

PLAYER PARAPHERNALIA

NOVEMBER SPECIAL

THE FETID STRIDER
A SHIFTER ARCHEYTPE

 **PATHFINDER**
ROLEPLAYING GAME COMPATIBLE

OPEN GAME LICENSE Version 1.0a

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

- Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- COPYRIGHT NOTICE

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

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

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

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

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

Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenyon, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3 © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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

Pathfinder Roleplaying Game Bestiary © 2009, Paizo Publishing, LLC; Authors: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stephens, James L. Sutter, and Greg A. Vaughn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Publishing, LLC; Authors: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

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

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

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Amphisbaena from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

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

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

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

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

Bat, Mobat from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.;

Authors Scott Peterson and Clark Peterson, based on original material by Gary Gyax.

Beetle, Slicer from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

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

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

Bunyip from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Dermot Jackson.

Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

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

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

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

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

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

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

Dark Creeper from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

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

Death Worm from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley.

Decapus from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

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

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

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

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

Dragon Horse from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Dust Digger from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

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

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

Forlarren from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone.

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

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

Giant, Wood from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Wizards of the Coast.

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

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

Gryph from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Peter Brown.

Hangman Tree from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Hippocampus from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Gary Gyax.

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

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

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

Kelpie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

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

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

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

Magma ooze from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene.

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

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

Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

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

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

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

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

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

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

Poltergeist from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lewis Pulsipher.

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

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

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

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

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

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

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

Slime Mold from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Slithering Tracker from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Soul Eater from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by David Cook.

Spriggan from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gyax.

Tenebrous Worm from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Tentamort from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Mike Roberts.

Tick, Giant & Dragon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

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

Troll, Ice from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Russell Cole.

Troll, Rock from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene.

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

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

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

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

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

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

Player Paraphernalia November Special The Fetid Strider, A Shifter Archetype © 2017, The Knotty-Works; Author: John Buckley.

d20pfsrd.com. © 2010, John Reyst.

Some artwork from Pixabay.com using CC0 Creative Commons License.

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.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

Some artwork copyright Christopher M. Eisert, used with permission.

PLAYER PARAPHERNALIA

NOVEMBER SPECIAL

BY THE KNOTTY-WORKS



Welcome to the November special issue of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.).

Given the release of the new Shifter class found in Paizo's Ultimate Wilderness™, the potential for the class is as far reaching as the creatures found in all six Bestiaries. So we present the Fetid Strider, an archetype for the Shifter that focuses on vermin as well as fourteen vermin aspects to choose from. So if you wish to become a true spider man or buzz forth as a fly, this issue gives you that ability.

THE FETID STRIDER (SHIFTER ARCHETYPE)

While seen as a parasitic branch, barely any better than those creatures that the fetid strider emulates, the truth is that much of the natural world is populated, protected, and fueled by creatures considered inconsequential by most. The fetid strider has unlocked her potential and understanding of vermin, able to channel their essence abilities through her own body. The power of the collective flows in her veins, allowing her to connect to a world much ignored by others.

Hive Mind (Sp)

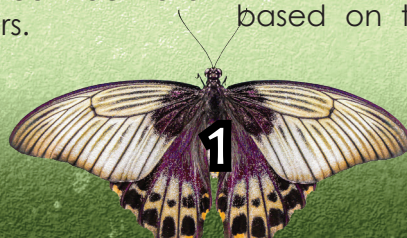
The fetid strider may communicate with creatures of the vermin type up to 3 times per day plus her Charisma modifier. This functions as the *Speak with Animals* spell, but only functions with creatures of the vermin type, including swarms. This effect does not alter the vermin's attitude towards the fetid strider and any answers she gleans will be based on the collective intelligence of the vermin and its attitude towards her.

This replaces the shifter's Bonus Languages. Though the fetid strider still gains the ability to speak Druidic.

Hive Empathy (Ex)

The fetid shifter may attempt to improve the attitude of a vermin (including swarms) by making a Charisma check, adding her level to the roll. This functions as a *Diplomacy* skill check to improve the attitude of a person, only the fetid shifter affects the attitude of the vermin.

The vermin and fetid strider must be within 30 ft. of each other and neither being overtly threatened. The attitude of the vermin is based on the situation, but generally it



ranges from indifferent (if the fetid strider can communicate with the vermin) to unfriendly (if she cannot communicate with the vermin). Influencing a vermin or vermin swarm requires 1 minute, but the time may vary based on the situation as determined by the GM.

