

PATHFINDER®



LOST OMENS

ANCESTRY GUIDE

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ANCESTRY GUIDE

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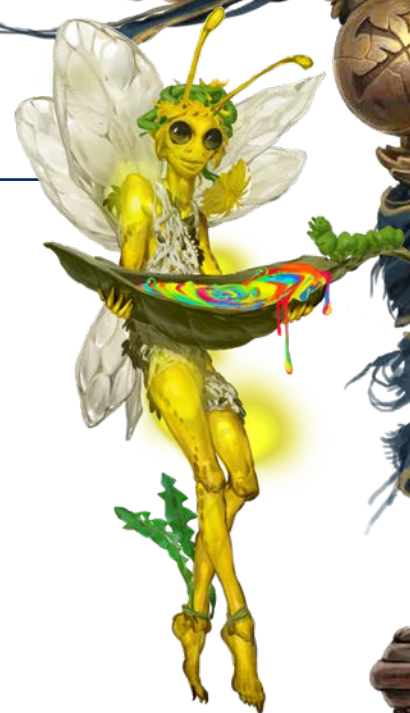
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This book refers to several other Pathfinder products, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder hardcovers can find the complete rules of these books available for free at paizo.com/prd.

APG

Advanced Player's Guide







**CHAPTER 1:
EXPANDED ANCESTRIES
AND HERITAGES**

OVERVIEW

The *Pathfinder Core Rulebook* introduces six ancestries that are particularly common within the Inner Sea region, but these represent only a small fraction of Golarion's diverse peoples. With a history that stretches tens of thousands of years across endlessly shifting nations and even to other worlds and planes of existence, the Lost Omens setting has a vast, varied, and colorful selection of ancestries and heritages a player can choose when building a character. From those who must shoulder the expectations of being infused with supernatural essences, to peoples who have been embraced as champions of good, to outcasts who have experienced lifelong intolerance and suspicion, to members of vast empires long hidden in the mists of time or the depths of the ocean, there's a perfect ancestry for every character concept!

EXPANDED ANCESTRIES AND HERITAGES

This section offers expanded options for ancestries and versatile heritages introduced in the *Pathfinder Advanced Player's Guide* and *Pathfinder Lost Omens Character Guide*. The core rules for these ancestries are provided in those books, with the new material here expanding and enhancing the breadth and depth of options available for characters taking these ancestries and heritages. This chapter covers the following ancestries and heritages.

AASIMAR (UNCOMON HERITAGE)

Aasimars result from celestial influence, but only rarely are they literally descended from celestials, more often coming from special blessings or the residual energies in holy places. This book presents new lineages for aasimars descended from various types of celestials. For information on playing an aasimar, see pages 34–36 of the *Advanced Player's Guide*.

AZARKETI (UNCOMON ANCESTRY)

Often known as “gillmen” or “Low Azlanti,” azarketis are the descendants of the Azlanti Empire. They survived Earthfall by being mutated by their foes, the algholthus, to become an aquatic people tied forever to seas and waterways—but their history draws them back to the land. This book presents new azarketi options, exploring their magical connection to water. For information on playing an azarketi, see the “Azarketi Ancestry Web Supplement” on paizo.com or *Absalom, City of Lost Omens*.

CATFOLK (UNCOMON ANCESTRY)

Native to the nation of Murraseth in southern Garund, catfolk are feline humanoids who believe they were created to hunt down threats to Golarion as a whole. This book presents new options to double down on catfolk's agility and luck. For information on playing a catfolk, see pages 8–11 of the *Advanced Player's Guide*.

CHANGELING (UNCOMON HERITAGE)

The offspring of wicked hags, changelings are often left in the cradles of their mortal parent's people and raised without understanding what makes them different. They often feel disconnected from their communities early in life, the subtle call of their hag mother coaxing them to

abandon those they love. This book presents new lineages for changelings descended from different kinds of hags. For information on playing a changeling, see pages 30–31 of the *Advanced Player's Guide*.

DHAMPIR (UNCOMON HERITAGE)

Dhampirs are mortals descended from a living and a vampiric parent. Marked forever by their hungers, some may learn to draw strength from the blood of others, while others drink subtler substances, such as pain. This book presents new lineages for dhampirs descended from different kinds of vampires. For information on playing a dhampir, see pages 32–33 of the *Advanced Player's Guide*.

DUSKWALKER (UNCOMON HERITAGE)

Reincarnated souls, duskwalkers gained leave to have one more chance at life. All duskwalkers have strong connections to their previous identities, but each must decide for themselves whether to learn more about their past or forge a new path. This book contains options for duskwalkers based on how their previous life ended. For information on playing a duskwalker, see pages 37–38 of the *Advanced Player's Guide*.

HOBGOBLIN (UNCOMON ANCESTRY)

Many hobgoblins have been drawn toward the nation of Oprak, which seeks to forge pacts and earn respect through methods other than war and conquest. While clearly related to their goblin cousins, hobgoblins are less frenetic and more careful planners. This book contains options for hobgoblins to assist their fellow warriors or to tap into the legendary Cantorian Spring—the source of the hobgoblin ancestry—to gain healing effects. For information on playing a hobgoblin, see pages 48–51 of the *Character Guide*.

KOBOLD (UNCOMON ANCESTRY)

These expert trap makers often live in secluded places that most other ancestries eschew. Kobolds operate in a world of larger, stronger creatures who often dismiss them—until these cunning survivors reveal what they can unleash on their foes. This book contains options for kobolds to improve their use of traps and kobold weapons, and even to grow draconic wings. For information on playing a kobold, see pages 12–15 of the *Advanced Player's Guide*.



