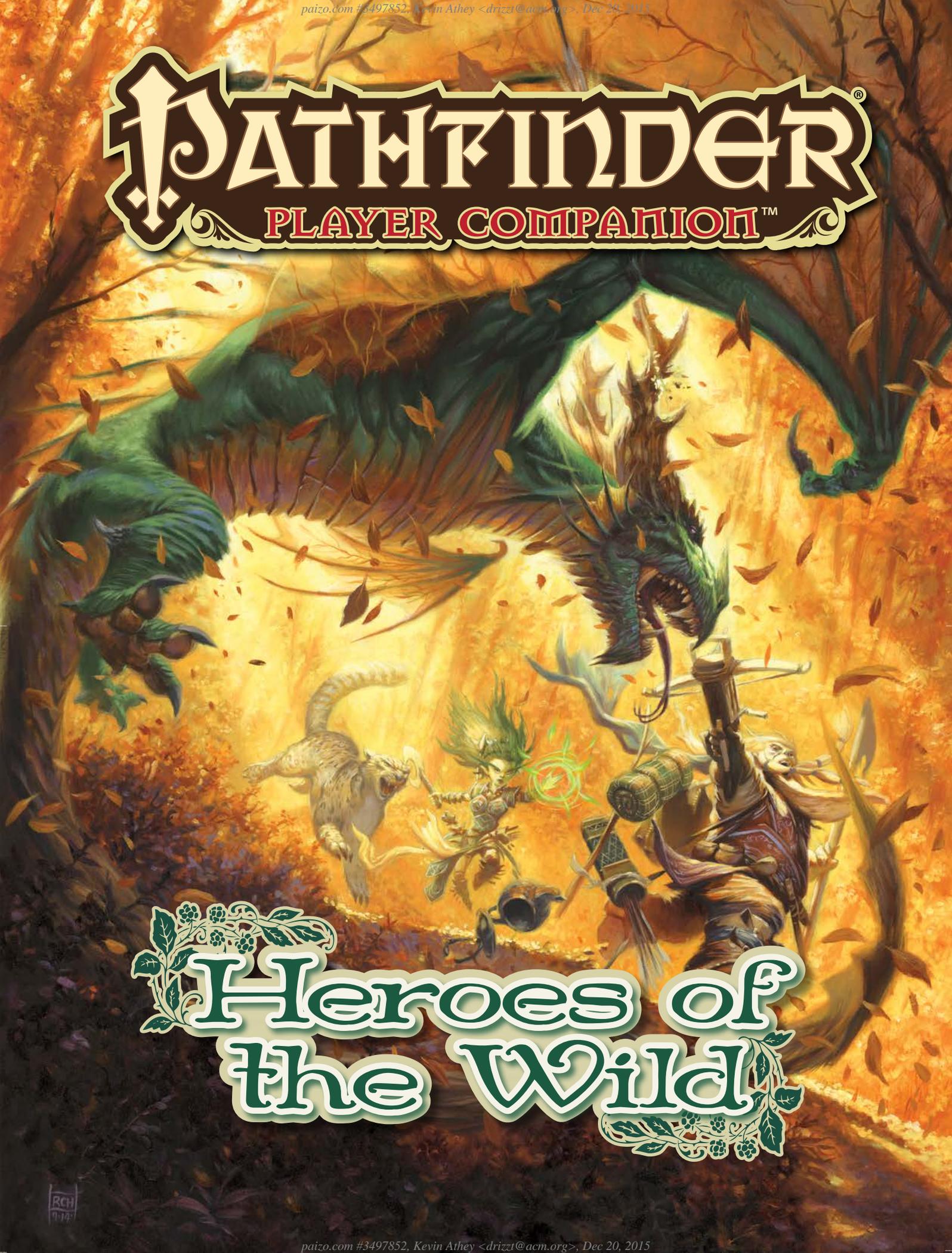


PATHFINDER[®]

PLAYER COMPANION[™]



Heroes of the Wild

RCH
1/14

Wilderness Organizations of the Inner Sea

Many organizations operate in the wildernesses spread throughout the Inner Sea region. Some wish to protect untracked wilds from the encroachments of civilization, some seek to strike a sustainable balance between settlements and nearby natural terrain, and others wish to claim wild lands for power and profit.

- 1 Orc oracles of the Brimstone Haruspex worship a volcano, and gain prophetic visions by inhaling its toxic fumes.
- 2 The Oakstewards are a druidic circle that rules the River Kingdoms nation of Sevenarches from a secret lodge.
- 3 The rangers of the Chernasardo have long defended the southwestern Fangwood against foreign rule.
- 4 The Shades of the Uskwood are a group of albino druids dedicated to the natural power of the Uskwood, as well as the god Zon-Kuthon.
- 5 The druidic Wildwood Lodge holds the Moot of Ages, a gathering of the Green Faith, on the Isle of Arenway.
- 6 The Lumber Consortium has a monopoly on the hardwood and darkwood lumber taken from the Darkmoon Vale.
- 7 The Circle of Stone is a druid order that protects the Grand Holt, a massive fig tree believed to be older than Absalom itself.
- 8 Al'Vohr's Hunters are gnomish trackers and raiders of famed skill around Pale Mountain.
- 9 The Imperial Union of Breeders in Katapesh demand high prices for the finest horses, camels, ponies, and mules in the Inner Sea region.
- 10 The Storm Kindlers are a second-generation cult of followers of Gozreh who seek to understand the Eye of Abendego.
- 11 Ghorans are a race of humanoid plants created by the renegade druid Ghorus while the druid was in the employ of the Archmage Nex.
- 12 The Magaambya is Golarion's oldest operating academy of arcane learning, established by Old-Mage Jatembe and his Ten Magic Warriors. The Tempest-Sun mages of the Magaambya defend the Mwangi Expanse against threats ranging from cultists to the Aspis Consortium.





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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>The Inner Sea World Guide</i>	ISWG
<i>Advanced Player's Guide</i>	APG	<i>GameMastery Guide</i>	GMG
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Equipment</i>	UE
<i>Bestiary 4</i>	B4	<i>Ultimate Magic</i>	UM

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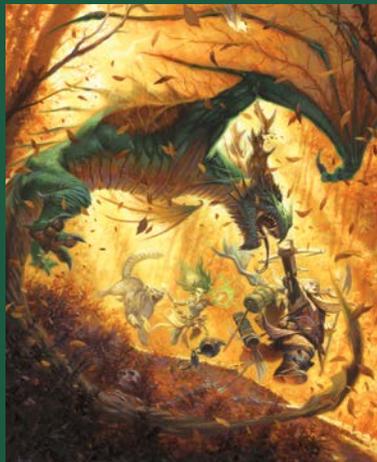
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ON THE COVER



Harsk prepares to switch from his crossbow to his battleaxe as he and Lini are ambushed by a forest drake in this cover art by Ralph Horsley.

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For Your Character

FOCUS CHARACTERS

This Pathfinder Player Companion highlights options for characters of the following classes, in addition to elements that can apply to a wide array of other characters.

Alchemists

Alchemists who are interested in investigating the power of plants and natural substances can take the horticulturist archetype to gain access to plant-based powers with a more natural source than their lab-bound counterparts.

Cavaliers

As champions of orders, cavaliers gain numerous new options when they choose to champion the Green Faith. The Order of the Green is for dedicated knights of the forces of nature, acting as the strong militant arm of the Green Faith.

Druids

Druids are the undisputed masters of the wilds. They can benefit from everything in this book not specifically restricted to other classes. Every spell on pages 30–31 is available to druids, and many of the feats on pages 26–27 tied to the powers of nature give druids new options when dealing with or summoning creatures of the wild.

Witches

Witches are examined as possible priests of the Green Faith, and like druids can benefit from many new magic-oriented feats. They also receive considerable support for becoming more closely tied to the forces of nature. The herb witch alchemist has a new kind of witch ability that allows them to use plants and other materials found in the wild to create remedies. Witches also gain five new patron themes drawing from the power of the wilds—mountain, plant, storms, summer, and thorns.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. While everything in this volume is designed to work with characters who are focused on operating in the wild, the following elements detailed in this book work equally well for all Pathfinder RPG characters regardless of type, motivation, or background.

Bastions of the Wild

If you're spending a great deal of time adventuring far from civilization, it may be useful to construct a base of operations within the wilderness itself. Any character interested in having a permanent camp, small stronghold, secret redoubt, scout base, or herbal workshop can benefit from the new managers and rooms presented on pages 14–17, which use the downtime rules from *Pathfinder RPG Ultimate Campaign*. In case designing your own wilderness outpost sounds like more work than fun, these pages also include several predesigned iconic buildings meant to keep your building process simple.

Gear

The wilds of Golarion are dangerous, and characters working as scouts or guides can benefit from specialized equipment designed to help them survive uncivilized encounters. This book also includes useful materials that can be harvested from sources not found in towns and cities.

Any PC operating in unsettled lands may find the new materials on page 9 and the new poisons on page 20 worthy of further investigation, and a character who finds herself suddenly lost in the

QUESTIONS TO ASK YOUR GM

Asking your Game Master the following questions can help you get the most out of *Pathfinder Player Companion: Heroes of the Wild*.

- 1 Are we going to spend a lot of time adventuring in the wilderness? Are we aware of any strongholds in the nearby wilderness areas?
- 2 What environments should my character be equipped to survive in? Can we expect to resupply when we're in town?
- 3 Are there any major wilderness threats our characters would be aware of in advance that we should prepare to handle?

wilderness may find the new survival rules on page 8 to be of use.

Magic Items and Spells

The power of the wilderness is often used as both a source of eldritch abilities and an inspiration to those who design new magic items and spells. Any character with a focus on wild places can benefit from new magic options that protect against common threats or use the power of nature to wreak havoc.

Organizations

All the organizations mentioned and detailed in this volume are relevant to any character interested in learning about or operating in the wilds. In particular, the Green Faith is an ancient and powerful religion with no central base of worship or hierarchy demanding obedience. All worshippers of the Green Faith serve as each deems best.

DID YOU KNOW?

In Scottish folklore, fey are often said to belong to one of the two faerie courts: the benevolent Seelie Court and the evil Unseelie Court. In the Pathfinder campaign setting, there exists instead a court of powerful fey lords known as the Eldest who rule the alien plane known as the First World.

RULES INDEX

The following new rules options are located on the indicated pages throughout the book, alongside several teamwork feats, new equipment, and other options.

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Introduction



There are places where the struggle between life and death plays out in its purest form, where savagery is a virtue and the distinction between predator and prey is in constant flux. In these regions, the beasts, the people, and the land itself are, above all else, wild!

Many are born to the wild, and are most comfortable beyond the stifling walls of civilization. Across the Thunder Steppes range Mammoth Lords who embrace the savage struggle of blood and frozen cold above the fires and walls of their settlements. In the Sodden Lands, the surviving descendants of two lost civilizations battle the elements for survival, armed only with scavenged or hand-made tools and weapons. On the edge of the southern Fangwood, elven druids often watch from concealment as Molthuni settlers flee the land they sought to tame.

Others come to embrace the wild later in life, casting off the fetters of civilization in favor of the laws of nature. Turning to the ways of a survivalist, a noble might conduct a secret guerrilla war against her uncle, earning new allies and marshaling her forces in the hidden bowers of the deep wood. Osirian merchants could be touched by the beauty of the Eternal Oasis, vowing to protect it from those who would ravage its bounty. Those with prices on their heads might flee into the Chitterwood, using the poisonous berries and other perils of the forest to dispatch anyone foolish enough to pursue them.

WILD ORIGINS

Merely living in a forest or adventuring in the trackless badlands between settlements does not make one a hero of the wild. Even taking up arms to defend a verdant land is not sufficient. To be a hero of the wild, one must become wild herself—reveling in the thrill of the hunt while admiring the beauty of her prey, thinking with the sharp cunning of a fox while acting with the implacable persistence of a wolf pack, and cultivating a strength of body and spirit that can be nurtured only by the unforgiving wilderness.

Below you will find several inspirational character origins, as well as a new basic trait for each.

Feral Child

Abandoned to the mercies of the wilderness as infants, feral children are nurtured by beasts and raised by the laws of the wild. Knowing only animals as kin, feral children learn the ways of the beasts who foster them, running among wolves, climbing with apes, and hunting with tigers.

Beastkin (Social): Select one specific type of animal (such as wolves or apes). You were raised from infancy by an animal or pack of animals of that type. You learned their ways and have more in common with your beastly kin than members of any humanoid race. You gain a +1 trait bonus on Survival checks and can use *speak with animals* as a spell-like ability at will to communicate with the type of animal that raised you.

Rural

To many, civilization overcomplicates life, drowning every activity in a sea of conventions, protocols, and frippery. You were born and raised among people who distrusted any way of life more complex than their own simple traditions. They taught you to survive on your prowess and wits alone, and to use only what you could craft with your own hands.

Self-Reliant (Social): You know how to work with your hands and aren't dependent on complex tools. When attempting Craft checks, you take no penalty when using improvised tools. At the GM's discretion, you can attempt certain Craft checks even when no tools are available, though you take a –2 penalty.

Stateless

Your people view civilization as a crutch that coddles the weak and poisons the soul. You were raised to believe cities are cankers on the face of Golarion, blasphemies against the laws of nature, and cages that imprison men and women with decadence and byzantine laws. You were raised far from the city walls and taught never to let the trappings of civilization diminish you or your people.

Vandal (Combat): You gain a +2 bonus on Strength checks to break objects, and when damaging an object with a weapon, natural weapon, or unarmed attack, you ignore 2 points of its hardness.

Totemic Upbringing

The elders of your people raised you to respect the natural order, to work in rhythm with the cycles of nature, and to read the omens hidden in the behaviors of all animals and plants.

Feral Speech (Social): You were raised in a community that included numerous individuals who spoke with creatures of the wild. You gain one of the following languages of your choice as a bonus language: Aklo, Aquan, Auran, Giant, Ignan, or Sylvan. With your GM's permission, you can instead select Druidic, but druids are protective of their language—you are likely to find yourself hunted by druids wishing to eliminate you as a threat to their sole ownership of their secrets.

Wildtouched

For a rare few, the essence of nature literally flows through their veins. Some are conceived by followers of Gozreh during the rites of Firstbloom, while others claim their families are specially blessed by gods of the forests and fields. The wildtouched speak with the voices of storms, step with the grace of deer, and have hearts that beat in time to the crash of waves.

Green-Blooded (Magic): You are touched by the supernatural essence of nature, marking you since birth as something other than purely mortal. Choose a single 0-level druid spell. You can cast this spell once per day as a spell-like ability with a caster level equal to your character level.

FEYBORN

Those who hold the wilds dear often have traces of the fey in them. Some have fey ancestors in their pasts, while others come from lineages that absorbed fey power from places linked to the First World. Any race or group may have a few feyborn among its members; these feyborn are often called fetch, wildbloods, or First Children. They tend to have skin, hair, and eye coloration that lie outside the norms for their races, and that may even change with the seasons (white in winter, green in spring) or with the terrain they are in.