This feature replaces the shifter's Wild Empathy.

Vermin Focus (Su)

The fetid strider chooses a vermin as her aspect at 1st level, being bonded with the spiritual connection to the vermin type. The fetid strider may shift into the minor form of her vermin aspect as a **swift action**, and may maintain her minor form for a total number of minutes per day equal to 3 + her class level per day. This time must be taken in 1-minute intervals, but it need not be consecutive. The fetid strider may end the minor form aspect as a **free action** during her turn. The fetid strider may only assume a single minor form at a time.

The minor form of the fetid strider's aspect is not a **polymorph** effect, and she does not lose the benefits of the minor form while affected by a **polymorph** effect. The fetid strider may choose another vermin aspect at 5th level and every five levels thereafter to a maximum of five aspects at 20th level. Once a vermin aspect is chosen, it cannot be changed. The fetid strider cannot assume the minor form of all five aspects at 20th level.

At 4th level the fetid strider can turn herself into the major form of her vermin aspect as the **Vermin Shape II** (except as noted here) spell once per day for up to a number of hours equal to her class level. Changing into the major form or back require a **standard action** that does not provoke **attacks of opportunity**. Generally, the aspect's major form also offers altered or additional effects for the **polymorph** effect from the spell.

The fetid strider loses her ability to speak while in her vermin form, though she can



communicate with other vermin of the same general grouping as her current form. She may find ways to communicate with allies through other means.

The fetid strider gains one additional use of the vermin shape per day at 6th level and every 2 levels thereafter. This does not affect the total amount of time that she may assume a major form per day, but does give her the ability to split the transformation into manageable intervals as needed. The fetid can take feats and other abilities that require the wild shape class feature, treating her class level as her effective druid level for purposes of prerequisites.

This feature replaces the shifter's Shifter Aspect, Wild Shape, and Final Aspect features.

Lesser Swarm (Su)

At 9th level, the fetid strider may transform into a swarm of tiny creatures based on one of her chosen aspects as a **swift action**. The fetid strider gains a +2 **natural armor bonus** and a +2 **size bonus** to her AC and may move up to 10 ft. per round, gaining tiny swarm traits. This includes the ability to move into another's space, provoking an **attack of opportunity**, causing 2d6 points of bludgeoning, piercing, and slashing damage plus an additional 1d6 points of damage at 12th level and 16th level to the creature in the swarm's space. The fetid strider is immune to critical hits and cannot be bull rushed, **flanked**, **grappled**, or tripped. While in the form of a swam,



the fetid strider only suffers half damage from slashing and piercing weapons. Spells directed at a single target that cause damage only cause ½ damage to the fetid strider while area based spells that cause damage cause 1.5 times the normal damage, including splash effects.

The fetid strider's Strength drops to 1, but it does not affect the damage caused by her swarm attack. As a [polymorph](#) effect, the fetid strider's armor, weapons, and equipment meld into the swarm and she gains no benefit from worn armor and cannot use items or speak with others while transformed into a swarm.

If the fetid strider is reduced to 0 or less hit points or is rendered [unconscious](#), she immediately reverts back to her normal form. She may spend a [free action](#) to change back to her normal form on her turn.

This feature replaces the shifter's Chimeric Aspect feature.

Greater Swarm (Su)

At 14th level, the fetid strider may transform into a swarm of diminutive creatures based on one of her chosen aspects as a [swift action](#). The fetid strider gains a +2 [natural armor bonus](#) as well as a +4 [size bonus](#) to her AC and she may move up to 20 ft. per round, gaining the diminutive swarm traits. The fetid strider is immune to critical hits and cannot be bull rushed, [flanked](#), [grappled](#), or tripped. She is immune to weapon damage. The fetid strider is immune to spells directed at a single target that cause damage while area based spells that cause damage cause 1.5 times the normal damage, including splash effects.

The fetid strider's Strength drops to 1, but it does not affect the damage caused by her swarm attack. As a [polymorph](#) effect, the fetid strider's armor, weapons, and equipment meld into the swarm and she gains no benefit from worn armor and cannot use items or speak with others while transformed into a swarm.