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LESHY (UNCOMMON ANCESTRY)

Leshys are immortal spirits temporarily given mortal forms in bodies made of plants and fungi. Created by powerful primal rituals, leshys come into the world fully formed and self-sufficient, independent of any settlement or even the ritualist that gave them form. This book contains numerous new heritages to represent various types of leshy. For information on playing a leshy, see pages 52–55 of the *Character Guide*.

LIZARDFOLK (UNCOMMON ANCESTRY)

The powerful reptilian lizardfolk call themselves iruxi and have a history that stretches back thousands of years. Patient and confident, lizardfolk explorers travel from their ancient nations to explore the world of younger ancestries and kingdoms. This book contains options for lizardfolk to gain insights from astrology or power from the bones of their ancestors. For information on playing a lizardfolk, see pages 56–59 of the *Character Guide*.

ORC (UNCOMMON ANCESTRY)

Orcs were driven from their homelands by the dwarven Quest for Sky and thrust into a foreign world where they had to carve a place for themselves. A troubled history of warfare and grudges has left most orcs at odds with other surface ancestries. This book contains options for orcs to gain power from special painted warmasks.

For information on playing an orc, see pages 16–19 of the *Advanced Player's Guide*.

RATFOLK (UNCOMMON ANCESTRY)

Small rodentlike humanoids, ratfolk are clever, adaptive, and communalist. Known amongst themselves as ysoki, ratfolk are natural explorers, travelers, and, most of all, merchants. This book contains options for ratfolk to squish, sneak, roll, and otherwise move about. For information on playing a ratfolk, see pages 20–23 of the *Advanced Player's Guide*.

TENGU (UNCOMMON ANCESTRY)

The beaked and feathered tengu originate from Tian Xia. Nearly always in the minority, tengu have learned to use their knack for languages and blades to find space for themselves. This book contains options for tengu to store magic in specially made fans. For information on playing a tengu, see pages 24–27 of the *Advanced Player's Guide*.

TIEFLING (UNCOMMON HERITAGE)

Tieflings are planar scions born with a fiendish stain in their blood. Though tieflings are not inherently evil, they are often mistrusted and many do find that fiendish powers and associated temptations come easily. This book presents new lineages for tieflings descended from various types of fiends. For information on playing a tiefling, see pages 39–41 of the *Advanced Player's Guide*.

AASIMAR

Exemplars of poise, grace, and magnificence, aasimars are beloved throughout the Inner Sea and beyond. These mortal beings are shaped by incredible celestial power and are often greeted as omens of good fortune for the communities they're born into. As adults, many aasimars gravitate towards noble and heroic principles, often finding success as renowned artists, devout clergy, and resplendent heroes. A celestial tether holds an aasimar's soul close, gently pulling them towards celestial ideals. Aasimars feel subtle urges to root out evil, aid the downtrodden, and amend society's broken promises. This pull is not a guarantee for a life of good, however, and many aasimars crack under the pressure put upon them. These aasimars might prefer to escape the expectations of their lives and choose to live in solitude. In other cases, an aasimar might turn to a life of evil, either as a backlash for failing to live up to these societal pressures or as a rejection of their own celestial nature.

Physically, an aasimar's appearance greatly resembles others of their ancestry, though their celestial influence can visibly manifest in nearly imperceptible to substantial cosmetic differences. Common manifestations include pearlescent teeth, golden hair, lyrical voices, floral scents, and shining features. More radical manifestations can include additional eyes, bodies covered in soft down feathers, a voice that sounds akin to several people speaking in unison, or heads with more than a single face. These differences are far less common and, for some, unnerving; many would consider these aasimars monstrous if not for their natural aura of holiness.

AASIMARS OF THE INNER SEA

Aasimars possess a natural radiance—the legacy left by their celestial origins—that suffuses the world around them. These supernatural qualities push people to perceive aasimars as not just more beautiful than the average person, but also smarter, funnier, stronger, and more naturally gifted. The degree of truth to these perceptions varies, but that doesn't stop most from transfixing on aasimars' inherent magnificence, as they captivate those around them whether they intend to or not. Though many aasimars are conventionally beautiful, even aasimars with strange and unusual features are perceived as wondrous to behold, regardless of any bizarre celestial manifestations.

Many aasimar lineages are attributed to liaisons between marvelous celestials and heroic or virtuous mortals, but rarely do such trysts result in an aasimar child. Aasimar births may arise from any celestial influence.

A childless couple praying for an heir, a conjurer frequenting in celestial dealings, or a champion wielding a holy sword—the celestial spark is entirely unknowable. Producing aasimar offspring is never guaranteed, and even an aasimar's own children are unlikely to inherit their parent's celestial birthright.

The results of a dwarf inheriting the celestial legacy are magnificent to behold. Aasimar dwarves' skin might shine like polished metal, and their immaculately groomed beards might weave impossible patterns. Even as children, they might speak with the wisdom of a thousand lifetimes. Aasimar dwarves tend to be serious-minded, and many choose to abstain from alcohol and frivolous pursuits unless it benefits the greater community. Dwarves believe that Torag himself forges each aasimar dwarf, imbuing them with his zeal. Lawbringers are the most common aasimars among dwarves, and their desire for order aligns well with regimented dwarven culture.



Aasimar elves represent the height of artistry, possessing impossible grace and poise. Azatas and elves have a long history of intermingling, and their musetouched offspring are universally celebrated. Their hair gently moves to its own breeze and their skin appears painted on, with visible brushstrokes covering their bodies.