A character with such a background may select one or more feyborn racial traits. Such racial traits replace one or more normal racial traits for your race. If you are using the race builder rules from *Pathfinder RPG Advanced Race Guide*, the Race Point (RP) cost for each feyborn racial trait is given. Otherwise, each trait lists the racial trait it replaces if taken by a member of one of the eight core races.

Fey Magic (2 RP): The character has a mystic connection to one terrain type, selected from the ranger's favored terrain list. The character selects three 0-level druid spells and one 1st-level druid spell. If the character has a Charisma score of 11 or higher, when in the selected terrain, she gains these spells as spell-like abilities that can be cast once per day. The caster level for these effects is equal to the user's character level. The DC for the spell-like abilities is equal to 10 + the spell's level + the user's Charisma modifier. These spells are treated as being from a fey source for the purposes of the druid's resist nature's lure class feature and similar abilities.

A dwarf can take this trait in place of greed and stonecunning. An elf, half-elf, or halfling can take this trait in place of keen senses. A gnome can take this trait in place of obsessive. A half-orc can take it in place of orc ferocity. A human can take it in place of skilled. A human who replaces skilled with fey magic also gains fey thoughts and low-light vision.

Fey Thoughts (1 RP): The character sees the world more like a native of the First World. Select two of the following skills: Acrobatics, Bluff, Climb, Diplomacy, Disguise, Escape Artist, Fly, Knowledge (nature), Perception, Perform, Sense Motive, Sleight of Hand, Stealth, Swim, or Use Magic Device. The selected skills are always class skills for the character.

A dwarf can take this trait in place of hatred. An elf, gnome, or half-orc can take this trait in place of racial weapon familiarity. A half-elf can take this trait in place of multitalented. A halfling can take it in place of fearless. In the case of humans, this trait replaces the skilled trait (and the human also gains fey magic and low-light vision, as detailed in Fey Magic, above).

Low-Light Vision (1 RP): Many feyborn have low-light vision. Races that normally have darkvision (such as dwarves and half-orcs) can take low-light vision in place of darkvision. In the case of humans, this trait replaces the skilled trait (and the human also gains fey magic and fey thoughts, as detailed in Fey Magic, above).

Living with Nature

The wilds of Golarion can be frightening places, and the world's races have learned to deal with them as a matter of daily survival. Some erect walls to keep nature out, while others dwell and thrive in the wilds, becoming one with the natural world. This section examines how the races of Golarion view the untamed world, including new racial traits for those who would call these wild places home.

DWARVES

Dwarves interact with the natural world in much the same way as humans, though with a greater appreciation for the subterranean world and longer-term planning (in keeping with their longer life spans). Dwarven farmers cultivate mushrooms, edible mosses, and the yeasts that serve as the key ingredients in their legendary ales. Most dwarves still see nature as a repository of useful resources rather than as a treasure to be preserved, though they are wise enough to seek sustainable relationships with resources they can't replace.

Fungal Brewing (Race): You gain a +2 trait bonus on Craft checks to create alchemical items, and can create nonmagical alchemical materials in 20% less time than normal.

ELVES

Elves are often defined by their connection to the environment and love of wild things. Given a long enough time in any habitable environment, an elf can adapt to better live in harmony with her surroundings, enabling her to navigate terrain and endure natural difficulties effortlessly. The elves' reverence for the natural world leads many to subscribe to the Green Faith, and sometimes to clash with other races that seek to exploit the resources of their beloved lands.

Wild Stride (Race): Choose a favored terrain from those listed in the ranger favored terrain class ability. You can move through naturally occurring difficult terrain without any penalty while within your favored terrain. Terrain created or modified by magic or traps affects you normally.

HALF-ELVES

Half-elves' attitudes toward nature are, like many aspects of their race, defined by the extremes of their heritage and the communities in which they live. A half-elf living among humans may show greater disdain toward "tree coddling" than even the most cold-hearted humans in the settlement. These individuals seek to distance themselves as much as possible from their elven heritage as a means of "fitting in" among their human communities. Conversely, half-elves raised in predominantly elven communities often become masters of natural lore as they strive to prove they are as good as any full-blooded elf. Left to their own devices, half-elves

can find themselves conflicted between the peace they feel while living in nature and a distaste for nature's more primal and chaotic elements, leading them to seek to bridge the gap between civilization and the wild.

Wild Domesticator (Race): Handle Animal is always a class skill for you. You gain a +2 trait bonus on Handle Animal checks to train an animal, and can teach a trained animal one additional trick beyond its normal maximum.

HALF-ORCS

Orcs on Golarion are known for both their ferocity and their industriousness when it comes to making war. As a result, orcs are dangerously exploitative of their natural



surroundings, clear-cutting acres of forest and strip-mining mountains' worth of coal and iron with which to forge their straightforward, brutal weapons. Half-orcs' human heritage allows them to perceive a beauty in nature that their full-blooded brethren often simply don't see. Half-orcs who nurture these passions find a strong affinity for certain wild places, giving them the vitality to fight on when others would collapse.

Wild Ferocity (Race): Select one terrain type from the ranger's favored terrain list. While in this terrain type, taking a standard action while disabled does not cause you to take the normal 1 point of damage. You can use this trait when acting as if disabled despite having a negative hit point total as a result of orc ferocity or the Diehard feat.

HALFLINGS

Halflings' adventurous nature and insatiable wanderlust often lead them to become explorers and guides in untamed places, though more often as civilized visitors rather than true dwellers in the wilds. Well aware of the dangers of wild places, halflings seek to be able to move through dangerous terrains without alerting local flora and fauna. They learn to move unheard and unseen by most creatures when in terrain with which they've developed strong familiarity.

Wild Shadow (Race): Select one terrain type from the ranger's favored terrain list. You can attempt Stealth checks in this terrain in normal light without having cover or being invisible. You still can't attempt Stealth checks in areas of bright light without invisibility or cover.

HUMANS

Humans are as diverse as they are numerous, but human societies generally share a drive to expand their holdings into every possible corner of unclaimed lands. When a human settlement springs up, it is generally not long before the nearby land is radically altered with axes, picks, and plows. This can result in tensions between settled human societies and more naturalistic groups, who often view the human sentiment of owning the land as puzzling or even outright offensive. In even the most settled cities, a few hearty humans take it upon themselves to master the untamed lands nearby, whether to protect them, raid them for resources, or just patrol them for threats to the other humans in the area. In rougher parts of the world, entire human societies must learn to traverse the dangers of the wilds, as by choice or circumstance they lack the defenses of large cities to keep the wilderness at bay.

Survivalist (Race): You gain a +1 trait bonus on saving throws against natural environmental hazards.

GNOMES

The bond between the gnome race and the untamed wilds runs deeper than that of any other race. For gnomes, the unexplored jungles and forests of Golarion

CIVILIZATION AND NATURE

The distinction between nature and civilization is not a stark line, but neither are the two diametrically opposed. Civilization and nature don't defy each other as the forces of order and chaos many assume they represent. The two have different primal drives and concerns, but those are not necessarily in competition with each other. Nature dictates the immutable turning of the seasons, and only the environment of organized society concerns itself with ideas of title, money, and rank, but creatures born to one world can come to revere the other.

It's not where one lives or seeks adventure that makes one a hero of the wild—rather it's that part of an adventurer's spirit refuses to be bound, yearns for the raw experiences of life, and revels in those rare moments when instinct takes hold. A reserved Taldan noble's heart may jump like that of a wolf in anticipation of a fox hunt. The workshop of a scholarly sage in Katapesh might be cluttered with overgrown flowerpots, mushroom beds, and window boxes kept both for the efficacious spell components they grow and the refreshing scents and colors they lend the surroundings. An urban witch in Caliphass may seek to draw secrets from the untamable rats and pigeons of the fog-shrouded streets.

are the closest they can get to the world they once called home, though even the darkest and strangest woods pale in comparison to the primal growths of the First World. While many gnomes have taken to city living and the myriad experiences that can be found therein, a large number of gnomes still feel most comfortable among the wild places of the world, leading them to become druids and rangers. Because of their affinity for these places, such gnomes are able to keep their keen senses alert to danger in wild places, even when they seem totally at rest.

Forest Senses (Race): When in any unsettled, uncivilized terrain, you gain a +2 trait bonus on Perception checks to act during a surprise round, and take no penalty on Perception checks while sleeping.

OTHER RACES

There are many other races on Golarion that share intimate bonds with the natural world. Due to their elemental blood, geniekin are often drawn away from civilization and to places that epitomize their elemental natures. Kobolds and goblinoids are almost contemptuous of nature, often despoiling the land where they make their homes. By contrast, vanaras live in harmony with the wilds, acting as a part of nature and guiding it subtly to provide for their needs rather than forcing the world into a shape that suits them. The mysterious kitsune are also tied to the wild places of the world, often communing with animals and spirits of the forest as easily and affably as they do with humanoid races.

Surviving in the Wild

At its core, survival means finding water, food, and shelter. It also involves staying warm in cold weather and cool in hot weather, navigating safely, avoiding dangerous plants and animals, and treating any incurred afflictions. This section introduces new skill uses and equipment intended to help PCs with these goals.

BUILDING MAKESHIFT TOOLS AND STRUCTURES

With a successful DC 15 Survival check and 1 hour of work, you can build the following temporary tools and structures from natural materials using a handaxe, kukri, utility knife, or similar item (including anything that can be used as a shovel, if building a snow cave). Without a proper tool, you have to use improvised tools (imposing a –2 penalty on the Survival check). Makeshift structures and objects have half the normal hardness and hit points of a properly constructed version, and have a 10% chance of falling apart for each day of use. GMs may choose to allow other primitive tools based on these, at their discretion.

Cooking Vessel: Flat rocks can be used as primitive frying pans, and wood can be hollowed out and charred to make simple bowls and even pots.

Lean-To: This rudimentary shelter for two creatures of your size grants its occupants a +4 bonus on Fortitude saves against severe weather. The construction requires 20 feet of rope.

Raft: This log raft for two people requires 10 feet of rope to construct.

Rope: Makeshift rope is constructed in 10-foot lengths, though multiple lengths can be spliced together to make a longer rope. A makeshift rope gains the broken condition if the user rolls a natural 1 on a skill check involving the rope. If already broken, the rope snaps instead.

Snow Cave: The temperature in an inhabited snow cave generally remains around 32° F regardless of outside temperature. A lit candle further increases the temperature by 10° F.

Torch: A makeshift torch burns for 1d6 × 5 minutes and has the fragile quality if used as an improvised weapon.

MAKING A FIRE

It is possible to make a fire even without flint and steel or other fire-making tools. Finding suitable materials to start a fire requires 10 minutes of effort and a successful DC 20 Survival check.

OBSCURING TRACKS

You can use Survival to make your tracks more difficult to follow. A successful DC 15 Survival check increases the DC of following your tracks by 4. You can move at only half speed while obscuring your tracks unless you increase the Survival check DC to do so by 5. If you're traveling in a group, for every creature beyond yourself whose tracks you wish to obscure, increase the DC by an additional 1. Large creatures count as two creatures for this purpose, and Huge creatures count as four. You cannot conceal the tracks of groups traveling with Gargantuan or larger creatures.

SNARES AND SIMPLE TRAPS

As a normal part of using a Survival check to get along in the wild, a character can make simple snares and deadfalls to trap small game. Though not as robust or dangerous as ranger traps or traps created using the Craft (traps) skill, simple traps and snares can also be used against prey that is more dangerous than typical game.

Regardless of the nature of its construction, such a trap acts as an extraordinary ranger snare trap (*Pathfinder RPG*



Ultimate Magic 65), with the following modifications. With a successful DC 15 Survival check, a simple trap can be constructed in 20 minutes in a typical wilderness area using proper tools. The trap affects only creatures of a single size category, determined when the trap is constructed. (Smaller creatures slip out easily, and larger creatures are too big to be effectively snared.) The trap is obvious unless it is hidden with a successful DC 20 Stealth check, in which case noticing it requires a successful DC 15 Perception check. The trap's DC is 13, it has 10 hit points, and it can be burst with a successful DC 15 Strength check. If left unattended, a simple trap has a 25% chance of becoming ineffective each day.

Characters who wish to create more effective traps should invest skill ranks in Craft (traps) or take the Learn Ranger Trap feat (*Pathfinder RPG Ultimate Magic* 153).

SURVIVAL EQUIPMENT

The following items help adventurers avoid the dangers of the wilderness.

Item	Price	Weight	Craft DC
Blain bane	10 gp	—	19
Duskeye	50 gp	—	16
Forecast station	150 gp	2 lbs.	—
Scent blocker	80 gp	1/2 lb.	23
Track-obscuring soles	8 gp	1/2 lb.	—

BLAIN BANE

PRICE 10 GP
WEIGHT —

This alchemically infused wax is spread over exposed skin to protect it from chapping, cold, dry winds, heat, and the loss of moisture. Applying it takes 5 minutes; once applied, it reduces any nonlethal damage taken from cold or hot environments by 1 point for 6 hours. Crafting blain bane requires a successful DC 19 Craft (alchemy) check.

DUSKEYE

PRICE 50 GP
WEIGHT —

This liquid makes the eyes more receptive to light for 4 hours. The user gains low-light vision, but also suffers from light sensitivity for the duration. Crafting duskeye requires a successful DC 16 Craft (alchemy) check.

FORECAST STATION

PRICE 150 GP
WEIGHT 2 lbs.

This wooden box contains a simple anemometer and three tubes filled with alchemical fluids that expand and contract with changes in air temperature, humidity, and pressure. A forecast station grants a +5 bonus on Survival checks to predict weather.

SCENT BLOCKER

PRICE 80 GP
WEIGHT 1/2 lb.

This alchemical oil takes 1 minute to apply and completely masks your odor for 6 hours. Creatures can't use the scent ability to track you, detect your presence, or pinpoint your

location. A single dose of scent blocker covers a Medium or smaller creature. For each size category larger than Medium a creature is, double the number of doses (and application time) required. Crafting scent blocker requires a successful DC 23 Craft (alchemy) check.

TRACK-OBSCURING SOLES

PRICE 8 GP
WEIGHT 1/2 lb.

These boot attachments consist of wide wooden frames, leather straps, and thin leather soles with no distinguishing marks or texture. They distribute your weight over a larger area and obscure the shape of your footprints. The DC to track you increases by 2, but you also take a -2 penalty on Acrobatics and Stealth checks.

WILDERNESS KITS

The following are kits of preselected gear that are useful in the wild. The listed price for each kit includes a small discount for purchasing these items as a group. Items in a kit that are destroyed, lost, or used up cost the full price to replace.

Each kit detailed below is designed for use in a specific terrain type. They are intended to complement the basic survival tools—a compass^{APG}, healer's kit, maps, and survival kit^{UE}.

ARCTIC KIT

PRICE 27 GP
WEIGHT 30 lbs.

This kit is designed for use in cold climates, where the weather can be deadly and the terrain treacherous. It includes 10 candles, a candle lamp^{UE}, cleats^{UE}, a cold-weather outfit, a handaxe, a shovel, a signal whistle, a small iron pot, snowshoes^{UE}, and five tindertwigs, all wrapped in a winter blanket.

