, follow the scent of fear as you stalk your prey. You are your own master, willing to stake out your own territory and defend it from those that would seek to usurp your position. Your bloodline is drawn from the spirit of those cats great and small, consummate hunter, warriors, and defenders of their own. Your powers grant you the supernatural presence and superior skills of the lone hunter, capable of surprising both competitors and prey alike.

Class Skill Acrobatics

Bonus Spells *Feather Step* (3rd), *Cat's Grace* (5th), *Blink* (7th), *Freedom of Movement* (9th), *Interposing Hand* (11th), *Mislead* (13th), *Simulacrum* (15th), *Frightful Aspect* (17th), *Sympathy* (19th)

Bonus Feats Alertness, Combat Expertise, Dodge, Greater Dirty Trick, Improved Dirty Trick, Landing Roll, Mobility, and Stealthy

Bloodline Arcana When you cast a spell with a range of personal and a target of you, you gain a bonus to any skill checks involving **Stealth** and **Acrobatics** equal to the spell level for the duration of the spell. If you have multiple spells cast upon yourself, the bonus does not stack, but you gain a bonus equal to the highest level spell cast. The bonus immediately ends when the spell's duration ends.

This bonus is only gained when you expend one of your own spell slots to cast the spell, thus it is not gained when using a scroll or other magical instrument. If the spell's effective level has been modified by a metamagic feat, you only gain a bonus equal to the unmodified spell.

Bloodline Powers Prowling, stalking your prey provides you with the thrill and energy need to replenish your own primal powers.

Cats' Luck (Su): At 1st level, you may apply a +1 **luck bonus** to an attack roll, saving throw, or skill or ability check as an **immediate action** a total number of times per day equal to your Charisma modifier (minimum of once per day). You must declare the intent to use the bonus before any die roll is made. This bonus increases by +1 at 5th level and every five levels thereafter.

If you are reduced to negative hit points or facing a saving throw where failure would result in death, you may declare your cat's luck to automatically make a saving throw to stabilize or—hopefully—negate the effects of death. However, you may only call upon this ability once per day.

Foot Fall (Ex): At 3rd level, you are adept at landing on your feet. If you fall more than 10 feet, you are allowed a **Reflex** saving throw (DC 10 + 1 per 10 additional 10 feet fallen) to reduce any falling damage by half and you land on your feet. At 9th level, if you are **tripped**, you are allowed a **Reflex** save with a DC equal to the attacker's **CMB** to land back on your feet instead of falling prone.

Catting Around (Su): At 9th level, you may transform some of your features to grant you a cat-like appearance. Your hands transform into claws granting a primary natural attack for 1d6 points of damage (1d4 if you are small or 1d8 if you are large) and your canine teeth extend to grant you a secondary natural bite attack for 1d4 points of damage (1d3 if you are small or 1d6 if you are large). Your natural attacks are treated as magic for purposes of **damage reduction**.

Transforming back and forth into your cat-like form requires a **move action** which does not provoke **attacks of opportunity**. You lose the ability to wield weapons but may still cast spells that do not require the use of expensive material components or a physical focus.

You may maintain this form for a total number of rounds per day equal to your class level, but they do not need to be consecutive. This transformation requires a **swift action** to manifest or remove the cat-like features.

Vexing Cat's Eye (Su): At 15th level, you may choose one of the following witch hexes, gaining the ability to use it as a witch of an equal level to your own class level. **Charm**, **Evil-Eye**, **Feral Speech**, **Fortune**, **Misfortune**, or **Tongues**. You use your Charisma modifier for any ability requirement for the hex including determining the applicable saving throw for the hex chosen.

Roar (Su): At 20th level, you may release a powerful sonic scream once per day as a **standard action**. Anyone within 90 feet that hears the roar must make a **Will** save (DC 10 + ½ your class level + your Charisma modifier) or take 10d6 points of damage and become **frightened** for 1d4 rounds. Even if the affected creature successfully makes its **Will** save, it is still **shaken** for 1d4 rounds and suffers ½ the sonic based damage. Both **frightened** and **shaken** conditions granted by this power are mind-affecting fear based effects. However, even if an individual is immune to the fear based effect of this power, the sonic damage is still applicable.