Due to their First World origins, aasimar gnomes are a rare sight. They often have small, feathered vestigial wings, or bright, wildly colored hair and eyes that actively sparkle at a glance. Their halos shine brightest when they laugh, and their speaking voices are accompanied by harps, flutes, and horns. Poetry pours effortlessly from their lips, all their words carrying seamless rhythm and cadence.

Many are surprised to discover that there are aasimar goblins, whose existence proves that goblins are worth the notice of the beautiful and powerful celestials. The celestial inheritance mixing with goblin physiology often results in extreme physical expressions. They may have eyes on the roofs of their mouths, their songs may sound like they are sung by a chorus of angels, or they may appear to be eternally shrouded in heatless flames.

Celestials hold halflings in special regard. While some ancestries must be shepherded, halflings are more likely to value music, food, and community. Idyllkin aasimars appear often among halfling communities, as agathions resonate with halflings' contentedness. An aasimar halfling may smell like a different dessert depending on their mood, be covered in thick lamb's wool, or grow long rabbit ears as an expression of their celestial heritage.

Humans have a long history of beseeching celestials in times of need. In Thuvia, angelic peris work alongside human champions to quell demonic div insurrections. In Mendev, angels spent lifetimes battling alongside mortals against demonic hordes. In Tianjing, outside the Inner Sea, a host of quartered celestials changed the fabric of a nation after defending it from vile qlipthoth forces. Humans are captivated by aasimars, as they serve as a reminder that good will always triumph over evil.

AASIMAR FEATS

The following ancestry feats are available to aasimars.

1ST LEVEL

EMBERKIN

FEAT 1

AASIMAR LINEAGE

A peri's roaring spirit burns in your soul. Peris engage in constant struggle to right the wrongs of their fallen forebears, and that struggle has been passed on to you. You have a direct impulse to right wrongs and better the world. You gain a +1 circumstance bonus to saving throws against fire effects, and your perception is unaffected by non-magical flames, fog and smoke.

IDYLLKIN

FEAT 1

AASIMAR LINEAGE

Your wild, unique features betray your agathion birthright. Serene celestials from the plane of Nirvana, agathions seek the peaceful path, ensuring a better world for all to coexist. Your halcyon demeanor leads you to search for peaceful resolution to conflict. You gain the trained proficiency rank in Nature. If you would automatically become trained in Nature (from your background or class, for example), you instead become trained in a skill of your choice. You know the Sylvan language and gain the Natural Medicine skill feat.

AASIMAR ADVENTURERS

Aasimars are often revered from birth, and communities often ensure that these blessed children are given every advantage to pursue their divine destiny. Pampered aasimars may have the artist, emissary, entertainer, or noble background. Aasimars pursuing virtuous ends may have the acolyte, detective, or field medic backgrounds. Aasimars often devote themselves to faith, becoming champions or clerics. Artistic aasimars excel as bards.