DESERT KIT

PRICE 30 GP
WEIGHT 20 lbs.

This kit contains tools necessary for staying cool and hydrated in hot, dry terrain. It includes a 10-foot-by-10-foot piece of canvas, 3 doses of blain bane (see above), a hot weather outfit^{APG}, a signal whistle, a scarf, and four waterskins.

FOREST KIT

PRICE 25 GP
WEIGHT 29 lbs.

This kit contains tools useful for building shelters and finding food in a forest. It includes a bear trap^{APG}, camouflage netting^{UE}, five fishhooks, a handaxe, 50 feet of hemp rope, and 100 feet of twine^{UE}.

TROPICAL KIT

PRICE 120 GP
WEIGHT 6 lbs.

This kit is intended for hot and moist environments such as jungles and warm marshes. It includes 1 dose each of antiplague^{UE} and antitoxin, five fishhooks, a hammock^{UE}, a kukri, 1 dose of vermin repellent^{UE}, and a water purification sponge^{UE}.

Herbalism

From the life-extending ointments brewed by the wise women of Osibu to the virulent poisons concocted by the gibbering monkey goblins of Ganda-Uj, there's great power to be tapped in Golarion's plants and fungi. Only herbalism, the secret wisdom of growing things, can release the hidden qualities of leaf, root, and stem. A practiced herb witch is a boon to her allies and sought out by those in need of more aid than a village apothecary can provide. The bravest herbalists venture ever deeper into the savage wilderness in search of rare herbs and the powers they possess.

HERBS

Golarion abounds in useful herbs, most of which can be found in the wild with an hour of foraging and a successful Profession (herbalist) check (with a DC determined by the herb and terrain), though some must be processed with Craft (alchemy) before their qualities awaken. Each check in the same area for the same herb increases the DC by 5.

The costs below are for buying dried and preserved herbs. A character making money by finding and selling herbs uses the normal rules for the Profession skill.

DESNA'S STAR		PRICE
		5 GP
PROFESSION (HERBALIST) DC 13		WEIGHT
		—
TERRAIN forests or plains		



Clerics of Desna claim that the Great Dreamer planted the first seed of this flower with her own hand. When the orange petals are cured and left to steep in hot water, the leaves of Desna's star make a mild, aromatic tea that facilitates restful sleep. When taken before sleeping, this tea grants the drinker the benefits of a full 8 hours of uninterrupted sleep in only 6 hours. One dose of Desna's star makes enough tea to serve six.

GOBLINVINE		PRICE
		30 GP
PROFESSION (HERBALIST) DC 16		WEIGHT
		1 lb.
TERRAIN forests, jungles, mountains, plains, or swamps		

The leaves of this invasive creeper produce oil that irritates the skin, causing red, itchy splotches to cover the affected area. Raw goblinvine leaves can be used as an improvised thrown weapon with a range of 10 feet that causes one creature to be affected as if by itching powder^{UE}, but with a save DC of 10. Creatures with the goblinoid subtype are immune to goblinvine.

LEECHWORT		PRICE
		25 GP
PROFESSION (HERBALIST) DC 15		WEIGHT
		1 lb.
TERRAIN jungles or swamps		

When dried and ground into a powder, the mottled red and gray bark of this shrub is a boon to healers. When applied to a wound, leechwort grants a +1 alchemical bonus on all Heal checks and a +2 alchemical bonus on Heal checks to staunch bleeding. One pound of leechwort is enough for 10 uses. Alternatively, with a successful DC 15 Craft (alchemy) check, a pound of leechwort can be used to restock an exhausted healer's kit.

NETHYS'S DAGGER		PRICE
		50 GP
PROFESSION (HERBALIST) DC 18		WEIGHT
		—
TERRAIN deserts		



Found most often in lands heavily modified by magic, this bulbous cactus is topped with twilight-blue flowers. The sap from the cactus can be used as an additive when crafting potions, causing all variable numeric effects of the potion to be determined as if the potion's caster level were 1 higher.

When processed into a powder with a successful DC 15 Craft (alchemy) check, Nethys's dagger can be used as an additional material component when casting spells, granting the user a +1 alchemical bonus on caster level checks to overcome spell resistance.

NIGHTSAGE		PRICE
		10 GP
PROFESSION (HERBALIST) DC 14		WEIGHT
		1 lb.
TERRAIN jungles		

The fragrant purple blossoms of this night-blooming wildflower are so rich in color that they appear almost black. When the stems of a nightsage plant are dried and burned, they produce a bitter smoke that repels unintelligent undead. Unintelligent undead must succeed at a DC 13 Will save each round to stay in or enter a square of burning nightsage or any square adjacent to it. An undead creature under the control of another can use its master's Will save modifier in place of its own for this roll. This has no effect on incorporeal undead or mindless undead of larger than Medium size. A bundle of nightsage burns for 10 minutes.

WINTERBITE		PRICE
		1 GP
PROFESSION (HERBALIST) DC 11		WEIGHT
		—
TERRAIN cold forests or mountains		

Wolves are often found rubbing their noses in the white-tipped leaves of this wild mint. When held under the nose and crushed, winterbite releases a pungent, sharply sweet odor that clears the sinuses and sharpens the senses. For the next hour, a user of winterbite gains a +2 alchemical bonus on scent-based Perception checks.

HERB WITCH (WITCH ARCHETYPE)

Some witches dedicate their lives to the mastery of herb lore. Herb witches brew foul-tasting medicines, sweet poisons, and other concoctions from the untamed plants of the wild.

Patron: An herb witch must choose a patron with a theme compatible with the needs of the natural world, selected from the following list: ancestors^{UM}, animals, death^{UM}, elements, healing^{UM}, plague, plants (see below), strength, time^{UM}, water, winter^{UM}, or wisdom.

Herb Lore (Ex): Herb witches are masters of herbalism, and can use their herbs to duplicate many of the effects of alchemy, as well as craft tinctures of their own. An herb witch can attempt a Profession (herbalist) check in place of any Craft (alchemy) check and gains a bonus on Profession (herbalist) checks equal to half her class level.

In addition, herb witches are adept at brewing thick herbal cure-alls called remedies. An herb witch prepares her remedies while communing with her familiar and can prepare a number of remedies equal to 3 + her Intelligence modifier (minimum 1 remedy). A remedy becomes inert if it leaves the herb witch's possession, reactivating as soon as it returns to her keeping. A witch can never have more remedies than 3 + her Intelligence modifier.

As a standard action, the herb witch can administer a remedy to herself or a creature within reach. This consumes the remedy, and the herb witch attempts a Profession (herbalist) check against the save DC of any one disease or poison currently afflicting the consumer. If the check is successful, the effect immediately ends. If the disease or poison doesn't allow saving throws, the remedy is ineffective.

An herb witch can also use a remedy to attempt to end the blinded, deafened, fatigued, nauseated, or sickened conditions. This requires a Profession (herbalist) check with a DC equal to the spell or effect that caused the condition, or a DC 25 check if the condition was caused by an effect that doesn't allow for a saving throw. If successful, the condition ends. Only a single condition, disease, or poison can be removed with each application of a remedy. This replaces the witch's hex gained at 1st level.

Hexes: An herb witch must select cauldron as her hex at 2nd level. The following witch hexes complement the herb witch archetype: fortune, healing, poison steep^{UM}, swamp hag^{UM}, witch's bottle (see below).

Major Hexes: The following major hexes complement the herb witch archetype: major healing, weather control, witch's brew^{UM}.

Grand Hexes: The following grand hex complements the herb witch archetype: life giver.

New Hex

The following hex is available to all witches.

Witch's Bottle (Su): Once per day, the witch can perform a 10-minute ritual to create a potion imbued with the power of one of her hexes. Any creature that consumes this potion

is affected by the hex as if cast by its creator. The witch can't use that hex until the potion is consumed or rendered inert. Only hexes that can target a creature other than the witch can be distilled in this way. The potion remains potent until consumed or rendered inert by the witch as a free action. A witch must have the cauldron hex to select this hex.

New Patron Theme

The following is an alternative patron theme that witches with strong connections to the wild can choose.

Plant: 2nd—*entangle*, 4th—*accelerate poison*^{APG}, 6th—*lily pad stride*^{APG}, 8th—*grove of respite*^{APG}, 10th—*tree stride*, 12th—*repel wood*, 14th—*animate plants*, 16th—*control plants*, 18th—*shambler*.



The Green Faith

The Green Faith is among the oldest and most widely spread religions, despite having no core holy text, no church, and no deity. It has no set tenets followed by all its adherents, no figurehead held up for veneration, and no center of worship to which the faithful make pilgrimages. Rather, the Green Faith is a result of the forces of nature inspiring awe among the beings of the land and sea. To these ancient peoples, miracles existed everywhere, in the beauty of the natural world as well as the destructive power of the elements. The roots of druidism lie in the earliest days of sentient life, when early mortals looked to the world around them for guidance and signs of looming disasters. The first druids were simply those who gradually learned the rules of the natural world and intuited the balance inherent in the cycle of life.

HISTORY

Legends hold that the Green Faith as it exists on Golarion today sprang from a conflict among four druidic sects. In ancient times, druids stood divided by philosophies, each of which was centered on a specific aspect of nature. Each sect believed its own perspective to be the superior ideology. One sect venerated the sky and the fury of the storm; another, the earth and the things that grew within its nurturing soil. A third worshiped the brutal but elegant circle of life among beasts, and the fourth gave praise to the cleansing purity of fire. As these four sects met to battle over the greatest expanse of wilderness known, a great geyser erupted from the ground between their battle lines. The geyser was composed of equal parts water, soil, and fire. And as it reached its crescendo, a flock of brightly colored birds burst forth from its center and took to the sky. It was in this moment that the druids came to understand that their differences were but aspects of one infinitely complex whole, and that all served a purpose in the great cycle of nature. Some druids believe that the world itself has a spirit, and this spirit, seeing its protectors fighting among themselves, sent the geyser to remind them of the truth of the natural world. Since that day, druids the world over have been united in peace.

ADVENTURERS

The most common adventuring members of the Green Faith are druids, followed closely by rangers and hunters, but anyone who has a deep respect and reverence for nature is welcome. Sorcerers and oracles with ties to nature are often members of the Green Faith, as are shamans and witches who have a strong connection to animals, plants, storms, or the elements. Even those who draw their powers from death sometimes celebrate it as an aspect of the power of the natural order (though those who seek control over the undead are regarded as antithetical to the Green Faith).

Above all else, adherents of the Green Faith believe in the balance of nature and the inevitability of change. Kingdoms and nations rise and fall, mountains are scoured flat by wind and sand, and creatures are born, live, and die. All are part of the cycle: none are above or beyond it. This view allows druids who find themselves on different sides of a political or ethical problem to look beyond their differences and establish discourse, making them excellent diplomats and peace brokers on those occasions when they are willing to take on such roles.

PRIESTS OF THE GREEN FAITH

Priests of the Green Faith are most commonly druids, though adepts, hunters, oracles (especially those associated with the flame, nature, waves, wind, and wood mysteries), shamans, and even witches can fill this role. Such priests are primarily responsible for overseeing the welfare of a particular area of wilderness and act as intermediaries between the forces of civilization and the natural world. The priest must ensure that any settlements or cities in the area she has chosen to watch over treat nature with dignity and respect. In return, the priest may help the people of the settlement harvest the bounty of the area in a sustainable and responsible manner. Such a priest is as likely to be encountered helping with the harvest in a farmer's field as she would be stalking the deep woods. However, other priests of the Green Faith take a more militant stance toward settlements, demanding they bow to the forces of nature and offering no assistance to settlement-dwellers to help them survive harsh natural conditions. Such priests are not necessarily evil (though neutral evil priests of the Green Faith certainly exist), but are simply unwilling to compromise with the forces of civilization, which they see as opposed to their devout protection of the wild places.

RELATIONS WITH OTHER RELIGIONS

The Green Faith often finds allies among the faithful of the Eldest, Erastil, and Gozreh, as well as among other churches that are supportive of protecting the natural world and embracing its fury and bounty (including the followers of some empyreal lords). Those following the Green Faith oppose destructive religions and those that corrupt or shackle nature, such as the religious cults of certain demon lords and worshipers of Lamashtu, Rovagug, Urgathoa, and some parts of the church of Nethys. To a lesser extent, they oppose gods who promote civilization over nature, particularly Abadar. In addition, individuals in the Faith often develop personal enemies from other religions in the course of their devotion to the forces of nature.

ORDER OF THE GREEN (CAVALIER ORDER)

Cavaliers of the order of the green are dedicated to protecting wild places and creatures, embracing the Green Faith in all its glory and terror. These cavaliers believe in preventing perversions to the natural order, through force if necessary.

Edicts: The cavalier must know his place in the natural order and strive to defend the balance of nature. He must be willing to allow nature to take its course without interference, as well as stop all those who would do harm to its delicate balance. He will not tolerate aberrant creatures, undead, or the irresponsible and greedy consumption of natural resources by “civilized” peoples. He may be farsighted and seek to establish agreements that lead to lasting protection of the natural world, but resorts to violence if it is the most effective way to enforce such protection.

Challenge: An order of the Green cavalier can't issue a challenge against any creature of the animal or plant type. Whenever he does issue a challenge, he receives a +1 morale bonus on attack rolls against the target of his challenge. This bonus increases by 1 for every 4 levels the cavalier possesses. If the target of his challenge is of the aberration or undead type, he can roll his first attack roll each round against the target creature twice and take either result.

Class Skills: An order of the Green cavalier gains Knowledge (nature) and Survival as class skills. In addition, whenever an order of the Green cavalier attempts a Survival check to track foes of the aberrant or outsider type, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the Green gains the following abilities as he increases in level.

Favored Terrain (Ex): At 2nd level, an order of the Green cavalier chooses a favored terrain from the list of ranger favored terrains (*Pathfinder RPG Core Rulebook* 65). He gains this as a favored terrain, as the ranger ability of the same name. At 8th level and every

6 levels thereafter, he selects another favored terrain. In addition, at each such interval, the skill bonus in any one favored terrain (including the one just selected, if so desired) increases by 2.

Cut the Corruption (Su): At 8th level, an order of the Green cavalier can touch a weapon and enhance it with the raw power of the forces of nature as a free action once per day. For 1 minute, the touched weapon glows with a deep green light and deals an additional 1d6 points of damage against aberrations and undead. This damage does not stack with the additional damage granted by the *bane* weapon special ability. At 16th level, the cavalier can use this ability a second time each day.

End of the Cycle (Su): At 15th level, anything killed by an order of the green cavalier tends to stay dead. Whenever the cavalier kills something, the creature killed is treated as if it were killed by a death effect for purposes of magic that can restore it to life. In addition, it's placed under the effects of a permanent *sanctify corpse*^{UM} effect (using the cavalier's level as the spell's caster level).