If the fetid strider is reduced to 0 or less hit points or is rendered [unconscious](#), she immediately reverts to her normal form. She may spend a [free action](#) to change back to her normal form on her turn.

This feature replaces the shifter's Greater Chimeric Aspect feature.

VERMIN ASPECTS

The following aspects are available to the fetid strider.

Ant

No other objectifies the working colony than the trusted ant. This aspect represents the ability to work in tandem with others for the greater good of the collective.

Minor Form

You gain a +2 [competence bonus](#) to [Perception](#). At 8th level, this [competence bonus](#) increases to +4, and at 15th level the bonus increases to +6.

Major Form

Your shape changes to that of a medium sized [Ant Drone](#) (Bestiary™) and you gain a fly speed of 20 ft. with poor maneuverability, [darkvision](#) 60 ft., and scent. If you are on the ground, you gain a +4 bonus to your CMD versus any maneuvers meant to move or topple you. At 8th level, you gain a free grab attack when you successfully bite another and your fly speed increases to 30 ft. with average maneuverability. At 15th level, your sting attack is poisonous, requiring a [Fortitude](#) save equal to 10 + ½ your class level + your Constitution modifier with a frequency of 1/round for up to 4 rounds causing 1d2 points of Strength damage for each failed save. Once the victim successfully makes their [Fortitude](#) save, it suffers no more damage from the poison.





Bee

Industrious and devoted to the core, the bee is truly devoted to the cycle of life and nature. This aspect represents the belief that devotion is enough to serve and protect nature.

Minor Form

You gain a +2 **competence bonus** to **Knowledge** (engineering) skill checks and may even make such checks untrained. At 8th level, this **competence bonus** increases to +4 and at 15th level it becomes +6.

Major Form

You assume the form of a medium sized **Giant Bee** (Bestiary 2™) with a fly speed of 30 ft. with good maneuverability and a **natural armor bonus** of +2. At 8th level, you increase to a large **Giant Bee**, increasing

your fly speed to 60 ft., a +3 **natural armor bonus**, your sting causes 1d6 points of damage, and you gain the effects of the **Hover** feat. At 15th level, your sting becomes poisonous, requiring a **Fortitude** save equal to 10 + ½ your class level + your Constitution modifier with a frequency of 1/round for up to 4 rounds causing 1d2 points of Strength damage for each failed save. Once the victim successfully makes their **Fortitude** save, it suffers no more damage from the poison.

Beetle

Noted for their insatiable hunger of decaying plants, beetles generally appear more dangerous than they actually are; however, that quickly changes for those that get between a beetle and its next meal.



Minor Form

You gain +2 **competence bonus** to your CMD versus Bull Rush, Overrun, Reposition, and Trip attempts. This **competence bonus** increases to +4 at 8th level and +6 at 15th level.

Major Form

Your shape changes to that of a large Giant Stag Beetle (Bestiary™) and you gain a +8 **natural armor bonus** and a fly speed of 20 ft. with poor maneuverability. At 8th level, you can trample opponents for 1d6 points of damage plus your strength modifier using your highest base attack as a **full-round action**. Creatures that attempt to avoid the trample are allowed a **Reflex** save equal to 10 + ½ your class level + your Strength modifier. At 15th level, Your fly speed increases to 30 ft. with an average maneuverability and your bite attack causes 3d8 points of damage. Opponents you attempt to trample cannot choose to avoid you and you do not provoke **attacks of opportunity** while trampling over others.

Centipede

Known for their voracious appetites with little care as to what they consume, the centipede represents pure hunger. This aspect focuses on the ability to move quickly and quietly without attracting any attention.

Minor Form

You gain a +2 **competence bonus** to **Stealth** checks. This **competence bonus** increases to +4 at 8th level and +6 at 15th level.

Major Form

You may assume the shape of the medium sized Giant Centipede (Bestiary™). You gain **darkvision** 6 ft., a climb speed equal to your base movement rate, a +2 **natural armor bonus**, and you cannot be tripped. At 8th level, your base movement increases by 10 ft. and you become large as the Hissing Centipede (Bestiary™), increasing

our bite damage to 2d6 points and your natural armor increases to +4. At 15th level, your bite becomes poisonous requiring a **Fortitude** save equal to 10 + ½ your class level + your Constitution modifier with a frequency of 1/round for up to 6 rounds causing 1d2 points of Dexterity damage for each failed save. Once the victim successfully makes their **Fortitude** save, it suffers no more damage from the poison.