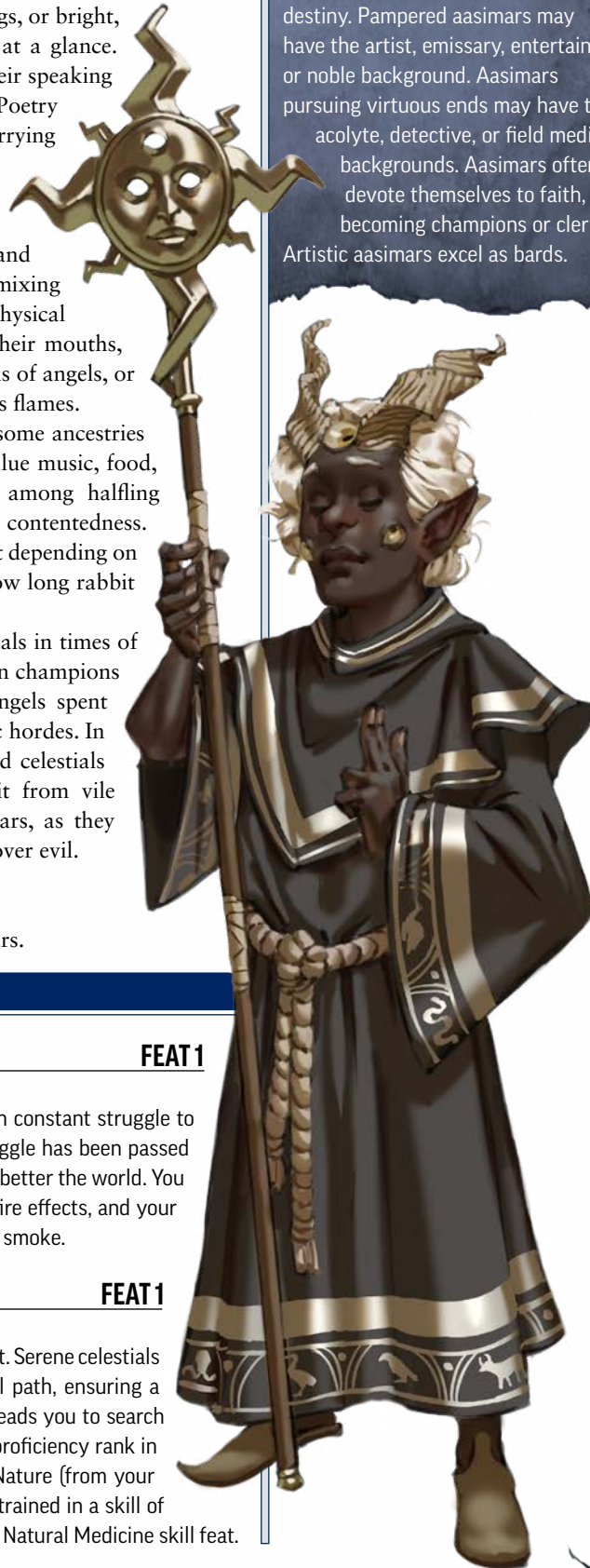
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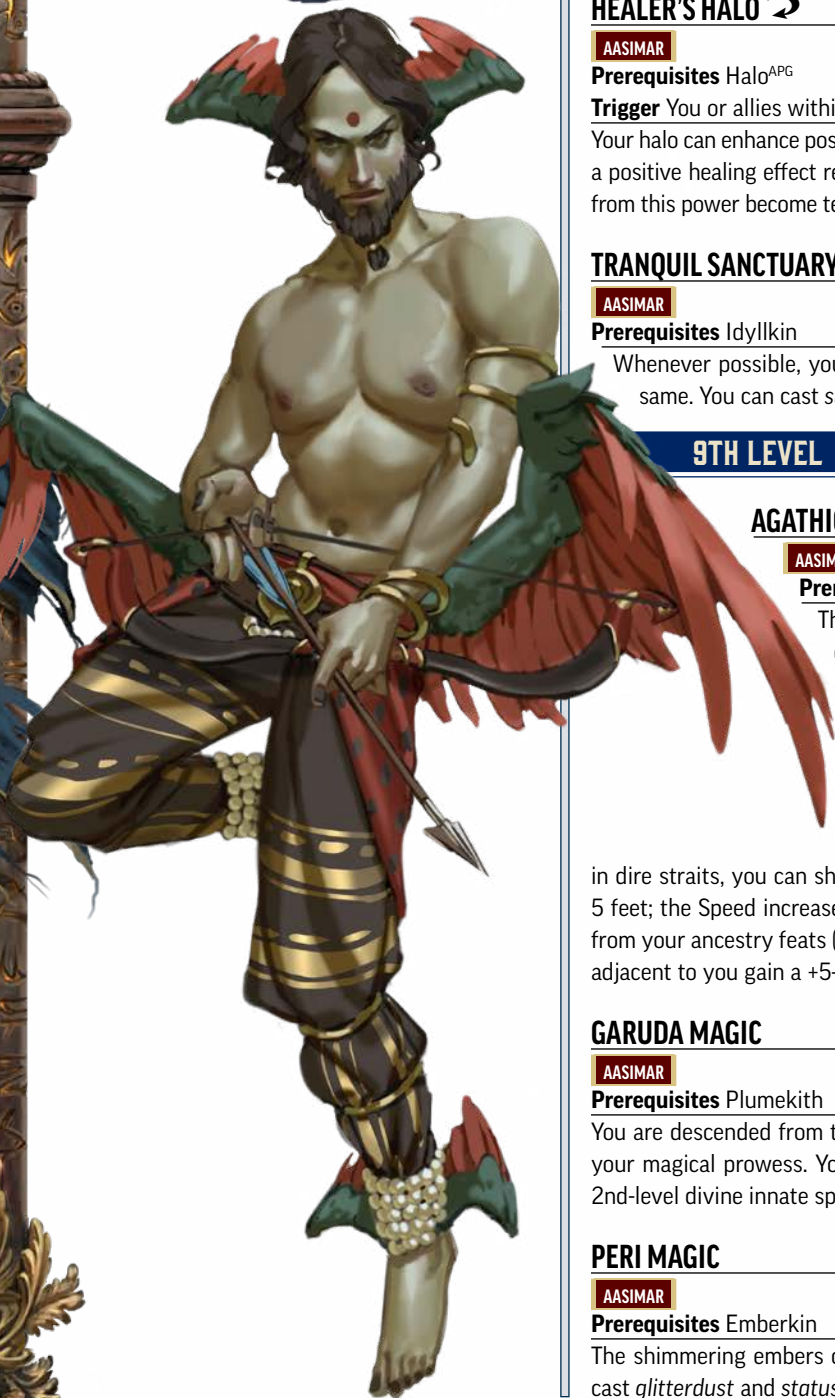
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TIANJING

Due to the nature of their births, aasimar have few dominions they can claim as their own. The aasimar nation of Tianjing in Tian Xia is a major exception, populated by the descendants of celestials who fought off a qliphoth invasion and known now for its skilled diplomats.

Tianjing's aasimar crafters also display masterful skill in their chosen professions, and their finely made goods are coveted across Golarion.



PLUMEKITH

FEAT 1

AASIMAR LINEAGE

Your blood soars with the power of the magnificent garuda, proud and stoic avian warriors. You only take half the normal damage from falling and gain a +2 circumstance bonus to saving throws against effects with the air trait.

5TH LEVEL

GARUDA'S SQUALL

FEAT 5

AASIMAR LINEAGE

Prerequisites Plumekith

Garudas' marksmanship and magic are second nature to you. Whenever you critically hit using a bow, you apply the weapon's critical specialization effect.

HEALER'S HALO

FEAT 5

AASIMAR

Prerequisites Halo^{APG}

Trigger You or allies within 30 feet recover Hit Points while your halo is active. Your halo can enhance positive energy. Creatures who have recovered Hit Points from a positive healing effect recover an additional 1d6 Hit Points. Creatures who benefit from this power become temporarily immune to its effect for the next 10 minutes.

TRANQUIL SANCTUARY

FEAT 5

AASIMAR

Prerequisites Idyllkin

Whenever possible, you follow the serene path and encourage others to do the same. You can cast *sanctuary* once per day as a 1st-level divine innate spell.