Procyonidane Bloodline

Mischief and mayhem wrapped in a tight little package. You find a quaint familiarity with those little creatures known as the raccoon. You thrill in the chance to cause consternation and confusion with your fellow man, finding ways to sneak away with your heart's desire. As to how such a connection climbed your family tree, you have no idea.

Class Skill Climb

Bonus Spells *Anticipate Peril* (3rd), *Locate Object* (5th), *Displacement* (7th), *Invisibility [Greater]* (9th), *Tree Stride* (11th), *Getaway* (13th), *Instant Summons* (15th), *Discern Location* (17th), *Foresight* (19th)

Bonus Feats *Blind-Fight*, *Catch Off-Guard*, *Combat Expertise*, *Deceitful*, *Gang Up*, *Improved Blind-Fight*, *Improved Dirty Trick*, and *Improved Disarm*

Bloodline Arcana If you cast any spell that includes an illusion (figment or glamer), the difficulty class for any associated saving throws gain a +1 bonus. If the spell grants any form of concealment (such as invisibility), you are treated as one level higher in regards to duration and effect.

Bloodline Powers The cover of night and your ability to conceal your actions provides you the power to cause confusion and chaos at the expense of others.

Invisible Touch (Sp): At 1st level, you gain *Mage Hand* and *Open/Close* as spell-like abilities that you may use at will. Initiating either effect is a move action rather than a standard action, though you may only use one of these spell-like abilities once per round. In addition, you are limited to items of 10 lbs or less in weight in regards to the capabilities of opening or closing items.

If you have 1 or more ranks in the *Disable Device* skill, you gain a +2 circumstance bonus for any attempt to disarm a non-magical trap or device, or unlocking a lock. If you have 1 or more ranks in *Sleight of Hand*, you gain a +2 circumstance bonus to any attempt to hide an object or take something unnoticed from another individual. If you have 5 or more ranks in either skill, the bonus increases to +4.

Hide in Plain Sight (Sp): At 3rd level you may become invisible (or visible) as a move action for a total number of rounds per day equal to your class level, though these rounds do not need to be consecutive. Other than the time to initiate or dismiss this effect, it is identical to the *Invisibility* spell. If you attack someone while invisible, you

instantly become visible and cannot re-initiate this power until the beginning of your next turn. At 9th level the effect becomes identical to *Greater Invisibility*, and you do not automatically become visible if you attack an opponent.

Take the High Ground (Su): At 9th level, you gain *Spider Climb* as a spell-like ability that you may use at will. You may even attack while standing on a vertical or hanging from a horizontal surface if you do not move that round.

Reserved Ferocity (Ex): Beginning at 15th level, your spark of self preservation becomes ignited. If you are reduced below 0 hit points, you do not automatically lose consciousness, but you remain staggered and continue to lose one hit point per round unless you become stabilized and will die if you reach a negative hit point total equal to your Constitution score. You may still attack or move while your hit points are in the negative range, but if you choose to cast a spell, you do lose consciousness upon completing the spell.

Born of the Stars (Sp): At 20th level, you can summon a meteoric fireball similar to those created from the *Meteor Swarm*. As a standard action you may conjure the meteor in your hands and launch it up to 400 ft away in the same round. If you wish to aim it at an individual target, you must make a range touch attack; otherwise it lands in the space you targeted. If used to strike a target, the opponent struck suffers 4d6 points of bludgeoning damage. The meteor then explodes for 8d6 points of damage that affects everyone within a 20 ft radius. Those in the area of effect are allowed a Reflex save (DC equal to 10 + ½ your class level + your Charisma modifier) to reduce the damage by half. If you successfully struck an opponent and caused bludgeoning damage, that opponent suffers a -4 penalty to the saving throw.

You may use this power once per day and both hands must be free in order to summon the meteor.

Raptor Bloodline

Soaring above your peers, your ancestral lines fly higher than most. The blood of creatures of sky and earth runs through your veins, granting you the ability to see what lies on the horizon before you and those that stand in your way lie below. Your ancestral parentage is forged between eagle and man, granting you abilities of superior perception and discernment and desire to pierce the sky to attain true freedom.