Crab

Slow to act but quick to move, the crab belies its speed and deft actions by its strange appearance. Those that take this aspect focus on appearing pacifistic while concealing a quick and deadly secret.

Minor Form

You gain a +2 **competence bonus** to **grapple** attempts. This bonus increases to +4 at 8th level, and +6 at 15th level. Unless you have **Improved Grapple**, you still provoke an **attack of opportunity** when you attempt to **grapple**.

Major Form

Your shape changes to that of a medium sized Giant Crab (Bestiary™) and you gain a swim speed equal you're your base movement rate, **darkvision** 60 ft., and the **natural armor bonus** is +6. At 8th level, your size increases to that of a large crab, and your claw damage causes 1d6 points of damage and you gain a free grab attempt with a successful claw strike, and your **natural armor bonus** increases to +8. At 15th level, you can constrict a **grappled** target for an additional 1d6 points of damage and your **natural armor bonus** increases to +10.

Dragonfly

While many see only the graceful nature of the dragonfly, its true nature is one of deadly hunting prowess. The dragonfly's



aspect is one of beauty overshadowing it more menacing demeanor.

Minor Form

You gain **Step Up** as a bonus feat. At 8th level you gain **Following Step** as a bonus feat. At 15th level, you gain **Step Up and Strike** as a bonus feat.

Major Form

You can take on the form of a medium sized **Giant Dragonfly** (Bestiary 2TM), gaining a fly speed of 30 ft. with good maneuverability, and a bite attack that does 1d8 points of damage. At 8th level, your fly speed increases to 60 ft. with perfect maneuverability, you may make a free grab attempt upon a successful bite, and you gain the effects of the **Hover** feat. At 15th level, your bite causes 2d8 points of damage and you gain the effects of the **Flyby** feat.

Fly

While grubbing for a living seems disgusting to most, the fly doesn't take its responsibilities lightly. This aspect focuses on completing the cycle of life, consuming that which would only rot otherwise.

Minor Form

You can sense rotting flesh or vegetation within 60 ft. This includes corporeal undead that have flesh. You can concentrate for one round to determine exact location within range, though if it is **invisible** it still gains total **concealment**. At 8th level you gain the effects of the **Status** spell as far as any living creature within 60 ft. by spending a **move action** to concentrate. At 15th level, you may sense the condition of living creatures within 120 ft.

Major Form

You take on the form of a medium sized **Giant Fly** (Bestiary 2TM), gaining a fly speed of 30 ft. with good maneuverability, a climb speed equal to half your normal movement

rate, a natural +1 **armor bonus**, and a bite that causes 1d6 points of damage. At 8th level, your fly speed increases to 60 ft., your climb speed increases to your normal movement rate, and you gain a +3 **dodge bonus** to your **AC**. At 15th level, your bite carries the filth fever disease, anyone bitten by you must make a **Fortitude** save (DC equals 10 + ½ your class level + your Constitution) or contract the disease. Onset is 1d3 days with a frequency of 1/day and it can be cured with 2 consecutive saves. The disease causes 1d3 points of Constitution damage per day.

Locust

The scourge of an agrarian based society, the locust's insatiable hunger can easily wipe out entire crops within minutes. The locus aspect represents a true blight to the natural world, consuming everything in its path.

Minor Form

You gain a +4 **competence bonus** to any **Acrobatics** skill checks involving jumping. At 8th level, you may take 10 on **Acrobatic** skill checks to jump even if distracted or in danger. At 15th level, you are considered to have a running start when making a jump check, even if you are jumping from a stand still.

Major Form

You may assume the shape of a medium sized **Giant Locust** (Bestiary 4TM), granting you a fly speed equal to your base movement rate with average maneuverability, a bite attack for 1d6 points of damage, a +4 **competence bonus** to your **CMD** versus trip attempts, and a +4 **natural armor bonus**. At 8th level, your bite damage increases to 1d8 points of damage and does double damage against plant type creatures and your fly speed increases to 60 ft. At 15th level, you may spit a short burst of acid up to 30 ft. away as a **standard action** that causes 1d6 points of acid damage.