GREEN PATRONS (WITCH PATRON THEMES)

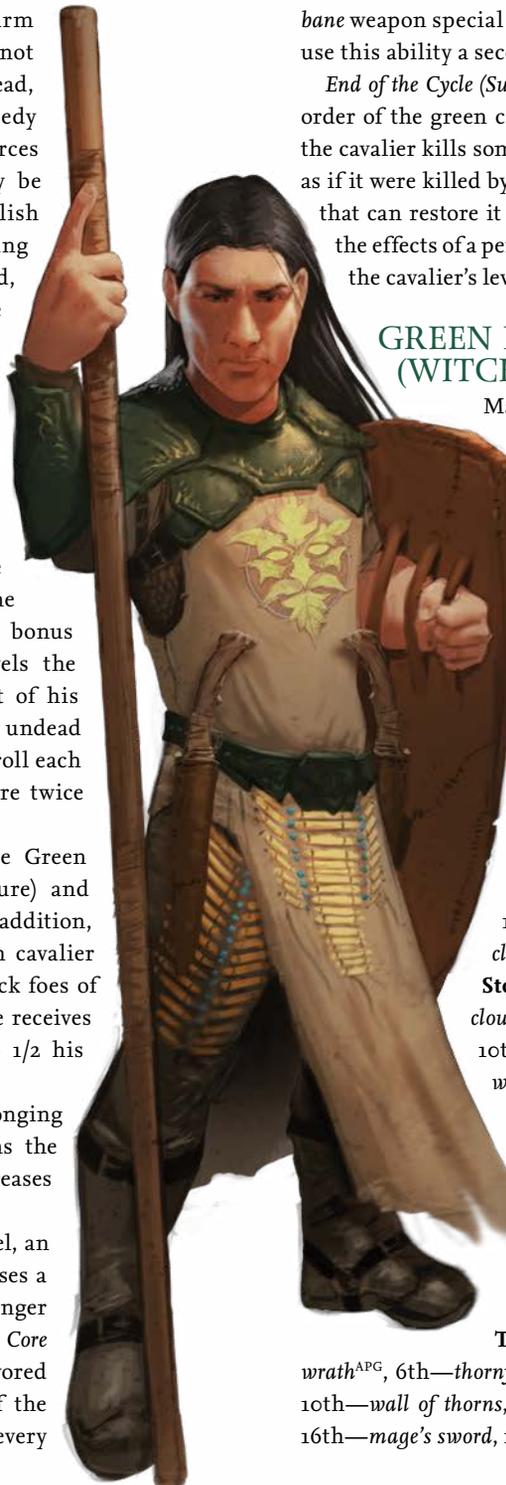
Many witches are followers of the Green Faith, most commonly those who gain their power from patrons with that have one of the following themes: animals, elements, moon^{UM}, water, or winter^{UM}. Only a very few witches actually serve as priests of the Green Faith, and these most often have one of the following alternate patron themes, more strongly tied to the Green.

Mountain: 2nd—stone fist^{APG}, 4th—stone call^{APG}, 6th—stone shape, 8th—spike stones, 10th—wall of stone, 12th—flesh to stone, 14th—stone tell, 16th—repel metal or stone, 18th—clashing rocks^{APG}

Storms: 2nd—obscuring mist, 4th—fog cloud, 6th—call lightning, 8th—ice storm, 10th—call lightning storm, 12th—wind walk, 14th—control weather, 16th—whirlwind, 18th—storm of vengeance.

Summer: 2nd—goodberry, 4th—flaming sphere, 6th—daylight, 8th—greater flaming sphere^{ACG}, 10th—wall of fire, 12th—sirocco^{APG}, 14th—sunbeam, 16th—sunburst, 18th—fiery body^{APG}

Thorns: 2nd—thorn javelin^{ACG}, 4th—wrath^{APG}, 6th—thorny entanglement^{ACG}, 8th—thorn body^{APG}, 10th—wall of thorns, 12th—blade barrier, 14th—repulsion, 16th—mage's sword, 18th—wooden phalanx^{UM}



Bastions of the Wild

While even the civilized locales of Golarion can seem wild to someone making a home along the choked streets of Absalom or starting a business in the slums of Riddleport, the true wildernesses of the Inner Sea present different sorts of challenges to adventurers establishing themselves in their midst. In nature-dominated areas such as the Thuvian wastes or the Mwangi Expanse, the land acts as both enemy and ally to those brave enough to make their homes in the truly untamed spaces.

This section provides new rooms, room augmentations, and teams that characters can build according to the downtime rules first presented in *Pathfinder RPG Ultimate Campaign*. The material here is especially useful for characters looking to build an outpost in the wilderness, but can help any character who wants her downtime activities to work with nature instead of against it.



NEW ROOMS

The rooms below can help characters survive in the wild.

ARCHERY RANGE

Earnings gp or Influence +8

Benefit Decreased chance of fired arrows being destroyed or lost

Create 12 Goods, 12 Labor (480 gp); **Time** 25 days

Size 20–50 squares

An Archery Range is an open area where one can train with ranged weapons. One end of the range features targets and a soft wall (often several feet of stacked hay or loose earth) to absorb missed shots, while the other side has benches, tables, and firing stands to accommodate trainees. Because the targets and soft wall behind them are designed to absorb ranged attacks, arrows that strike either surface have only a 5% chance of being destroyed or lost.

BLIND

Earnings gp or Influence +2

Benefit Perception check required to see through

Create 3 Goods, 2 Influence, 3 Labor (180 gp); **Time** 10 days

Size 10–30 squares

A Blind is a semisolid wall constructed out of area-appropriate debris and flora. Between 10 and 15 feet high, a Blind helps to conceal any structures behind it as it blends in with the nearby landscape. Structures behind a Blind can be seen only with a successful DC 15 Perception check, and targets of ranged attacks made through a blind gain concealment. One Blind can cover 20 squares' worth of structures; multiple Blinds can be used to conceal larger structures. A Blind can be thickened for double the construction cost, increasing the DC of the Perception check to see through the Blind to 20 and granting total concealment to creatures hiding behind it.

GROTTO

Earnings gp or Influence +4

Create 15 Goods, 10 Labor (500 gp); **Time** 30 days

Size 5–10 squares

A Grotto is a naturally or artificially shaped cave in which people can live. Compared to a standard cave, a Grotto will usually boast features that make habitation more pleasant, such as door-sized openings, access to neighboring caves or water, and adequate ventilation.

MYSTIC GREENHOUSE

Earnings gp, Goods, Influence, or Magic +4

Benefit Bonus on Charisma-based checks attempted against creatures inside

Create 8 Goods, 3 Influence, 7 Labor, 5 Magic (890 gp);

Time 20 days

Size 10–20 squares

Upgrades From Greenhouse

A Mystic Greenhouse has been specially modified to accommodate both the mundane and magical needs of supernatural plants and creatures of the plant type, making them easier to work with. In addition to the glass walls of a traditional Greenhouse, this chamber is set with devices that focus ambient magical energy to the benefit of those creatures growing inside, such as rune-inscribed plates or mirrors arranged to reflect and funnel magical energy. After a full day of exposure to the Mystic Greenhouse's beneficial effects, creatures within become relaxed and compliant. Other creatures gain a +2 bonus on Charisma checks and Charisma-based skill checks against creatures that have spent the past 24 hours in a Mystic Greenhouse.

RANGELANDS

Earnings gp or Goods +15

Create 100 Goods (2,000 gp); **Time** 365 days

Size 300–500 squares

Rangelands are vast, unfenced areas of natural terrain that can be used to run large herds of cattle such as aurochs, horses, and sheep. While Rangelands can produce a significant profit, they involve a major investment of time and effort to maintain long enough for the herd to produce new livestock, as well as for livestock born in previous years to grow enough to be butchered, sheared, or otherwise harvested. Rangelands are different from pastures or farmlands in that they contain only native, local plant life, rather than crops placed to make them more effective grazing lands. Small communities often depend on Rangelands as their primary sources of income, and it is not uncommon for tribes to go to war over control of local Rangelands.

RESERVOIR SYSTEM

Earnings gp, Influence, or Labor +10

Create 10 Goods, 10 Labor (400 gp); **Time** 40 days

Size 25–50 squares (though individual pools can be smaller)

A Reservoir System is a series of interconnected pools or tanks meant to collect and hold water from rains, springs, and other natural sources to act as a resource for plumbing networks or a source of water during times of drought. The pools are sealed to minimize water loss from evaporation and absorption into the surrounding ground, so the Reservoir System can be relied on throughout an entire dry season.

WATERING HOLE

Earnings gp, Goods, or Influence +8

Create 10 Goods, 3 Influence, 5 Labor (200 gp); **Time** 25 days

Size 30–50 squares

A Watering Hole provides bathing and drinking water for animals and traveling caravans. In addition to the pool of water itself, the Watering Hole also provides open space around it where animals can gather and rest. The pool can be a modified natural pond or spring, or it may be an artificially constructed pool that maximizes shore space around which animals can gather. Watering Holes often attract predators, which must be driven off or killed.

NEW ROOM AUGMENTATIONS

These augmentations can be added to the rooms presented in this volume or to rooms from *Ultimate Campaign*.

ARBOREAL (AUGMENTATION)

Earnings Influence +2

Benefit Room is raised above ground

Create 6 Goods, 2 Influence, 6 Labor (300 gp); **Time** 15 days

Size As original room +9 spaces

This augmentation integrates a room into a large, sturdy tree or trees, raising the structure off the ground by one or two stories and wrapping the habitable space in or around the tree trunks. Usually, a room with this augmentation will have branches weaving through the room as the tree grows.

ATTUNED (AUGMENTATION)

Benefit Allows the room to be affected by certain nature-related spells

Create 5 Goods, 5 Labor, 3 Magic (500 gp); **Time** 20 days

Size As original room

This augmentation integrates a room into the surrounding natural environment, putting the space into symbiosis with the local ecosystems. An Attuned room in a forest can be built amid great trees that act as some of the primary walls, while an Attuned room in a desert might be built to help foster the growth of desert plants. Once this augmentation is completed, the room is considered to be representative of the local flora for purposes of spells such as *entangle* or *spike growth*.

NEW TEAMS

These teams help wilderness outposts run smoothly.

SKIRMISHERS

Earnings gp, Influence, or Labor +6

Create 5 Goods, 4 Influence, 7 Labor (360 gp); **Time** 6 days

Size 5 people

Upgrades From Archers, Guards, Robbers, or Soldiers

Skirmishers are teams of archers and soldiers trained in the ambush, scouting, and stealth tactics necessary for operating in areas heavy with vegetation or other non-uniform terrain. They are typically 3rd-level warriors equipped with leather armor, a longbow or shortbow, and a handaxe or short sword. The team also has necessary equipment for travel in one type of wilderness environment.

STEWARDS

Earnings gp, Goods, or Labor +4

Create 2 Goods, 2 Influence, 4 Labor (180 gp); **Time** 3 days

Size 5 people

Upgrade From Laborers

Stewards are workers who specialize in caring for land with consideration for the local wildlife as well as any civilized inhabitants. Most stewards are 3rd-level experts with ranks in Knowledge (Nature), Perception, and Profession (gardener). Stewards may be trained professionals or common workers who have gained experience over time.

The Wild Stronghold

Unlike their city-building counterparts, characters building communities in the wild must face the daunting challenge of constructing their living spaces while the environment itself hurls forth danger and adventure at every turn.

Drawing on the material from the Bastions of the Wild section (see pages 14–15), the following rules provide examples of managers (*Pathfinder RPG Ultimate Campaign* 88) and buildings (*Ultimate Campaign* 107) that can help characters establish their settlements and organizations in the wild. New rules elements found in this book are indicated with an asterisk (*).



MANAGERS

Managers oversee businesses, buildings, or organizations.

ANIMAL KEEPER

Wage 3 gp/day

Skills Handle Animal, Heal, Perception, Profession (animal keeper)

An Animal Keeper maintains the living area of undomesticated animals, either in a contained location (such as a menagerie) or a more open region (such as a preserve). Typically a 3rd-level expert, she sees to the feeding and first aid of animals.

MASTER CARPENTER

Wage 4 gp/day

Skills Appraise, Craft (carpentry), Perception, Profession (clerk)

A Master Carpenter commands a business devoted to the collecting and processing of lumber into finely tooled products. She's typically a 3rd-level expert. A Master Carpenter manages a facility that transforms raw lumber into artwork, furniture, and tools.

MASTER SCOUT

Wage 5 gp/day

Skills Climb, Perception, Stealth, Survival

A Master Scout oversees a network of agents who monitor a wide region of wilderness, coordinating reports and patrols. He's typically a 3rd-level ranger, but could be an expert or rogue.

BUILDINGS

The following buildings are found in Golarion's wilds.

BANDIT CAMP, LARGE

Create 99 Goods, 19 Influence, 96 Labor, 1 Magic (4,270 gp)

Rooms 1 Animal Pen, 1 Archery Range*, 1 Armory, 6 Blinds*, 1 Cell, 1 Courtyard, 1 Forge, 1 Garden, 1 Grotto*, 1 Infirmary, 1 Kitchen, 1 Lavatory, 1 Pit, 1 Stall, 1 Storage

This semipermanent camp includes a few simple wooden structures hidden from the view of prying eyes by Blinds, allowing dozens of bandits to operate in the wilderness year-round with relative security.



DRUID'S GROVE

Create 109 Goods, 19 Influence, 100 Labor, 10 Magic (5,750 gp)

Rooms 1 Altar, 2 Arboreal* (Altar and Sanctum), 1 Attuned* (Courtyard), 1 Courtyard, 2 Defensive Walls, 1 Garden, 1 Mystic Greenhouse*, 1 Grotto*, 2 Habitats, 1 Kitchen, 1 Lavatory, 1 Sanctum, 1 Sauna

This is a refuge in the wild where spellcasters tied to nature can enjoy shelter and practice their crafts in outdoor surroundings. Most Druid's Groves serve primarily as places of worship, but they can also act as military strongholds for druids operating in wildernesses with particularly dangerous fauna, or who find themselves at odds with local settlements and governments.



TREEHOUSE

Create 78 Goods, 12 Influence, 76 Labor (3,440 gp)
Rooms 6 Arboreal* (2 Bedrooms, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage), 2 Bedrooms, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 2 Storages, 1 Pit

Treehouse strongholds are particularly popular among small communities living in wildernesses so dangerous that sleeping on the ground is never safe. Such groups craft residences sized for one or two families into the boughs of neighboring trees, with bridges connecting the individual structures.

Treehouses are also popular among scouts and ranger organizations who wish to maintain a permanent presence in the wild but do not wish to be easily found. The most well-established ranger strongholds combine thick walls with the advantage of high ground, adding six Fortification augmentations at an additional cost of 48 Goods and 42 Labor, or 1,800 gp. Even larger buildings with arboreal augmentations can be found in Kyonin and, according to rumor, the Uskwood.