9TH LEVEL

AGATHION MAGIC

FEAT 9

AASIMAR

Prerequisites Idyllkin

The harmonious magic of Nirvana flows through you. You can cast *animal form* and *calm emotions* each once per day as 2nd-level divine innate spells.

CALL OF ELYSIUM

FEAT 9

AASIMAR

Prerequisites Musetouched

The wild wonder of Elysium harmonizes within you, and in dire straits, you can share its benefits with your allies. Your Speed increases by 5 feet; the Speed increase from this feat isn't cumulative with any Speed increase from your ancestry feats (such as Nimble Elf). Allies who begin their turn in combat adjacent to you gain a +5-foot status bonus to their Speed for the round.

GARUDA MAGIC

FEAT 9

AASIMAR

Prerequisites Plumekith

You are descended from the wondrous garudas, and their keen senses manifest in your magical prowess. You can cast *blur* and *see invisibility* each once per day as 2nd-level divine innate spells.

PERI MAGIC

FEAT 9

AASIMAR

Prerequisites Emberkin

The shimmering embers of the righteous peris crackle at your fingertips. You can cast *glitterdust* and *status* each once per day as 2nd-level divine innate spells.

13TH LEVEL

ENFORCED ORDER

FEAT 13

AASIMAR

Prerequisites Lawbringer^{APG}

You never fail to strike down the ever-expanding reaches of chaos. All your weapon and unarmed Strikes deal 1 additional lawful damage and have the lawful and magical traits.

FLAME JUMP

FEAT 13

AASIMAR CONCENTRATE DIVINE EXPLORATION FIRE MANIPULATE TELEPORTATION

Prerequisites Emberkin

Frequency once per day

Your peri lineage has opened your mind to fire's raw, purging essence. You can spend 1 minute in focused preparation, then enter a fire your size or larger to instantly teleport to any fire that is your size or larger up to 5 miles away. You take no damage from entering or exiting fires when using this ability. Once you enter the fire, you instantly know the rough locations of other large fires within range and can exit from the original fire, if you prefer. You can't carry extradimensional spaces with you when you teleport; if you attempt to do so, the activity fails.

PURGE SINS

FEAT 13

AASIMAR

Frequency once per day

You call on your celestial forebears to rid your body of all toxins and impurities. For each disease or poison currently affecting you, attempt a Religion check to counteract that disease or poison. As normal, your counteract level is equal to half your level, rounded up.

TRUESPEECH

FEAT 13

UNCOMMON AASIMAR

Prerequisites Angelkin^{APG}

It is paramount that you are understood and you understand others; language need not impede your message. You can cast *tongues* as a 5th-level divine innate spell once per day on yourself only. You gain a +1 status bonus to Diplomacy checks for the duration of the spell when speaking to creatures with whom you already shared a language before casting.

17TH LEVEL

RADIATE GLORY

FEAT 17

AASIMAR DIVINE EVOCATION LIGHT VISUAL

Your inherent glory radiates into the world with all the divine power of the celestial planes for 1 minute. Any creature that can see you while you Radiate Glory must attempt a Will saving throw against your class DC or spell DC, whichever is higher. The creature then becomes temporarily immune to this effect for 24 hours.

Critical Success The creature is unaffected.

Success You are concealed to the creature for 1 round by the shining light, but can't use this concealment to Hide, as normal for when your location is obvious.

Failure As success, except you are concealed to the creature while your glory radiates.

Critical Failure You are hidden to the creature while your glory radiates, lost amid the radiant corona of your presence. Your general position is still obvious, so you can't use this to Sneak.

DIVINE PRESSURE

Societies expect great destinies from aasimars, and the pull of their celestial tether guides them towards noble pursuits. Most aasimars embrace these impulses, looking to prove themselves by answering the call. But this intense pressure from their peers and the celestials above may cause an aasimar to shirk their birthright and flee their homes, overwhelmed. There are also aasimars who resist the celestial call entirely, acting as a force for evil to spite their heritage.

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AZARKETI

The proud and secretive azarketis descend from the Azlanti survivors of Earthfall. Physically mutated by their greatest enemies, alghollthus, to survive underwater, azarketis unknowingly traded annihilation for centuries of enslavement. Though they've escaped subjugation, azarketis are tied to the ocean but drawn to the shore, torn between two worlds in a way they can't wholly reconcile.

AZARKETIS OF THE INNER SEA

Azarketi territory spreads across the globe, but most live in the Arcadian Ocean, Inner Sea, and the ruins of Azlant. These ambitious survivors refuse to embrace complacency and tend toward logic and adaptability. Wary of being enslaved or manipulated by their neighbors, they value freedom and privacy.

ALVADNA

Adapted to survive in the dark, crushing ocean depths, Alvadna azarketis live in deep sea trenches, where their large, sedentary communities protect them and enable their reclusive tendencies. They subsist primarily on gelatinous lifeforms, such as sea cucumbers, jellyfish, and xenophyophores but also consume eels, fish, and starfish. As they adapted to their home depths, Alvadnas developed semi-translucent skin and overly large eyes. They bind marine snow into thin sheets to craft spartan clothes and fishing nets, which they illuminate with bioluminescent bulbs. These azarketis also frequent underwater volcanoes, using their control over water to shape molten lava into tools and weapons.

Alvadnas typically have the ancient scale, benthic, or murkeyed azarketi heritage.