Mantis

The apex predator of the insect world, few can survive the crushing claws and mandibles of the praying mantis. This aspect represents superiority in combat and a swiftness to take action.

Minor Form

While you are in a natural forest setting, you gain a +1 **circumstance bonus** to attack rolls, **Perception** skill checks, and Initiative rolls. At 8th level, this **circumstance bonus** increases to +2. At 15th level, this bonus increases to +4.

Major Form

You can take the shape of a large sized **Giant Mantis** (Bestiary™), gaining a climb speed and flying speed with poor maneuverability equal to your base movement rate, a +5 **natural armor bonus**, and two claws that cause 1d6 points of damage. At 8th level, you may make a **standard action** to attack with one of your claws with an extended

10-ft. reach, gaining a +4 bonus to the attack. You also gain a bite attack that is a secondary attack that causes 1d6 points of damage. At 15th level, you may act on the surprise round and if you are not surprised during that round you can take a full round of actions.

Mosquito

Blood thirsty flying pariahs, the mosquito represented nature's truest vampire. This aspect represents an unquenchable thirst for life's essence.

Shifter Claws

Rather than manifesting a set of claws with this aspect, you instead grow a proboscis that may be used to cause 1d6 points of piercing damage. You do gain the **DR** benefits at 3rd level with your proboscis. At 7th level, your proboscis causes 1d8 points of piercing damage. At 11th level, your proboscis also causes 1 point of bleed damage. At 13th level, your proboscis



causes 1d10 points of damage plus 1d3 points of bleed damage. You also gain the DR benefits at 17th level.

Minor Form

You gain a +2 **circumstance bonus** versus natural diseases. At 8th level, this **circumstance bonus** versus diseases increases to +4. And at 15th level, this **circumstance bonus** versus diseases increases to +6.

Major Form

You can alter your form to that of a medium sized **Giant Mosquito** (Bestiary 2TM), granting you a fly speed of 30 ft. with good maneuverability, and +2 **natural armor bonus**, and a bite that causes 1d6 points of piercing damage plus 1 point of bleed damage. At 8th level, your fly speed increases to 60 ft. with good maneuverability, your bite causes 1d8 points of piercing damage plus 1d2 points of bleed damage, and you gain a free grab attack when you successfully bite an opponent. At 15th level, your bite also carries Malaria, and a victim of your bite must make a **Fortitude** save with a DC equal to 10 + ½ your class level + your Constitution modifier. If the victim fails its **Fortitude** save, it becomes diseased with an onset of 1d3 days, a frequency of 1/day and it can be cured with 2 consecutive saves. The disease causes 1d point of Wisdom damage per day.

Scorpion

Master hunters of the desert wastelands, scorpions invoke terror with their alien appearance, but in truth they only hunt and kill to survive. This aspect represents the desire to overcome one's environment, regardless of the conditions.

Minor Form

You gain a +2 **competence bonus** to **Climb** skill checks. At 8th level, this **competence bonus** increases to +4. And at 15th level, this **competence bonus** increases to +6.

Major Form

You may take on the shape of a medium sized **Cave Scorpion** (Bestiary 2TM), gaining **darkvision** 60 ft. and **tremorsense** of 30 ft., 2 claw attacks for 1d4 points of damage and 1 sting attack for 1d4 points of damage, and a climb speed equal to half your normal base movement speed. At 8th level, you also cause 2d4 points of rending damage when you successfully strike with both claws, and your climb speed increases to your base movement rate. At 15th level, your sting attack also poisons the target requiring a **Fortitude** save equal to 10 + ½ your class level + your Constitution modifier with a frequency of 1/round for up to 4 rounds causing 1d2 points of Strength damage for each failed save. Once the victim successfully makes their **Fortitude** save, it suffers no more damage from the poison.

Spider

Cold and calculating, the spider is the epitome of patience and planning. This aspect focuses on that of the wily hunter that waits for prey to come to her.

Minor Form

You gain a +2 **competence bonus** on **Acrobatics** skill checks. This **competence bonus** increases to +4 at 8th level and +6 at 15th level.