REDOUBT

Create 107 Goods, 15 Influence, 98 Labor, 6 Magic (5,150 gp)
Rooms 1 Armory, 1 Arboreal* (Guard Post), 2 Attuned* (2 Defensive Walls), 1 Bunk, 1 Cistern, 1 Common Room, 2 Defensive Walls, 1 Fortification (Guard Post), 1 Grotto*, 1 Guard Post, 1 Kitchen, 1 Lavatory, 1 Office, 1 Storage, 1 War Room

The reinforced, highly defensible structures built into the natural terrain known as Redoubts are often constructed to take advantage of locations such as cave entrances, mountain passes, or river fords. Communities may build Redoubts as defensive positions in times of war when their farms and towns can't be defended effectively. Lords trying to tame and control newly claimed lands often make the construction of a Redoubt their first order of business as a temporary measure until a keep or larger fortification can be built.



WITCH HUT

Create 111 Goods, 4 Influence, 105 Labor, 23 Magic (7,500 gp)
Rooms 1 Alchemy Lab, 1 Altar, 1 Animal Pen, 1 Artisan's Workshop, 10 Attuned* (all), 1 Bedroom, 1 Book Repository, 1 Escape Route, 1 Greenhouse, 1 Laboratory, 1 Storage
 Be it a crazy old hermit, a hag, or just an herbalist who likes to live near the source of her craft, a spellcaster who prefers to dwell far from civilization calls this structure home.

WOOD SHOP

Create 31 Goods, 1 Influence, 28 Labor (1,210 gp)
Rooms 1 Artisan's Workshop, 1 Mill Room, 1 Office, 2 Storages, 1 Storefront

A Wood Shop is a facility specially focused on the output of fine woodworking, from simple furniture to custom, masterwork engines of war.



Orders of the Wild

Whether beneath the shadow of millennia-old redwoods, atop soaring volcano peaks, or amid raging beasts, a select few live solely by the implacable laws of the wild, forfeiting the comforts of civilization to keep their cultures' old ways alive. Though the philosophies are diverse, all are rooted in the same sacred principle: utmost respect for nature's forces.

The following orders are found in the wildlands of the Inner Sea region. Each order's description is followed by a teamwork feat common in that order that can be used by characters with the designated prerequisites.

BRIMSTONE HARUSPEX

To the east of the Kodar Mountains, where the Hold of Belkzen meets Varisia and the Realm of the Mammoth Lords, a group of seers worships the furious might of an active volcano. There lies the Brimstone Haruspex, home to orc oracles of earth and flame. It is one of the few orc domains where foreigners encounter safe passage—as long as they bring heavy purses.

The burn-scarred haruspices draw prophecies from the mountain fumes and charge visitors a steep fee to hear their visions. Gold and food are not always the preferred currency; occasionally, the haruspices claim young orcs or half-orcs as payment, though the drafting of other races is not unheard of. Contrary to general belief, these recruits don't become slaves, but instead receive training to emerge as the next generation of augurs, carrying forward the traditions of the oracular order.

Mystical Reverberation (Teamwork)

Your ritualistic training has taught you to join in with the magic of others.

Prerequisite: Ability to spontaneously cast spells.

Benefit: As a standard action, select an ally within 30 feet who also has this feat and select a metamagic feat you have. If that ally doesn't have the selected metamagic feat, she can modify a spell she casts before the end of her next turn with that metamagic feat.

The spell is modified as normal, except it uses a spell slot 1 additional level above the normal spell level modification for that metamagic feat.

If the selected ally does have the metamagic feat you select, she can instead use that feat to modify a spell she casts before the end of her next turn without increasing the spell's casting time.

CHERNASARDO RANGERS

Entrenched in the Fangwood, the rangers of the Chernasardo have long defended the region against foreign rule. These warriors act as protectors of an independent forest people, and are a nuisance both to Molthune's conquering ambitions and Nirmathas's hopes for unification.

The Chernasardo Rangers' regard for personal freedom is matched only by their reverence for the forest that provides their food, shelter, and cover. Relying on a wide array of skills, they move about the Fangwood and avoid environmental threats, keeping their communities both well fed and well hidden.



Unmatched archers, the rangers inspire fearsome tales, raining death from above while employing the canopy of the Fangwood to mask their true numbers. The Chernasardo Rangers welcome into their ranks any who share their beliefs, not just those native to the Fangwood.

Diversion Shot (Combat, Teamwork)

You can use your shots to distract opponents.

Prerequisites: Stealthy, Target of Opportunity^{UC}.

Benefit: When you hit a target using Target of Opportunity, the ally who triggered your ranged attack can attempt a Stealth check to hide from your target as an immediate action, even if your target is aware of your ally's presence. Your ally must also have this feat to benefit from this effect. This Stealth check applies only to the target you hit, and the stealth ends if the ally takes any action other than to move into cover or concealment.

MAMMOTH LORDS

Of all who embrace a primitive lifestyle, none have resisted external threats for so long and with such strength as the Mammoth Lords. Encircled by the orcs of the Hold of Belkzen, the perennial winter of Irrisen, and the demonic influence of the Worldwound, the Mammoth Lords face constant challenges. Without any central organization, the various tribes and families gather around powerful leaders and support local champions, seeking new ones when theirs perish or falter. Those who leave their native lands often do so in hopes of finding causes and challenges worthy of their skills.

The Mammoth Lords have a natural affinity with the beasts of the icy north, and many tribes follow herds throughout the year. Rearing mounts and hunting for meat and fur are large parts of their nomadic culture, and they believe themselves the chosen natives of their primeval land, entitled to all the fruits it bears.

Tribal Hunter (Combat, Teamwork)

You are trained to take down large prey as part of a group.

Prerequisite: Animal Affinity.

Benefit: When either you or an ally with this feat is adjacent to and flanking an opponent that is larger than either of you, you both are considered to be flanking the opponent as long as you remain adjacent to it.

Normal: You must be positioned opposite an ally to flank an opponent.

STORM KINDLERS

The Eye of Abendego is to many a chilling reminder of Aroden's death. To a few fanatic followers of Gozreh, it's instead a gift from their god. Seduced by the mysteries of the unearthly storm, the Storm Kindlers first traveled to the Sodden Lands when the Eye formed a hundred years ago, but the initial attempts to pierce through the hurricane were thwarted by hubris, and the unprepared zealots fell to its fury.

These early explorers left behind two legacies: first, the magical goz masks^{ISWG} they wore, which are currently in the hands of chieftains and witch doctors; second, a group of disciples that has risen to carry on the Storm Kindlers' original purpose. Aware of their precursors' mistakes, this new generation of Storm Kindlers have devised elaborate methods to navigate the storm-lashed Sodden Lands and take precautions to avoid being destroyed by the storm they seek to understand. Together, they pray for the day Gozreh will reveal the secrets of the undying maelstrom.

Electric Discharge (Teamwork)

The fury of lightning storms fuels you and your allies.

Prerequisites: Arcane Strike, ability to cast a 1st-level or higher spell with the electricity descriptor.

Benefit: If you ready an action to cast a 1st-level or higher spell with the electricity descriptor when an ally within 30 feet who has this feat casts a 1st-level or higher spell with the electricity descriptor, when you cast your spell both you and that ally gain the ability to have the next weapon attack you augment with the Arcane Strike feat deal an additional 1d4 points of electricity damage on a hit. These attacks must be made before the end of the next round.

WILDWOOD LODGE

The druids of the Verduran Forest are famous among the followers of the Green Faith for hosting an open yearly conclave in the Isle of Arenway. Held on the summer solstice, the reunion called the Moot of Ages unites like-minded collaborators who wish to share and broaden their wisdom by listening to and discussing the teachings of nature. Druids from all over Golarion attend this gathering to discuss new insights into the power of nature with peers.

Yet the independent druidic order is even better known for upholding its namesake: the centuries-old Treaty of the Wildwood. The agreement limits the exploration of the portion of the Verduran Forest within Taldor's borders in exchange for a sustainable supply of timber and protection for the loggers against fey attacks. Unfortunately, this treaty isn't enforced in the Galtan and Andoren portions of the Verduran Forest, where the Wildwood Lodge is constantly at odds with the local authorities.

Scion of the Land (Teamwork)

You are strongly linked to natural terrain, and to others who share your link.

Prerequisite: Survival 1 rank.

Benefit: When traveling through terrain in which you can leave no trail and be impossible to track (as a result of trackless step, favored terrain, or a similar class feature), you grant that ability to allies within 60 feet who also have this feat.

If an ally within 60 feet who has this feat is also able to move normally through the current terrain without leaving tracks, you gain a +1 bonus on Knowledge (nature), Perception, and Survival checks.

Wilderness Dangers

Adventurers in the wilds of Golarion have more to fear than slaving beasts and brutal savages. In lands far from civilization, toxic sap drips from the thorns of carnivorous plants, and the hungry earth opens to swallow explorers whole. In unmapped corners of the world, the land itself is a threat as hostile and implacable as any enemy. It takes rare strength of mind and body to survive such hazards. Few have the cunning to turn the threats of the wild to their own ends.

NATURAL POISONS

Whether found in the syrup of an overripe berry, the speckled cap of a mushroom, or the venom glands of the red-bellied flayleaf spider, natural poisons abound in Golarion's hinterlands.

BLISTERCAP SPORE POISON	PRICE 1,125 GP
	WEIGHT 1 lb.

Type poison, contact; **Save** Fortitude DC 20
Frequency 1/round for 6 rounds
Initial Effect 1d2 Dex drain, 1 Con drain; **Secondary Effect** sickened for 1 minute; **Cure** 2 consecutive saves
 Found primarily in the Darklands, this fungus takes its name from the bruise-colored puffballs capping its stem, which weep a toxic yellow fluid.

BRINESTUMP SPECIAL	PRICE 400 GP
	WEIGHT —

Type poison, ingested; **Save** Fortitude DC 15
Onset 1 round
Effect nauseated for 5 rounds; **Cure** 1 save
 Invented as part of a series of dares between feuding goblin camps, this noxious brew fermented from a slurry of swamp flora is a favored concoction of the Licktoad tribe. The potent intoxicant is popular among goblinoids (who are immune to its nauseating effect), but all other races that partake of this frothy drink are wracked with nausea.

GOBLINVINE OIL	PRICE 125 GP
	WEIGHT —

Type poison, contact; **Save** Fortitude DC 10
Onset 1 round
Effect sickened; **Cure** 2 consecutive saves or 1 minute spent washing the affected area
 Extracted from the mashed leaves of the pernicious goblinvine, this irritant is favored by goblins and tricksters alike.

JACKALROOT ESSENCE	PRICE 600 GP
	WEIGHT —

Type poison, injury; **Save** Fortitude DC 18
Frequency 1/round for 1d6 rounds
Effect uncontrollable laughter (as *hideous laughter*);
Cure 2 consecutive saves

To followers of Lamashtu, the gnarled, prickle-covered jackalroot is a blessing. The roots of this hearty desert shrub contain a potent, incapacitating ichor used by the gnolls of Katapesh in religious ceremonies and when capturing slaves.

RED BEDLAM	PRICE 1,200 GP
	WEIGHT 1 lb.

Type poison, ingested; **Save** Fortitude DC 15
Onset 10 minutes; **Frequency** 1/minute for 10 minutes
Effect confusion; **Cure** 2 consecutive saves
 Named for the scab-red mushrooms from which it is made, this potent hallucinogen was first brewed by the witches of the Hoarwood in order to enhance the savagery of their seasonal revels.

VIOLET VENOM	PRICE 800 GP
	WEIGHT —

Type poison, contact; **Save** Fortitude DC 13
Frequency 1/minute for 6 minutes
Effect 1d2 Con damage and 1d2 Str damage; **Cure** 1 save
 The putrefying essence of a violet fungus must be harvested with great care from a living specimen and processed quickly before it loses potency.

WILDERNESS TRAPS

Skilled hunters and trappers are adept at fashioning effective, if simple, traps from humble materials. Each wilderness trap has an associated terrain wherein the raw materials for the trap are commonplace. Within these associated terrains, the base cost of each trap is calculated in sp rather than gp. When in a trap's associated terrain, instead of paying 1/3 the item's price in raw materials, the trap maker can attempt a Survival check against the Craft DC of the trap. If the check is successful, the trap maker finds the necessary materials in the wild after 1d4 hours of foraging and can attempt a Craft (traps) check to build the trap, which takes another 1d4 hours. However, traps built with such crude materials don't last long without maintenance; they have a cumulative 1% chance to break for every hour they go without being tightened and reset (which requires 10 minutes of effort).

At the GM's discretion, other nonmagical mechanical traps may be considered to have associated terrains and use the wilderness trap construction rules.

SWINGING LOG TRAP	CR 1
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Type mechanical; **Perception** DC 12; **Disable Device** DC 12
EFFECTS
Trigger location; **Reset** manual; **Associated Terrain** forests or jungles
Effect Atk +5 melee (1d6+5/x2) and knocked prone; Reflex DC 15 negates prone condition

DUAL SWINGING LOG TRAP CR 3**Type** mechanical; **Perception** DC 15; **Disable Device** DC 15**EFFECTS****Trigger** location; **Reset** manual; **Associated Terrain** forests or jungles**Effect** Atk +7 melee (1d6+5/×2) and knocked prone; Reflex DC 15 negates prone condition**LIFTING NET TRAP** CR 3**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual; **Associated Terrain** jungles**Effect** Atk +6 melee, targets are hit by a net (as the exotic ranged weapon). The net lifts the targets 10 feet off the ground, and the trailing rope is controlled by the trap (with a +5 Strength bonus); multiple targets (all targets in a 10-ft.-square area)**INFECTED PUNJI PIT TRAP** CR 4**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual; **Associated Terrain** jungles or plains**Effect** 10-ft.-deep pit (1d6 falling damage); punji sticks (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each plus disease [filth fever]); Reflex DC 20 negates; multiple targets (all targets in a 10-ft.-square area)**AVALANCHE TRAP** CR 5**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual; **Associated Terrain** mountains or underground**Effect** 10-ft.-square area covered by avalanche (3d6 damage); Reflex DC 20 negates; multiple targets (all targets in 10-ft.-square slide zone); affected area becomes difficult terrain

ROGUE TALENTS

These talents are often selected by rogues who act as scouts, guiding others through the dangers of the wilderness.