ERAVAR

Confined to much smaller waterways than other azarketis, Eravars live in rivers, swamps, lakes, and other inland bodies of water. Brown-skinned and sedentary, Eravars build their homes at the bases of waterfalls or in caverns behind them, along the banks of fertile riverbeds or half-submerged in warm marshes and swamps. They grow crops and rear livestock for food. Eravar azarketis have a fondness for pets, raising birds, fish, and aquatic mammals along with other domesticated animals. Social and gregarious, Eravars happily trade tales and goods with outsiders.

Eravars most often have the river, inured, or mistbreath azarketi heritage.

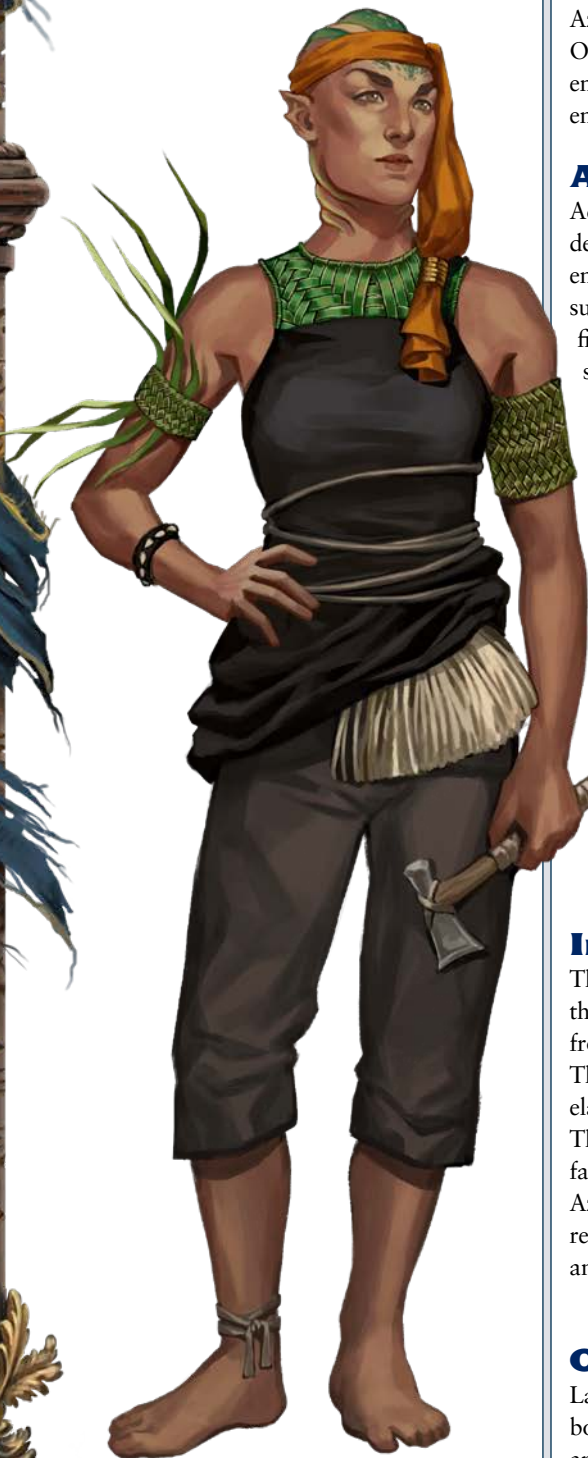
INZENTI

The most commonly found azarketis, Inzenti live in temperate waters throughout the Arcadian Ocean and Inner Sea. Inzenti's skin tones range from human hues to shades of pearlescent white, blue, green, pink, or yellow. They have expressive brow ridges and vibrant purple eyes, and they favor elaborate circlets, anklets, and wristbands crafted from gold, coral, and pearl. Their cities of coral and seaweed sprawl across the ocean floor, surrounded by farms of crustaceans, fish, and oysters. Inzenti hold great reverence for their Azlanti origins and avidly study their ancestors' culture and history, making regular pilgrimages to Azlanti ruins, sunken shipwrecks, and coastal museums and universities.

Inzenti most often have the benthic, spined, or thalassic azarketi heritage.

OZALON

Large decorative fins crest the heads of Ozalon azarketis, who appear as bold and beautiful as coral. They inhabit the warm waters of the Fever Sea and southern Arcadian Ocean. Ozalons live in reefs and seaweed forests but



regularly stroll onto sandy beaches to sunbathe and supplement their seafood diet with tropical fruits. They typically wear little beyond simple skirts of seaweed and have a preference for bracelets made of coral and shells. Ozalon azarketis possess extensive knowledge of the toxins harvestable from sea creatures; many can also read the weather and use this aptitude to avoid or prepare for hurricanes and ocean storms.

Ozalons often have the spined, tactile, or thalassic azarketi heritage.

USENA

Short and broad with mottled blue, brown, or gray skin, Usena azarketis live in the frigid waters of the Steaming Sea. A thin layer of blubber lays beneath their tough, rubbery flesh, and a dense crop of short hair grows atop their heads in place of fins. Usenas wear waterproof, formfitting suits crafted from seal pelts or sharkskin and typically live in small, submerged homes carved from ice. During winter, they reside under the sea ice and hunt bears, fish, seals, sea birds, and walrus. In spring, they work with other families to hunt schools of fish, sharks, and whales at sea. Each night, Usenas surface to stargaze while sharing stories and songs. They often worship Desna or the empyreal lords Pulura and the Black Butterfly.

Usenas typically have the benthic, murkeyed, or tactile azarketi heritage.

AZARKETI HERITAGES

The following heritages are available to azarketis.

INURED AZARKETI

Your ancestors had to survive in polluted water that made every breath noxious. You gain poison resistance equal to half your level (minimum 1). Furthermore, you can survive outside of water for 72 hours before you begin to suffocate.