Class Skill Perception

Bonus Spells *Aspect of the Falcon* (3rd), *Eagle Eye* (5th), *Fly* (7th), *Air Walk* (9th), *Overland Flight* (11th), *Eagle Aerie* (13th), *Wind Walk* (15th), *Whirlwind* (17th), *Winds of Vengeance* (19th)

Bonus Feats *Acrobatic*, *Agile Maneuvers*, *Alertness*, *Combat Reflexes*, *Improved Initiative*, *Lightning Reflexes*, *Skill Focus* (Perception), and *Uncanny Alertness*

Bloodline Arcana The energies you funnel through your system only heighten your senses. As a result; when you cast a spell, you gain a bonus equal to the spell level to any skill checks involving *Perception* and *Sense Motive* for a period of up to an hour after the spell is cast. The bonus gained does not stack when multiple spells are cast, but the bonus granted by the highest level spell takes precedence over others cast. The spell must expend one of your spell slots in order to grant the bonus, thus scrolls or other magical instruments do not grant this bonus.

Bloodline Powers The need to break free from the bonds holding you down drives your powers granted by the spirit of the eagle inherited through the generations.

Eagle Eyes (Ex): At 1st level, you gain a

+2 competence bonus to any *Perception* skill checks and your effective vision to make out details is twice as well as a normal humanoid. As a result, the range penalty does not apply until the third range increment and the overall range is increased by two (thrown attacks have a maximum range of seven range increments and projectile attacks have a maximum range of twelve range increments). If you are casting a spell with a ranged *touch attack* and a range of close or longer, you are considered two levels higher in regards to calculating the overall range of the spell. If the spell does not have a variable range, this power grants no additional benefit to its range.

Feathered Form (Su): At 3rd level, you gain the ability to take on the partial form of a raptor as a *move action*. You grow talons and feathers replace any bodily hair while your bones become lighter. You may attack with your taloned hands for 1d4 points of damage (1d3 if you are small or 1d6 if you are large) as a primary attack and you are treated as under a constant *Feather Fall* spell while in this altered form. You may maintain this form for a total number of minutes per day equal to your class level; they do not need to be consecutive, but you can only break them down into one minute increments. You may transform back into your normal form as an *immediate action*. You may manipulate objects normally while your hands take on a taloned form.

At 9th level, your nose and mouth elongate and become hardened so that you gain a secondary beak attack for 1d4 points of slashing/piercing damage (1d3 if you are small or 1d6 if you are large), while your talons become stronger and cause 1d6 points of damage



(1d4 if you are small or 1d8 if you are large). Your ability to communicate or cast spells with a verbal component is not affected by your beak.

Wings of Flight (Su): At 9th level, a set of feathered wings sprout from your back and grant you flight with a movement rate equal to your normal speed with average maneuverability. You may produce or dismiss the wings as a **standard action**, summoning them a total number of times per day equal to your Charisma modifier (minimum of once per day). There is no limit on the duration you may maintain the wings, though they immediately retract if you become **unconscious** or dead.

At 15th level your speed increases to twice your normal movement rate and your maneuverability improves to good. You may sprout or retract your wings as a **move action**.

Ride the Winds (Su): At 15th level, you gain the ability to change yourself and a number of individuals of your size or smaller equal to your Charisma modifier (minimum of 0) into a cloud like substance (as the *Gaseous Form* spell) as a **full round action**. You and your fellow travelers must be in physical contact for the duration of this effect, and once transformed appear as nearly transparent versions of your normal selves.

While in this cloud-like form, you may direct winds to push you in any desired direction at rate of 500 feet per round (50 mph) and you and your passengers have poor maneuverability. You may end the effect as a **swift action** and anyone that releases physical contact with you immediately reverts back to normal. You may use this ability once per day, but there is no limit as to how long you may maintain the effect as long as you remain conscious and a minimum level of concentration.

Wings of Freedom (Su): At 20th level, you cannot be bound while you have your wings aloft, regardless of whether you are in the air or on the ground. While the wings granted from your Wings of Flight power are present, you cannot be affected by spells

that restrict movement including *Entangle*, *Hold Person*, or *Web* nor are you susceptible to grapple and grab attacks. If you are already bound or restricted in some fashion while your wings were not present, you may cause them to sprout normally but they do not automatically free you from the effect. However, doing so does grant you a new saving throw with a +2 **circumstance bonus** if applicable.

Ursine Bloodline

Fury and flesh made whole, the primal urges of survival drive you in a frenzy when angered or upset. You feel the abiding need to protect your own, and nothing will come between you and those that threaten your own. While you may not know exactly how the spirit of the bear has melded with your own spirit, the inherent stoicism and strength of the creature drives your own abilities beyond what most expect.