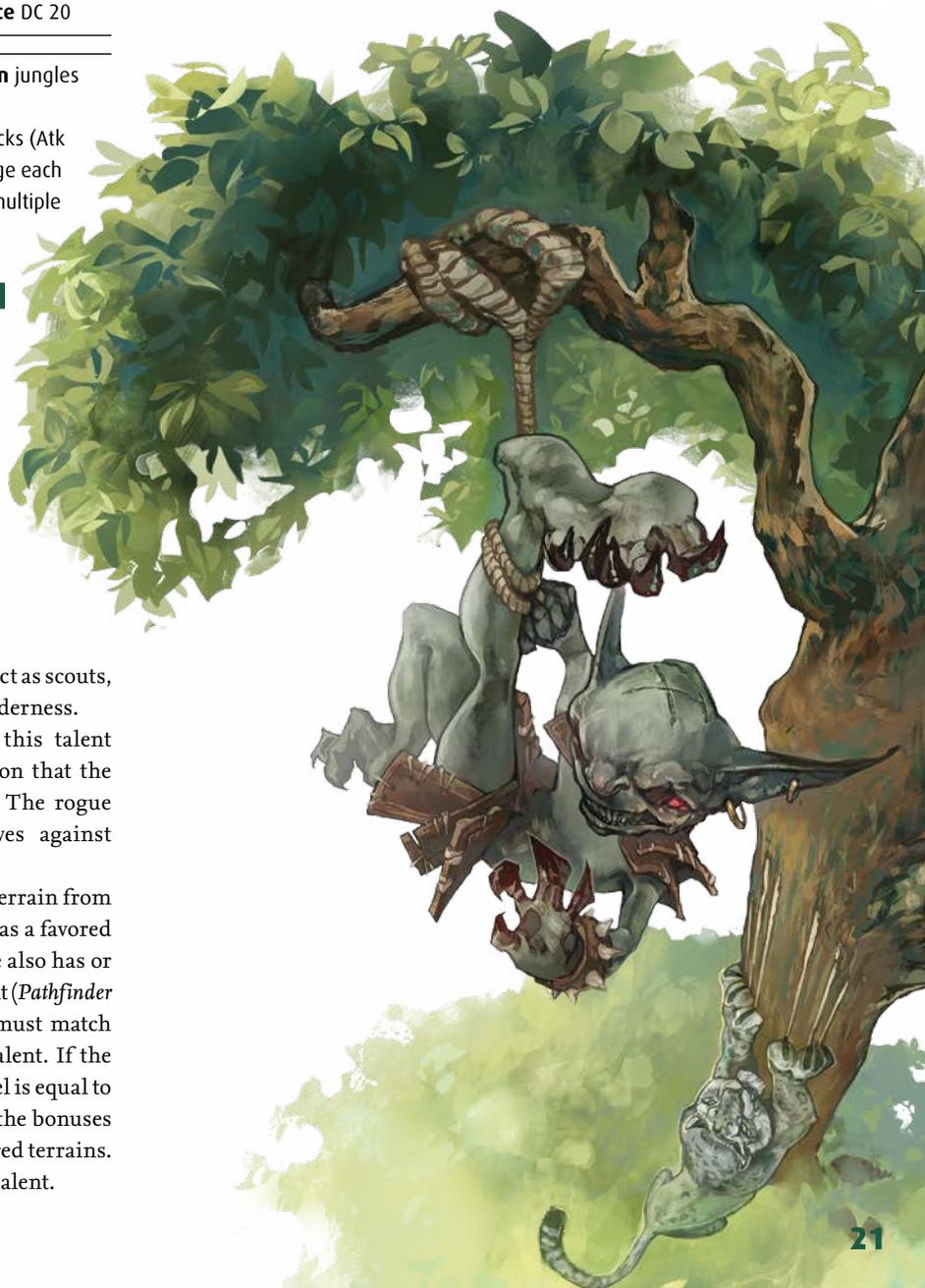
Developed Poison Immunity (Ex): When this talent is taken, select a single animal or plant poison that the rogue has been poisoned with but survived. The rogue automatically succeeds at all Fortitude saves against exposure to the selected poison.

Favored Terrain (Ex): The rogue selects one terrain from the ranger's favored terrain list; she gains this as a favored terrain, as the ranger class feature. If the rogue also has or later takes the hide in plain sight advanced talent (*Pathfinder RPG Ultimate Combat* 71), her favored terrain must match a terrain she has selected for that advanced talent. If the rogue has ranger levels, her effective ranger level is equal to her ranger level + 5 for purposes of improving the bonuses from this favored terrain and gaining new favored terrains. A rogue must be at least 5th level to select this talent.

Green Tongue (Ex): The rogue gains Aklo, Aquan, Auran, Giant, Ignan, Sylvan, or Terran as a bonus language. In addition, the rogue can attempt a DC 15 Linguistics check to communicate basic concepts with magical beasts and monstrous humanoids with which she does not share a common language.

Swift Tracker (Ex): While following tracks, the rogue can move at her normal speed without penalty while using the Survival skill. In addition, the penalty for moving at up to twice her normal speed while following tracks is reduced to –10.

Wild Magic (Sp): A rogue with this talent gains the ability to cast a 0-level spell from the druid spell list. This spell can be cast three times per day as a spell-like ability. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 10 + the rogue's Wisdom modifier. The rogue must have a Wisdom score of at least 10 to select this talent.



The Beast Within

Those who live in the wild find new and varied ways to combat those encroaching on their territories, using their surroundings to their advantage in combat. Though they may seem backward or uncivilized to those from big cities, these wild combatants more than make up for their lack of formal training with real-world experience and natural cunning. The new feats below will make any city dweller think twice about taking on nature's might.

Bounding Step

You can leap through difficult terrain like a deer or elk.

Prerequisites: Dex 15, Nimble Moves.

Benefit: You gain a +2 bonus on Acrobatics checks to keep your balance and Reflex saves to avoid falling. Additionally, select one terrain type from the ranger list of favored terrains. Within that terrain, the maximum number of feet of difficult terrain you can move through as if it were normal terrain increases by 10 feet.

Normal: Nimble Moves allows you to move through 5 feet of difficult terrain each round as if it were normal terrain.

Special: If you have the favored terrain class feature, you do not select a terrain with this feat. Instead, this feat's increased movement through difficult terrain applies to all of your favored terrains.

Branch Pounce (Combat)

You are adept at climbing trees and using the higher ground to your advantage in battle.

Prerequisites: Climb 3 ranks, Stealth 3 ranks.

Benefit: When charging a target by jumping down from above (such as when jumping out of a tree), you can soften your own fall with a melee attack. If the attack at the end of your charge hits, the attack deals damage as normal and also adds the appropriate amount of falling damage (1d6 points for a 10-foot fall, 2d6 points for a 20-foot fall, and so on). This falling damage is not multiplied on a critical hit. You land in an unoccupied square of your choosing adjacent to the target, and you take falling damage as if you had fallen 10 fewer feet. You can attempt an Acrobatics check as normal to treat the fall as an additional 10 feet shorter for the purpose of determining the damage you take from the fall and treat the first 1d6 points of damage you take from the fall as nonlethal damage. If your attack misses, you land prone in a random square adjacent to the target and automatically take the full amount of falling damage.

Charging Stag Style (Combat, Style)

This style originated among shamanic monks who spent their lives in the wild, allowing them to quickly subdue both game and poachers using the element of surprise. Practitioners of Charging Stag Style can charge fluidly around trees, taking enemies by surprise in the wilderness.

Prerequisites: Dex 13, Dodge, Improved Unarmed Strike, Mobility.

Benefit: When using this style and not mounted, you can charge through difficult terrain and spaces containing allies. You can also make a single turn of up to 90 degrees during your charge. You must see your target at the beginning of your charge, and can make only a single attack at the end, even if you would normally be able to make multiple attacks (such as with the pounce ability).

Normal: You can't charge through allies' spaces or difficult terrain.

Forest Ambush (Combat)

Your deep knowledge of natural environments allows you to take your enemy by surprise, dealing a deadly blow.

Prerequisites: Stealth 1 rank, Survival 1 rank.



Benefit: In natural environments, you can spend 5 minutes to cover yourself in loose debris (such as branches, grass, or dirt) and take 20 on a Stealth check. You fall prone and are considered to have concealment for purposes of being allowed to attempt Stealth checks. As a full-round action that doesn't provoke attacks of opportunity, you can burst from your hiding place, stand, and make a single melee attack or ranged attack against a target within 30 feet. If the target didn't notice you before you jumped from hiding and your attack hits, that attack deals an additional 1d6 points of precision damage. Effects that negate sneak attack damage also negate this damage.

Greater Uncivilized Tactics (Combat)

Your foes find it difficult to recover from your rough-and-tumble combat style and debilitating attacks.

Prerequisites: Str 13, Improved Uncivilized Tactics, Power Attack, Uncivilized Tactics.

Benefit: You gain a +2 bonus on checks to use Uncivilized Tactics. This bonus stacks with the bonus granted by Improved Uncivilized Tactics. Additionally, a foe must take a full-round action to recover the use of a limb or natural attack you've incapacitated with Uncivilized Tactics.

Normal: As a standard action, a foe can regain the use of a limb or natural attack incapacitated with Uncivilized Tactics.

Herbal Components

Your time in the wild has made you adept at finding cheap, natural substitutes for spell components that would be impossible to find outside of civilized society.

Prerequisite: Eschew Materials.

Benefit: Once per day, you can attempt a Profession (Herbalist) or Survival check to use herbal substitutes for the required material components of a single spell that normally cost up to 25 gp (DC = 5 + the gp value of component). These components can be used only for your own spells and can't be sold. They decay within a week if not used.

Normal: You must buy spell components for any spell requiring a material component.

Improved Uncivilized Tactics (Combat)

You are skilled at twisting your foe's limbs out of joint.

Prerequisites: Str 13, Power Attack, Uncivilized Tactics.

Benefit: You don't provoke an attack of opportunity when attempting a combat maneuver check to use Uncivilized Tactics. In addition, you receive a +2 bonus on such checks.

Normal: You provoke an attack of opportunity when using the Uncivilized Tactics feat.

Stag Horns (Combat, Style)

You've learned to gain the upper hand against your enemies by charging at them with feigned abandon, yet gaining a strong grip on them after attacking.

Prerequisites: Dex 13, Charging Stag Style, Dodge, Improved Unarmed Strike, Mobility.

Benefit: While using Charging Stag Style, if you make a successful unarmed attack at the end of a charge, you can attempt a free grapple check against the target of your charge without provoking an attack of opportunity.

Normal: Attempting a grapple requires a standard action, which provokes an attack of opportunity from your target unless you have the Improved Grapple feat.

Stag Submission (Combat, Style)

You can quickly subdue an opponent you've charged using a special submission hold.

Prerequisites: Charging Stag Style, Dodge, Improved Unarmed Strike, Mobility, Stag Horns.

Benefit: When you are in Charging Stag Style and succeed at a combat maneuver check to pin a foe, you can choose to also knock the foe prone or to deal your unarmed attack damage to the foe.

Normal: After successfully maintaining a grapple on a target, you can choose to move, damage, or pin the target.

Summon Plant Ally

You can call plant creatures to your aid in battle.

Prerequisites: Knowledge (nature) 1 rank, ability to cast *summon nature's ally* spells.

Benefit: When casting a *summon nature's ally* spell, you gain access to the list of plant creatures below.

Summon nature's ally I: Leaf leshy^{B3}, vegpepygmy.

Summon nature's ally II: Gourd leshy^{B3}, leaf ray^{B4} (without seed ability).

Summon nature's ally III: Fungus leshy^{B3}, weedwhip^{B4}.

Summon nature's ally IV: Assassin vine, seaweed leshy^{B3} (without air cyst ability).

Summon nature's ally V: Mandragora^{B2}, shambling mound.

Summon nature's ally VI: Tendriculos^{B2}, treant.

Summon nature's ally VII: Giant flytrap.

Summon nature's ally VIII: Jimenju^{B4}.

Summon nature's ally IX: Alarune^{B3}.

Uncivilized Tactics (Combat)

You've never had the luxury of allowing your enemies a fair fight, as fighting in the wild is often fighting for your very survival.

Prerequisites: Str 13, Power Attack.

Benefit: As a standard action, you can attempt a combat maneuver check against a creature no more than one size category larger than yourself. This provokes an attack of opportunity from the target of the maneuver. If the check is successful, you can prevent the target from using one arm (or similar limb) or one natural attack of your choice for 1 round. For every 5 by which your check result exceeds the target's CMD, the affected arm or natural attack is unusable for 1 additional round. The target can regain the use of its disabled limb or natural attack by taking a standard action to do so.

Unbridled Archetypes

Those who live in the harsh wilderness grow accustomed to fending for themselves, and many learn to use nature itself as a provider, protector, and source of magic power in the same way that clerics worship and call upon a deity. Those who develop this strong bond with nature find themselves with the power to affect the natural world around them in new and exciting ways. Though druids, hunters, and rangers are the most prevalent servants of nature, others can be found in a variety of disciplines.

GREEN FAITH MARSHAL (INQUISITOR ARCHETYPE)

The Green Faith marshal serves as a literal force of nature, hunting down and punishing those who have committed sins against nature through enslavement and mistreatment of animals or destruction of wild places.

Power of Nature: The Green Faith marshal gains one domain selected from the animal and terrain domains (*Pathfinder RPG Ultimate Magic* 33). The 1st- through 6th-level bonus spells from this domain are added to the Green Faith marshal's spell list.

This ability alters the inquisitor's domain ability and replaces the stern gaze ability.

Wild Lore (Ex): The Green Faith marshal adds her Wisdom modifier on Knowledge (nature) skill checks, in addition to her Intelligence modifier. This ability replaces monster lore.

Nature's Ally (Sp): At 5th level, the Green Faith marshal gains the ability to cast *commune with nature* once per week. This ability replaces discern lies.

Wild Step (Ex): Starting at 11th level, a Green Faith marshal can move through any sort of naturally occurring difficult terrain (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed without taking damage or suffering any other impairment. Terrain that is enchanted or magically manipulated to impede motion, however, still affects her. This ability replaces stalwart.

HORTICULTURIST (ALCHEMIST ARCHETYPE)

A horticulturist spends his time cultivating plants and plant creatures, allowing him to experiment with strange and wondrous herbal concoctions. He's a friend to the forest, and plant creatures are willing to come to his aid when called.

Seed Extract: At 1st level, the horticulturist gains the ability to summon amazing animate plants using alchemically treated seeds. The horticulturist adds *summon monster I–VI* as 1st- through 6th-level extracts, respectively, to his class extract list. For example, he automatically adds *summon monster I* to his formula book

at 1st level, and adds the higher-level spells to his formula book each time he gains the ability to use extracts of those levels. Using these extracts takes 1 round (as the spell's normal casting time), and the creature summoned must be placed in a space adjacent to the horticulturist. The horticulturist can't use these extracts to summon any of the elementals or outsiders listed on the spells' summoning tables. Creatures the horticulturist summons with these extracts become creatures with the plant type (gaining low-light vision and immunity to mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stun) rather than their normal type, but their attack bonuses, Hit Dice, saving throws, and skills don't change.

This ability replaces mutagen and the discovery normally gained at 2nd level. The horticulturist can't choose the mutagen discovery.

Herbal Bombs (Su): A horticulturist's bombs lack the power of traditional alchemists' but can be fine-tuned in ways those explosives cannot. The horticulturist's bombs deal 1d4 points of damage (instead of 1d6), plus 1d4 points of damage for every 2 alchemists levels beyond 1st. When the horticulturist creates a bomb, he can choose for it to affect plants and other creatures normally, or affect only plant creatures, or affect only creatures not of the plant type. This alters the bombs ability.

Plant Voice (Su): At 2nd level, the horticulturist learns to speak with all plants. This acts as a constant *speak with plants* spell. This ability replaces poison resistance and poison use.