Major Form

This aspect grants you the ability to take the form of a medium sized **Hunting Spider** (BestiaryTM), with a climb speed of 30 ft., +2 bonus versus Poisons, a +1 **natural armor bonus**, and a +4 **competence bonus** to **Stealth** and your **CMD** versus **trip** attempts. At 8th level, you gain the web special attack that you may use 3 + your Constitution modifier times per day in total with a DC to escape its effects equal to 10 + ½ your class level + your Constitution modifier. Webs you create break down after a number of hours equal to your class level. At 15th level,





your bite becomes poisonous requiring a **Fortitude** save equal to $10 + \frac{1}{2}$ your class level + your Constitution modifier with a frequency of 1/round for up to 4 rounds causing 1d2 points of Strength damage for each failed save. Once the victim successfully makes their **Fortitude** save, it suffers no more damage from the poison.

Tick

The epitome of a blood sucking parasite, the tick's sole purpose is to live off the life blood of others. This aspect represents the skill of taking advantage of others through planning and patience.

Minor Form

You gain a +2 **competence bonus** on **Stealth** checks. At 8th level, the **competence bonus** increases to +4. And at 15th level, the **competence bonus** increases to +6.

Major Form

Shedding your own skin, you take on the form of a small **Giant Tick** (Bestiary 2™). This grants you a bite attack for 1d4 points of damage that also gives you a free grab attack with a +2 **competence bonus**, a +4 **natural armor bonus**, and a climb speed equal to your base movement rate. At 8th level, your bite grants you the blood drain ability once you successfully grab an opponent for 1d2 points of Constitution, your **competence bonus** to grab an opponent increases to +4, and your **natural armor bonus** increases to +5. At 15th level, your bite carries the red ache disease, anyone bitten by you must make a **Fortitude** save (DC equals $10 + \frac{1}{2}$ your class level + your Constitution) or contract the disease. Onset is 1d3 days with a frequency of 1/day and it can be cured with 2 consecutive saves. The disease causes 1d3 points of Strength damage per day.



Wasp

Death from above, the wasp represents one of nature's most dangerous flying denizens. This aspect focuses on speed and agile flight with a deadly stinging attack.

Minor Form

You gain a +1 **competence bonus** when **flanking** an opponent. This bonus increases to +2 at 8th level and +4 at 15th level.

Major Form

You can take the shape of a large **Giant Wasp** (Bestiary™), granting you a fly speed of 30 ft. with good maneuverability and a +4 **natural armor bonus**. At 8th level, your fly speed increases to 60 ft. and you are treated as having the FlyBy Attack feat. At 15th level, your sting becomes poisonous requiring a **Fortitude** save equal to 10 + ½ your class level + your Constitution modifier with a frequency of 1/round for up to 6 rounds causing 1d2 points of Dexterity damage for each failed save. Once the victim successfully makes their **Fortitude** save, it suffers no more damage from the poison.

Water Strider

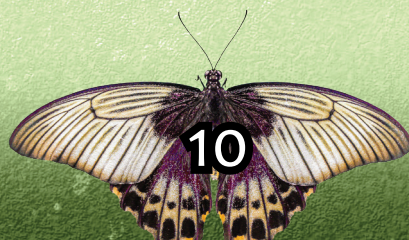
Seemingly magical in nature, the water strider's ability to walk on water makes it an efficient hunter of other vermin that live in and around water sources. This aspect focuses on the ability to adapt to one's environment and changing situations.

Minor Form

You gain **Blind-Fight** as a bonus feat. At 8th level you can move across a liquid surface during your turn as long as you end your movement on solid ground. You still suffer any environmental effects of the surface you are running over. At 15th level, you gain **Improved Blind-Fight** as a bonus feat and do not need to meet the **Perception** ranks prerequisite.

Major Form

You can assume the form of a large **Giant Water Strider** (Bestiary 4™), gaining the ability to walk on water or other similar liquid as if it was solid, a +2 **natural armor bonus**, **darkvision** 60 ft., and a bite attack for 1d2 points of damage and two claw attacks for 1d4 points of damage. While walking on water, you can bear the weight of another as long as it does not exceed your light load encumbrance allowance. At 8th level, you gain a fly speed equal to half your base movement rate with poor maneuverability, you gain **tremorsense** with a range of 30 ft. while on water, and your bite damage increases to 1d4 points of damage. At 15th level, your **tremorsense** increases to 60 ft. while you are on the water, and you can carry up to a medium load while walking on the water and your base movement rate while walking on the water increases to 40 ft.



OTHER KNOTTY WORKS PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