MURKEYED AZARKETI

You live in murky waters and have grown accustomed to life in a low-visibility environment. You need only a successful DC 3 flat check when targeting a concealed creature and a successful DC 9 flat check when targeting a hidden creature.

SPINED AZARKETI

Your fins conceal launchable toxic spines. You have a spine ranged unarmed attack with the unarmed trait that deals 1d4 poison damage, has a range increment of 10 feet, and is in the dart weapon group.

TACTILE AZARKETI

Your skin can detect the slightest changes in ocean currents. You gain imprecise wavesense (*Bestiary* 344) with a range of 30 feet, allowing you to sense motion in the water around you. You also gain a +1 circumstance bonus to Survival checks to Sense Direction in aquatic environments.

ANCESTRY FEATS

The following ancestry feats are available to azarketis.

1ST LEVEL

ANCESTRAL INSIGHT

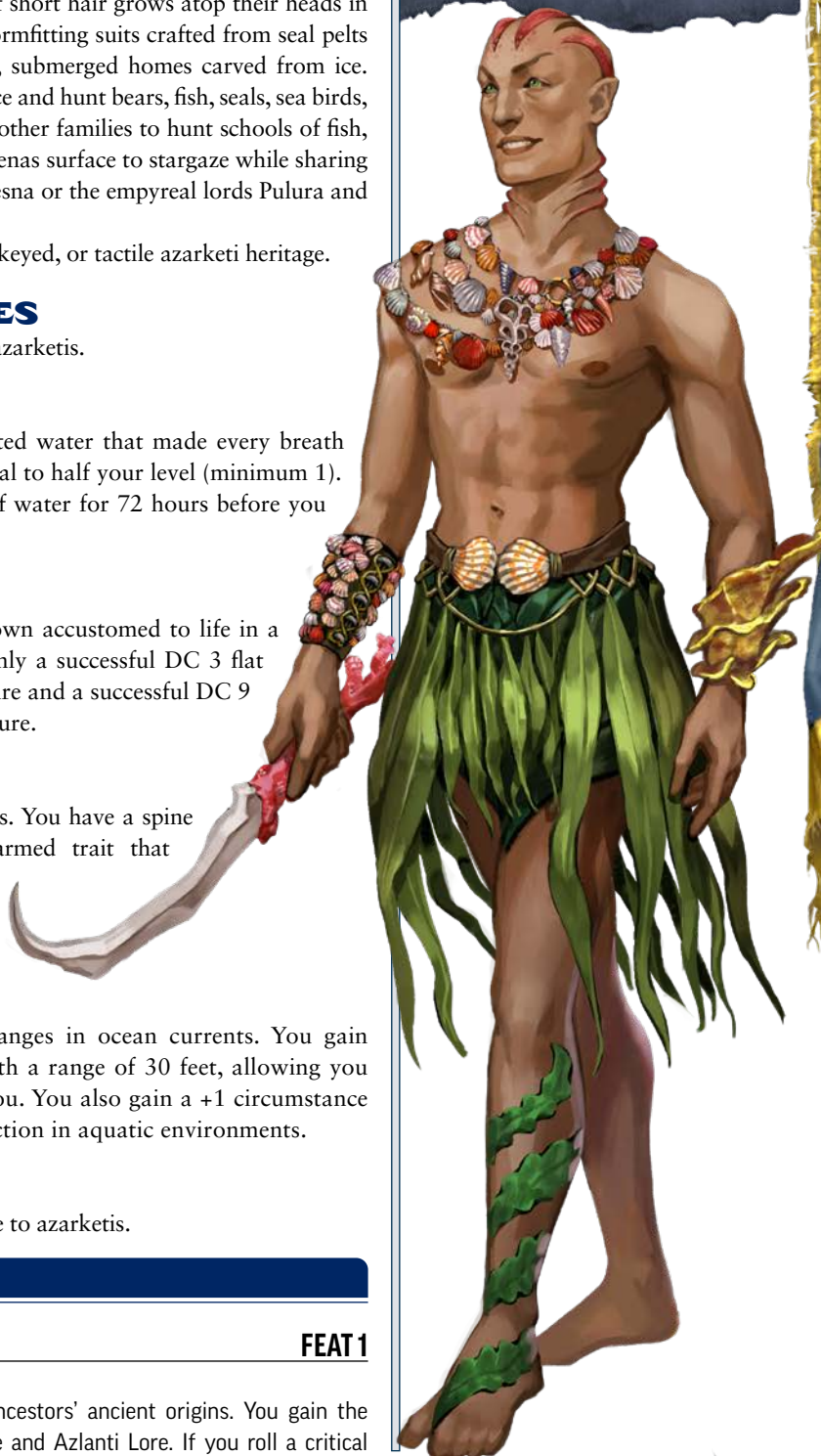
FEAT 1

AZARKETI

You have extensive knowledge of your ancestors' ancient origins. You gain the trained proficiency rank in Alghollthu Lore and Azlanti Lore. If you roll a critical

LEGACY OF AZLANT

Directly descended from the people of Azlant, azarketis have preserved their ancestors' culture through art, oral traditions, songs, and stories. Azarketi scholars study the history of Azlant and Earthfall, elders recite tales of Azlanti legends, and musicians sing songs to long-lost gods. Most azarketis know the location of the nearest Azlanti ruin, and many possess a piece of Azlanti jewelry.