Plant Familiar (Ex): At 4th level, the horticulturist creates a Diminutive or Tiny alchemical plant creature that vaguely resembles a kind of animal suitable for a familiar (such as a bat or cat) and acts as his familiar (granting the horticulturist a skill bonus, the Alertness feat, and so on). The plant familiar has all the abilities of the animal it resembles (for example, a batlike plant familiar can fly), but is treated as a creature of the plant type and has familiar abilities based on the horticulturist's alchemist level (though some familiar abilities may be useless to the horticulturist). An alchemist's extracts and mutagens are considered spells for the purposes of familiar abilities like share spells and deliver touch spells. If a plant familiar is lost or dies, it can be replaced 1 week later through a specialized procedure that costs 200 gp per alchemist level the horticulturist possesses. The ritual takes 8 hours to complete. This ability replaces the discovery gained at 4th level.

Fury of Nature (Sp): At 14th level, the horticulturist's connection with nature allows him to bring down nature's fury on his opponents. He can cast one of the following spells, chosen at the time of casting, once per day as a spell-like ability: *call lightning storm*, *eagle aerie*^{UM}, or *liveoak*. This ability replaces persistent mutagen.

WILD CALLER (SUMMONER ARCHETYPE)

A wild caller summons creatures from the First World and forges a bond with an eidolon with a plant body.

Plant Eidolon: When a wild caller summons his eidolon, the eidolon's body is created from extraplanar plant material and imbued with the intelligence of a being from the First World. Its statistics are changed from a standard eidolon as follows.

Type: The eidolon has the plant creature type and extraplanar subtype. Unlike other plant creatures, the eidolon is not immune to mind-affecting or polymorph effects, though it does gain immunity to paralysis, poison, sleep effects, and stunning.

Base Form: The wild caller chooses one of the base forms listed below for his plant eidolon. When the eidolon is summoned in an environment matching one of these base forms, the wild caller can choose to change the eidolon's base form to the matching form by sacrificing one daily use of his *summon nature's ally* ability as a free action.

Plant eidolon base forms are as follows.

Cactus (desert): **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attacks** slam (1d8), sting (1d4); **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** limbs (arms), limbs (legs), sting, tail.

Conifer (forest, mountain): **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (bad), Will (good); **Attacks** 2 claws (1d4); **Ability Scores** Str 14, Dex 12, Con 15, Int 7, Wis 10, Cha 11; **Resist** cold 10; **Free Evolutions** claws, limbs (arms), limbs (legs), resistance (cold).

Mushroom (swamp, underground): **Size** Medium; **Speed** 20 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** bite (1d6) plus poison; **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** bite, limbs (arms), limbs (legs), poison.

Tree (forest, jungle, swamp): **Size** Medium; **Speed** 20 ft.; **AC** +4 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attacks** 2 slams (1d8); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** improved natural armor, limbs (arms), limbs (legs), slam $\times 2$.

This ability alters the summoner's eidolon.

Summon Nature's Ally (Sp): A wild caller can cast *summon nature's ally* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. At levels where a regular summoner would gain access to

a new level of *summon monster* as a spell-like ability, the wild caller instead gains the equivalent *summon nature's ally* spell; at 19th level, he can use *summon nature's ally IX* or *gate*. When a wild caller gains a *summon nature's ally* spell as a spell-like ability, he adds it to his class spell list (though he must still select it as a normal spell if he wants to gain the ability to cast it as a normal spell). This ability alters the *summon monster* ability.

Fey Friend (Ex): At 10th level, the wild caller gains a +4 bonus on Bluff, Diplomacy, and Sense Motive checks against fey. This ability replaces aspect, which is instead gained at 18th level in place of greater aspect.



Naturalistic Magic

Druids, hunters, and rangers gain magical powers directly from nature, but other spellcasting classes may learn naturalistic magic via bloodlines, deities, witch patrons, oracular mysteries, or shamanic spirits. Bardic magic, while not derived from nature, has much in common with capricious fey magic. Most wizards, arcanists, alchemists, and investigators tend to approach magic with a mindset that is too scientific to fully embrace naturalistic magic.

This section explores several ways to use nature's magic by means of new feats and a new shaman spirit.

NEW FEATS

The following feats draw on nature's magic.

Earth Magic

You can draw raw magical energy from the ground to empower your spells.

Prerequisites: Ability to cast 1st-level spells, favored terrain class feature.

Benefit: While in your favored terrain, your effective caster level increases by 1 for the purposes of improving spell effects dependent on caster level. This increase in effective caster level doesn't grant you access to more spells.

Fey Performance

The wind, trees, and local wildlife join in on your bardic performances.

Prerequisite: Bardic performance class ability.

Benefit: You can enhance your performance with nature's sights and sounds by expending an extra round of bardic performance at the start of the performance. The range of the performance increases by 30 feet. Furthermore, for the purposes of affecting blind and deaf creatures, this performance counts as having both audible and visible components. This feat doesn't function in environments devoid of animal and plant life.

Foebane Magic

Your spells are particularly effective against your favored enemies.

Prerequisites: Ability to cast 1st-level spells, favored enemy class feature.

Benefit: Your favored enemies take a -1 penalty on saving throws against spells you cast. Furthermore, you gain your favored enemy bonus on Spellcraft checks to identify spells cast by favored enemies.

Supernatural Tracker

Combining magical detection with your tracking skills allows you to sense and track a creature's lingering presence.

Prerequisites: Survival 1 rank, ability to cast a detect spell.

Benefit: You can cast a detect spell that specifies a creature type, such as *detect animals and plants* or *detect*

undead, to augment your ability to track such creatures instead of the spell's normal benefit; you can see a soft glow that highlights tracks of passage left by creatures of that type. For a duration of 1 hour per level of the spell, you gain a bonus equal to 5 + the spell's level on Survival checks to track creatures of the specified type. For this duration, you can track such creatures as if you are trained in the Survival skill, even if you are not.

Verdant Spell (Metamagic)

Your magical connection to nature allows you to entice, fool, and misdirect plants and fungi as though they were people.

Prerequisites: Spell Focus (enchantment), Knowledge (nature) 6 ranks.

Benefit: A verdant spell affects plant creatures (even mindless plant creatures) as if they weren't immune to mind-affecting effects, but has no effect on other types of creatures. A verdant spell uses up a spell slot 2 levels higher than the spell's actual level. This feat works only on mind-affecting spells.

Normal: Plant creatures are immune to mind-affecting effects.

WOOD (SHAMAN SPIRIT)

A shaman who selects the wood spirit has a skin tone similar to the coloration of trees in her home region. Her vibrant hair is fragrant, and resembles leaves and blossoms.

Spirit Magic Spells: *Shillelagh* (1st), *barkskin* (2nd), *minor creation* (wood items only) (3rd), *thorn body*^{APG} (4th), *tree stride* (5th), *ironwood* (6th), *transmute metal to wood* (7th), *changestaff* (8th), *wooden phalanx*^{UM} (9th).

Hexes: A shaman who chooses the wood spirit can select from the following hexes.

Hex of Lignification (Su): The shaman causes a creature within 30 feet to turn into a twisted, treelike shape for 2 rounds. The target gains hardness 5 but is staggered. A successful Fortitude saving throw negates this effect. Whether or not the save is successful, the creature can't be the target of this hex again for 24 hours.

Nature's Gifts (Su): Once per day, the shaman can command trees and other plants to yield magical berries and fruit. This ability functions as *goodberry*, except the maximum number of hit points a subject can be healed in a 24-hour period from this hex is equal to the shaman's Wisdom bonus (minimum 1 hit point/day).

Spines and Brambles (Su): With a beckoning gesture, the shaman conjures spiny shrubs in a number of squares equal to her Wisdom modifier (minimum 1) within 30 feet. The squares become filled with light undergrowth (*Pathfinder RPG Core Rulebook* 426). The shaman can pass through the affected squares without impediment. When the shaman uses this hex again, any previously conjured undergrowth withers away.

Verdant Path (Su): Even the most tangled briars make way for the shaman, and suitable roots and branches appear to support her feet. The shaman gains woodland stride, as the druid ability of the same name. At 8th level, she can use *air walk* at will whenever she is within 10 feet of a tree.

Whispering Leaves (Su): Whenever the shaman is within 10 feet of a tree or undergrowth, she can use *whispering wind* (as the spell) with a caster level equal to her shaman level. The targeted area must also contain trees or undergrowth, which relay the message in a gentle, rustling voice. At 8th level, the shaman can also listen to the targeted area as though she were using *clairaudience/clairvoyance*.

Spirit Animal: The shaman's spirit animal looks like a wooden figurine or a vaguely animal-shaped tree branch when it is motionless. The animal gains the freeze universal monster ability.

Spirit Ability: A shaman who chooses the wood spirit as her spirit or wandering spirit gains the following ability.

Tree Limb (Su): As a swift action, the shaman can turn one of her arms into a heavy, branchlike limb. She must drop anything held in that hand, and she can't use this ability if she is wearing a shield on that arm. Until the beginning of her next round, she gains a slam attack that deals 1d8 points of damage (if a Medium shaman; 1d6 if Small, 2d6 if Large). A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

At 8th level, the reach of the slam attack increases by 5 feet. At 16th level, the shaman can choose to transform both of her arms, gaining two slam attacks.

Greater Spirit Ability: A shaman who chooses the wood spirit as her spirit or wandering spirit gains the following ability upon gaining access to the greater version of that spirit.

Bloody Roots (Su): As a standard action, the shaman can cause a field of thick roots to burrow up from the ground. This ability functions as *black tentacles* with a caster level equal to the shaman's level. The area is centered on the shaman but remains stationary if she moves. The shaman is unaffected by the roots. Her allies treat the area as difficult terrain but are not attacked by the roots.

The shaman can end the effect as a free action. She can use this ability a number of rounds per day equal to 3 + her Charisma modifier, but these rounds do not need to be consecutive.

True Spirit Ability: A shaman who chooses the wood spirit as her spirit or wandering spirit gains the following ability upon gaining access to the true version of that spirit.

Tree Form (Su): As a standard action, the shaman can assume the form of a plant creature as *plant shape III* with a duration of 1 hour per level. She can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a living creature of wood. She is forevermore treated as the plant type rather than her original type for purposes of spells and magical effects. Her skin takes on the appearance of polished wood grain, and she gains a +4 natural armor bonus to her Armor Class and damage reduction 10/— against wooden weapons or any natural attacks made by a wooden or woodlike creature. She gains immunity to paralysis, poison, polymorph, sleep, and stun. At will, the shaman can meld with any tree or single block of wood (as *meld into stone*, except she can meld with wood only, and has no limit on how long she can remain in the wood).



Wild Magic Items

Untouched by civilization, the wilds of Golarion can be both savage and beautiful. Druids, oracles, rangers, shamans, clerics of Gozreh, and even certain wizards take inspiration from this dichotomy and funnel nature's might into potent magic items. Some of these items channel nature's wrath, while others offer protection from it.

ARBOREAL ARMOR		PRICE
		18,670 GP
SLOT armor	CL 9th	WEIGHT 25 lbs.
AURA moderate transmutation		



The oaken plates of this +1 *wild wooden armor*^{APG} are rough with untreated bark. The wearer can activate the armor with a command word, causing her flesh to become treelike in appearance and resilience. This grants the wearer a +4 enhancement bonus to her existing natural armor bonus and removes her need to breathe, but

reduces her speed by half and imposes a -2 penalty on Reflex saves. This effect remains until dismissed as a free action. The wearer can use this ability for up to 10 rounds per day, though the rounds need not be consecutive.

CONSTRUCTION REQUIREMENTS	COST 9,420 GP
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Craft Magic Arms and Armor, *baleful polymorph*, *barkskin*

BOGSTRIDER BOOTS		PRICE
		10,000 GP
SLOT feet	CL 7th	WEIGHT 1 lb.
AURA moderate abjuration		

These soft leather boots smell strongly of marsh gas, and leave faint wet prints behind even when they're dry. Despite these aesthetic flaws, *bogstrider boots* are of great use in areas of swampy terrain. They provide the wearer the ability to move without penalty in squares of shallow or deep bog (*Pathfinder RPG Core Rulebook* 427), and the DCs of Acrobatics checks attempted by the boots' wearer are unchanged in squares of shallow bog. In addition, three times per day when the wearer takes a charge or withdraw action, she can increase her speed by 60 feet for 1 round.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, *freedom of movement*, *haste*

FAN OF AUTUMN		PRICE
		6,000 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint illusion		

This delicate fan is made of dried leaves and thin twigs. Three times per day as a standard action, the wielder can wave the fan to summon forth a 30-foot cone of swirling red and gold leaves that lasts for 3 rounds. This area acts as *obscuring mist*,

except for the duration and the fact it is composed of leaves rather than fog (thus, creatures able to see through mist and fog can't see through the *fan of autumn's* concealment). As long as the wielder has the fan in her hand, the leaves don't obscure her vision.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
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Craft Wondrous Item, *gust of wind*

FROSTWILD BRIDLE		PRICE
		48,000 GP
SLOT head	CL 9th	WEIGHT 2 lbs.
AURA moderate evocation		

When this bridle of crystal-studded white leather is placed on a horse or similar mount, the animal's eyes emit a bright azure glow and its hair glistens with magical frost. A *frostwild bridle* provides cold resistance 20 to its wearer. Also, three times per day on the rider's command, the animal wearing a *frostwild bridle* can breathe a 60-foot cone of frost that deals 9d6 points of cold damage to all creatures in the area. A successful DC 17 Reflex save halves the damage.

CONSTRUCTION REQUIREMENTS	COST 24,000 GP
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Craft Wondrous Item, *cone of cold*, *resist energy*

GAUNTLETS OF TWISTING VINES		PRICE
		5,000 GP
SLOT hands	CL 3rd	WEIGHT 2 lbs.
AURA faint transmutation		

These wrist wraps are actually dark, thorny vines that constantly move and twist around the wearer's hands of their own accord. The wearer gains a +2 circumstance bonus on combat maneuver checks to disarm, grapple, and steal^{APG}. Once per day when the wearer successfully pins a foe with a grapple check, the vines can move off the wearer (ending the circumstance bonus on combat maneuver checks), envelop the target, and tie it up. A tied-up victim can escape the vines by succeeding at a combat maneuver or Escape Artist check with a DC equal to the result of the combat maneuver check that pinned the victim. The character who was wearing the gauntlets when they were used to envelop a target can remove them from the target as a move action. Any other creature must succeed at a combat maneuver or Strength check at the same DC to pry the gauntlets loose of an enveloped target.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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Craft Wondrous Item, Improved Grapple, *entangle*

GREENSURGE BOMB		PRICE
		750 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint transmutation		



A *greensurge bomb* is a small magically and alchemically treated plant bulb with a root growing out of that forms a handle. The bomb can be thrown like

a splash weapon with a range increment of 10 feet. When the bomb strikes the ground, it bursts open, scattering weeds in a 10-foot radius. At the beginning of the thrower's next turn, the weeds rapidly grow into thick undergrowth, creating an area of difficult terrain. The weeds flourish regardless of the surrounding natural terrain (even in urban settings or on hard rock floors) but don't grow on damaging surfaces, such as pools of lava or acid. The new vegetation lasts for 5 minutes before it turns brown and crumbles to dust.