Class Skill Swim

Bonus Spells *Endure Elements* (3rd), *Aspect of the Bear* (5th), *Rage* (7th), *Secure Shelter* (9th), *Stoneskin* (11th), *Bear's Endurance [Mass]* (13th), *Statue* (15th), *Animal Shapes* (17th), *Regenerate* (19th)

Bonus Feats *Diehard*, *Endurance*, *Furious Focus*, *Great Fortitude*, *Improved Grapple*, *Improved Unarmed Strike*, *Power Attack*, and *Toughness*

Bloodline Arcana You gain strength from your pain. If an opponent damages you, any spell you cast within a round of suffering damage gains either a +1 **circumstance bonus** to hit if it is a **touch attack** or a +1 bonus to the difficulty class to resist the spell's effects if cast at the opponent that hurt you. If you are casting the spell defensively, you may use that +1 bonus for your concentration check instead of any bonuses to attack or difficulty class for the spell cast. This bonus is only granted if you are expending a spell slot to cast the spell, thus it is not granted when casting from a scroll or other magical instrument or a 0-level spell.

This bonus increases by +1 for every five levels you possess.

Bloodline Powers The spirit of the bear proves that strength and endurance may stand against nearly anything, your powers reflect your steadfast belief in the natural order of life and the role you play.

Bestial Brevity (Su): At 1st level, you may take on some of the bestial qualities of the bear as a **move action**, including a set of claws, a large maw, and a thick outer **covering** of fur. The claws grant you a primary natural attack that cause 1d6 points of damage (1d4 if you are small or 1d8 if you are large) and a secondary bite attack for 1d4 points of damage (1d3 if you are small or 1d6 if you are large). The fur grants you a +1 **natural armor bonus** and a +2 **circumstance bonus** versus any cold based attacks. While you are manifesting the claws, you may not handle normal weapons or equipment or use expensive material components or spell foci, but you may cast spells with a somatic component.

At 6th level the claws and bite attack are treated as silver or cold iron for purposes of **damage reduction** while the **natural armor bonus** increases to +2. You also gain a +2 **morale bonus** to your Strength and Constitution.

At 12th level, the bite is treated as a primary attack and all natural attacks granted by this power are treated as magic for purposes of **damage reduction**. Your fur grants a +4 **natural armor bonus** and a +4 **circumstance bonus** versus any cold based attacks. You also gain a +4 **morale bonus** to your Strength and Constitution.

At 18th level, your natural attacks are treated as adamantine for purposes of **damage reduction** and hardness. Your fur grants you DR 4/magic in addition to the **natural armor bonus** and saving throw bonus versus cold attacks.

You may use this power a total number of rounds per day equal to your class level, though these rounds do not need to be consecutive. You may revert back to your normal form as a **free action**.

Unbearable (Sp): At 3rd level, you may increase your size by one step as a **swift action** as the **Enlarge Person** spell. Items worn and carried also increase in size for the duration of the effect. You may maintain this larger size for a number of rounds equal to your class level and you may use this power a total number of times per day equal to 3 + your Charisma modifier. You may return to your normal size as a **free action**.

At 9th level you may increase your size by two sizes (maximum of Huge) for one of your daily uses. Normal combat adjustments apply based on size changes and damage from natural and manufactured attacks are adjusted as well.

Crushing Weight (Ex): At 9th level, you gain a +4 **competence bonus** to your CMB and CMD when grappling and you do not provoke an **attack of opportunity** when starting a grapple. If you successfully strike an opponent while using the Bestial Brevity power with at least one claw, you may initiate a grapple as a **free action**.

If you are granted a claw natural attack with another spell, class feature, or racial ability, you may also initiate a grapple as a **free action** upon making a successful claw attack.

Enduring Stride (EX): At 15th level, you move at your normal movement rate even if wearing medium or heavy armor or carrying a medium or heavy load. While you are using the Bestial Brevity power, your normal speed gains a +10 ft bonus and you may make a **full attack** upon charging an opponent.

Feral Strength (Su): At 20th level, you may maintain the Strength and Constitution bonus granted by your Bestial Brevity even when not manifesting the bestial form, though you do lose those bonuses if **unconscious** or dead. You are not limited as far as the amount of time you may maintain the bestial form from the Bestial Brevity power.

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