CONSTRUCTION REQUIREMENTS	COST 375 GP
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Craft Wondrous Item, *plant growth*

MOSS CLOAK		PRICE 18,700 GP
SLOT shoulders	CL 7th	WEIGHT 5 lbs.
AURA moderate conjuration		

A layer of green moss growing on a thin, damp sheet of sod, this heavy cloak can be wrapped around the wearer to provide a measure of camouflage. When donned in forest or jungle terrain, a moss cloak gives the wearer a +10 competence bonus on Stealth checks. In any terrain, the wearer can remove a single poison currently affecting him once per day as a standard action. This causes the moss to turn a sickly shade of brown as it draws the toxins from the wearer's body, negating the Stealth bonus until the cloak heals itself 24 hours later.

CONSTRUCTION REQUIREMENTS	COST 9,350 GP
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Craft Wondrous Item, *invisibility, neutralize poison, restoration*

OAKEN STAFF		PRICE 31,800 GP
SLOT none	CL 10th	WEIGHT 4 lbs.
AURA moderate evocation		



This thick, 5-foot-long wooden staff is made of rough oak and has two branches growing from the top. The branches twist together and bend back toward the body of the staff, and their leaves often rustle as if blown by a light breeze even when the surrounding air is still. An *oaken staff* functions as a +1 *called^{DE} spell storing quarterstaff*, but can't be

used as a double weapon (only one end of the staff is usable in combat). The staff allows use of the following spells.

- *Barkskin* (1 charge)
- *Plant growth* (2 charges)
- *Speak with plants* (2 charges)

The wielder is immune to the terrain effects of the *plant growth* spell cast from the staff. In addition, *shillelagh* can be cast on an *oaken staff* despite it being a magic quarterstaff, increasing its enhancement bonus by 1. The staff retains the effects of the *shillelagh* spell even if wielded by someone other than the spell's caster. Once per day, a character wielding an *oaken staff* who has either *barkskin* or *plant growth* on her class spell list can cast *speak with plants* from the staff without attempting a Use Magic Device check (this expends 3 charges instead of 2).

CONSTRUCTION REQUIREMENTS	COST 16,050 GP
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Craft Magic Arms and Armor, Craft Staff, *barkskin, plant growth, speak with plants, teleport*, creator must be a caster of at least 12th level

SHATTERSTONE HAMMER		PRICE 26,712 GP
SLOT none	CL 7th	WEIGHT 15 lbs.
AURA strong transmutation		



The head of this +1 *warhammer* is made from magically treated stone that is as hard as metal. A *shatterstone hammer* deals double damage against unattended earthen and stone objects, and gains the benefit of being a *bane* weapon when used against creatures of the earth subtype and

constructs made of clay or stone. Once per day on a successful attack made with the hammer, the wielder can cause the target to be slowed (as the *slow* spell). A DC 14 Will save negates this effect.

CONSTRUCTION REQUIREMENTS	COST 13,512 GP
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Craft Magic Arms and Armor, *shatter, slow*

STORM GOGGLES		PRICE 6,000 GP
SLOT eyes	CL 3rd	WEIGHT —
AURA faint transmutation		

These goggles, made from a pair of smoky crystal lenses set in an adjustable leather strap, help the wearer see through storms of rain, snow, or even dust. A pair of *storm goggles* fully negates any Perception penalties imposed by a natural storm or atmospheric condition. Also, once per round when the wearer makes an attack against a target that has concealment from him because of natural or magical fog, mist, clouds, or vapor, the wearer can choose to roll the miss chance percentile twice and take the better of the two results.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
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Craft Wondrous Item, Skill Focus (Perception), *acute senses^{UM}*

THUNDER STRAP		PRICE 60,000 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate transmutation		

This sturdy leather strap seems worn and weathered, but is as strong as steel. When wrapped around the grip of a melee weapon for 24 hours, the strap's magic becomes active. Once per day, the wielder of a melee weapon so wrapped can hold the weapon aloft for 1 minute to change local weather conditions to create a thunderstorm. This acts as *control weather*, except only thunderstorms can be created. Additionally, the wielder can cast *call lightning storm* once per day. If used outside, this spell is cast as if the local conditions are stormy.

CONSTRUCTION REQUIREMENTS	COST 30,000 GP
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Craft Wondrous Item, *call lightning storm, control weather*

Spells

The following new spells are useful not only for protectors of the wilds but also for daring explorers and those who seek to bend nature to their will.

CHEETAH'S SPRINT

School transmutation; **Level** bloodrager 1, druid 1, ranger 1, shaman 1, witch 1

Casting Time 1 swift action

Components V

Range personal

Target you

Duration 1 round

A wild surge of energy courses through your body and propels you into a sprint. If you take a charge or run action before the end of your turn, you can move a total distance of up to 10 times your base land speed. This adjustment is an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with other effects that increase your speed, this spell affects your jumping distance.

CLEAR GROVE

School transmutation; **Level** druid 3, ranger 2, shaman 3, witch 3

Casting Time 10 minutes

Components V, S, M/DF (a miniature hoe)

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

Effect 20-ft.-radius clearing

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

Trees, shrubs, and other thick vegetation move out of the spell's area. The affected area is cleared of all vegetation thick enough to provide cover or concealment. This also creates a hole in any tree canopy, allowing sunlight to pass through. Affected trees and undergrowth form a 5-foot-wide ring along the edge of the clearing, which may provide cover or concealment based on the thickness of the vegetation (at the GM's discretion).

This spell doesn't affect creatures of the plant type. The spell can affect vegetation altered with spells of equal or lower level (such as *entangle* or *spike growth*). When the spell ends, the trees and undergrowth move back to their original places unless they're destroyed or somehow restrained (the amount of time this takes is subject to the GM's discretion).

GLOBE OF TRANQUIL WATER

School abjuration; **Level** cleric 4, druid 4, shaman 4, sorcerer/wizard 5, witch 4

Casting Time 1 standard action

Components V, S, M/DF (a glass globe)

Range 20 ft.

Area 20-ft.-radius emanation, centered on you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

Upon casting this spell, a rippling bubble of calm water extends outward from you to a radius of 20 feet and remains centered on you when you move. The bubble blocks all natural and magical precipitation such as rain, snow, and hail (including spells such as *ice storm*). This bubble also pushes out any fog or mist within the area, though it does not affect temperature and can't block natural or magical lightning.

All water in this radius counts as calm water for the purposes of Swim checks, and the bubble prevents sprays and blasts of mundane and magic water from striking with enough force to deal damage, move creatures or halt their movement, or perform any action that requires an attack roll or combat maneuver check.

Water elementals are affected by a *globe of tranquil water* the same way creatures of the plant type are affected by an *antiplant shell*.



NATURE'S PATHS

School divination; **Level** bard 1, druid 1, inquisitor 1, ranger 1, shaman 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (a smooth stone)

Range touch

Target one creature

Duration 8 hours (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target instinctively knows the shortest, easiest, and fastest way through the wilderness. For the purpose of determining overland speed, the target treats any trackless terrain as though there were a trail or road, and any terrain with a road or trail as though there were a highway. Up to one creature per caster level traveling with the target can also benefit from the effect. The spell functions only outdoors and does not function in magically altered terrain.

OASIS

School transmutation; **Level** cleric 6, druid 5, sorcerer/wizard 6

Casting Time 30 minutes

Components V, S, M/DF (1 gallon of water)

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

Effect water source similar to a natural spring

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell functions in any natural terrain on the Material Plane. It redirects the flow of water in the ground toward the surface at the designated point, creating a permanent water source similar to a natural spring. The spring discharges 5 gallons of pure drinking water per caster level each hour. If the shape of the terrain is suitable, a pond forms around the spring. If there is already a natural spring within 1 mile, its water output is reduced by an amount equal to the water produced by this spell's spring. A spring that has its water output reduced to 0 gallons per hour dries up and ceases to be a spring.

This spell functions differently depending on the terrain in which it's cast. In a desert, you must succeed at a DC 25 caster level check to actually create the spring, and its output is 1 gallon of drinking water per caster level each day. Furthermore, in dry areas, erosion may cause the flow of water to be blocked if the affected area is left untended before a sufficient amount of vegetation has grown around it to keep the soil in place. In an arctic environment, low temperatures may cause the water to freeze. In a tropical environment, parasites may contaminate the water if the spring is created in a place where the water stands in a stagnant pool.

PLANAR REFUGE

School conjuration (creation); **Level** cleric 7, druid 7, sorcerer/wizard 7, shaman 7, summoner 6, witch 7

Casting Time 1 hour

Components V, S, M (precious stones worth 500 gp)

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

Effect 50-ft.-radius area of safe environment

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

This spell enforces the rules of the Material Plane on other planes of existence. Upon casting this spell on another plane, a spherical pocket of wilderness terrain forms around the designated point. The affected area defies the local climate and planar traits, suppressing any harmful environmental effects such as toxicity, extreme temperatures, or lack of air (though this spell doesn't affect gravity). The area also becomes lush with edible plants whose appearance, taste, and smell bear characteristics distinct to the environment. On a negative-dominant plane^{GMG}, for example, the plants grow ghastly white leaves and taste bitter. Though *planar refuge* can be cast on any plane of existence other than the Material Plane, it requires a body of solid matter at least as large as its area to function.

Planar refuge can be made permanent with a *permanency* spell cast by a caster of 11th level or higher at a cost of 7,500 gp.

RAVEN'S FLIGHT

School transmutation; **Level** bard 3, druid 3, inquisitor 3, magus 2, ranger 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 swift action

Components V

Range personal

Target you

Duration 1 round

You can cast this spell only if it is the first action you take on your turn. In a burst of shadowy feathers, you turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn. You gain a fly speed of 50 feet with good maneuverability, and apply appropriate size modifiers (though your ability scores don't change). Until the beginning of your next turn, you can take only the 5-foot step, move, run, or withdraw actions. If the spell is dispelled while you are still aloft, the power of flight dissipates slowly; you float downward 60 feet on your next turn, then fall any remaining distance.

WILD INSTINCT

School divination; **Level** bloodrager 2, druid 2, ranger 2, shaman 2

Casting Time standard action

Components V, S, DF

Range personal

Target you

Duration 8 hours

This spell sharpens your senses, allowing you to perceive threats you would otherwise miss. You become aware of sounds and smells you would normally overlook, and even retain the ability to detect threats when soundly asleep. For the duration of the spell, you gain a +5 bonus on Perception checks to act in a surprise round. Additionally, you don't take a penalty on Perception checks while sleeping, and can choose to wake if you notice a threat while asleep.

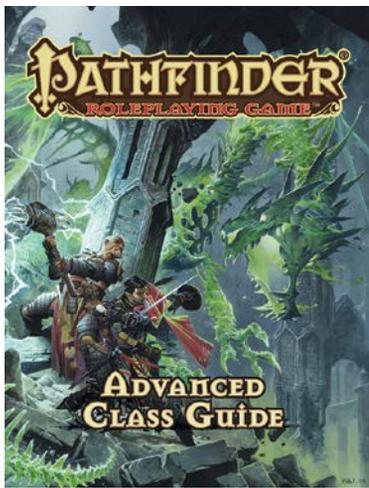
Next Month!

We all need someone to watch our backs! Now that you know how dangerous it can be to traverse the wilds, maybe you should take someone along. *Pathfinder Player Companion: Cohorts & Companions* gives new rules for growing a towering treant to serve as your monstrous cohort, organizing a grand heist with your fellow thieves, summoning a guardian angel to protect your allies, and dozens of other options for calling on backup while on your Pathfinder adventures!

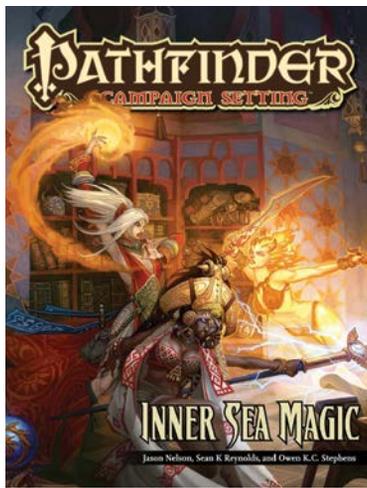


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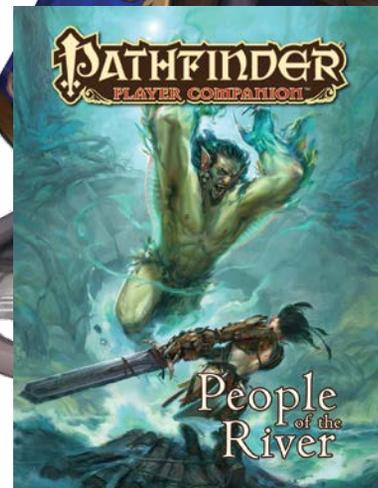
Becoming one with the forces of the untamed wilds is only the beginning of your adventure! Build characters with access to ancient primal powers, call upon secret spells and hidden magics, and learn the histories of some of Golarion's oldest barbarian kingdoms in these Pathfinder products that complement *Heroes of the Wild!*



From classes such as the bloodrager and shaman to new feats, spells, and magic items, wild heroes can find dozens of new nature-themed options in the *Pathfinder RPG Advanced Class Guide*.



Explore variant forms of magic from tribal societies, such as primal magic and tattoo magic, and wild archetypes such as the First Wolder and the primal druid, with *Pathfinder Campaign Setting: Inner Sea Magic*.



You won't get lost if you follow the river, and *Pathfinder Player Companion: People of the River* will be your guide! Within are expanded details on the barbarian nation of Numeria and the chaotic realms of the River Kingdoms.

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Time to Get Wild!

From the frigid northlands of the Crown of the World to the steaming jungles of the Mwangi Expanse, the wilds of Golarion are as legendary as they are formidable—to say nothing of the adventurers who hail from these untamed regions! Embrace the laws of the wildlands, earn the respect of hardened wilderness natives, and command the powers of nature with *Pathfinder Player Companion: Heroes of the Wild!* Featuring dozens of all-new rules for wild characters—including feats, magic items, spells, and much more—*Heroes of the Wild* contains everything you need to make your characters as fierce and formidable as the wild itself!

Inside this book, you'll find:

- ▶ Details on prominent nature-focused groups on Golarion, including the Brimstone Haruspex, Storm Kindlers, and Wildwood Lodge.
- ▶ New traits for characters with a bit of the wilderness in their blood, and alternate racial traits for those descended from fey.
- ▶ New archetypes to help characters draw on the powers of nature, including the horticulturist, who specializes in harnessing alchemical power from plants.
- ▶ Tips and advice on surviving in the wild, concealing your tracks, and building camps and strongholds in the untamed wilderness.
- ▶ New equipment, feats, magic items, spells, traps, and other rules options to enhance your character's effectiveness when ranging far from civilization.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.



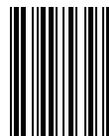
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