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OTHER SEA CREATURES

Azarketis are one of many ancestries to live beneath the water's surface. They have the most contact with locathahs, humanoid fish-folk with an easygoing, friendly demeanor. Azarketis find merfolk territorial neighbors, though their shared private tendencies lead to mostly amicable relations. Together they combat their shared enemies, the monstrous but intelligent sahuagins.



failure on an Alghollthu Lore or Azlanti Lore check to Recall Knowledge, you get a failure instead.

HYDRAULIC DEFLECTION

FEAT 1

ABJURATION AZARKETI CONCENTRATE PRIMAL WATER

Drawing moisture from the atmosphere, you create a disc of hovering water that deflects attacks. You gain a +1 circumstance bonus to AC until the start of your next turn.

PELAGIC APTITUDE

FEAT 1

AZARKETI

You've learned special tricks to survive underwater. You gain the trained proficiency rank in Survival. When in an aquatic environment, if you roll a critical failure on a Survival skill check to Sense Direction or Subsist, you get a failure instead.

STRIKING RETRIBUTION

FEAT 1

AZARKETI

You have an appropriately intense hatred for alghollthus. You gain a +2 circumstance bonus to damage with weapons and unarmed attacks against creatures from the alghollthu family and those that serve alghollthus (the GM determines which creatures serve an alghollthu). In addition, if an alghollthu successfully affects you or one of your allies within 60 feet with an enchantment, your circumstance bonus to damage against that alghollthu increases to +4 for 1 minute.

5TH LEVEL

AQUATIC CONVERSATIONALIST

FEAT 5

AZARKETI

You can ask questions of, receive answers from, and use the Diplomacy skill with animals with the amphibious or aquatic traits. You gain a +1 circumstance bonus to Make an Impression on such animals.

MARINE ALLY

FEAT 5

AZARKETI

You've befriended a sea creature, which becomes magically bonded to you. You gain a familiar. The type of creature is up to you, but one of its abilities must always be a swim Speed or the amphibious familiar ability.

WATER CONJURATION

FEAT 5

AZARKETI

You carry the ocean with you wherever you go. You can cast *create water* as a primal innate spell once per day. Each time you cast *create water*, you choose if you create fresh water or salt water.

9TH LEVEL

AZARKETI PURIFICATION

FEAT 9

AZARKETI

You can cast *purify food and drink* as a primal innate spell, but only on liquids. You can cast this spell once every 10 minutes. You can also use your innate *purify food and drink* on a touched creature instead of a liquid to purify their blood, giving that creature a +2 status bonus for 1 minute on their ongoing saves against poisons already present in their body when you cast the spell.

WATER DANCER

FEAT 9

AZARKETI

You glide through the water with graceful ease. When in an aquatic or swamp environment, you ignore the effects of non-magical difficult terrain. In addition, swimming up or down isn't difficult terrain for you.

WATER STRIDER

AZARKETI PRIMAL TRANSMUTATION WATER

Water cradles your every step, allowing you to walk on its surface. Stride up to your Speed. During your movement, you can move across liquids that don't support your weight. If you end your movement on a surface that can't support you, you fall into the liquid at the end of your movement. You can increase the number of actions to 3 to Stride up to three times your Speed.

13TH LEVEL

AQUATIC ADAPTATION

AZARKETI CONCENTRATE PRIMAL TRANSMUTATION WATER

Frequency once per day

If you and up to four other creatures are in contact with a body of water deep enough for you to fully submerge, you can spend 10 minutes adapting the creatures to that specific body of water. This allows them to breathe normally while within that body of water and protects them from deep ocean pressure. These effects last until the creatures are no longer in contact with that body of water or until you use this ability again, whichever comes first for each creature.

AQUATIC CAMOUFLAGE

FEAT 13

AZARKETI

You blend into the waves. While fully submerged in water, as long as an observer is at least 20 feet away from you, you don't need cover from that observer to Hide or Sneak.

HYDRAULIC MANEUVERS

FEAT 13

AZARKETI CONCENTRATE MANIPULATE PRIMAL TRANSMUTATION WATER

You batter your foes with a torrent of water siphoned from your surroundings. If the next action you take is an Athletics check to Disarm, Shove, or Trip, that action has a range of 15 feet. You don't receive any item bonuses to that check or any circumstance bonuses related to your physical body, but if you roll a critical failure on that Athletics check, you get a failure instead.

MIST STRIDER

FEAT 13

AZARKETI

Prerequisites Water Strider

You condense the moisture in the air, solidifying it so it can hold your weight. When you use Water Strider, you can walk on air. You can ascend and descend at a maximum of a 45-degree angle. You still fall at the end of your movement if you don't end on a surface that can support you, as normal for Water Strider.

REHYDRATION

FEAT 13

AZARKETI PRIMAL TRANSMUTATION WATER

Frequency once per day

You surround your body with a thin layer of water drawn from the moisture in the air. You can spend one hour resting to rehydrate your gills and skin, which counts as submerging your body in water. At the GM's discretion, incredibly dry areas, such as deserts, might not have enough moisture in the air for your Rehydration to work.

17TH LEVEL

UNDERWATER VOLCANO

FEAT 17

AZARKETI

You can cast *volcanic eruption* as a 7th-level primal innate spell once per day, except that you can only evoke the volcano on the floor of a body of water, and the effects that normally happen to flying creatures happen to swimming creatures instead.

FEAT 9

ALGHOLLTHUS

Azarketis have a complex relationship with alghollthus, who saved but then enslaved their people. Alvdnas have the greatest chance of meeting an alghollthu face to face. Azarketi sentiments toward these creatures vary: some fight fiercely against their ancient enemies; others bargain for power or safety, or even serve through compulsion.

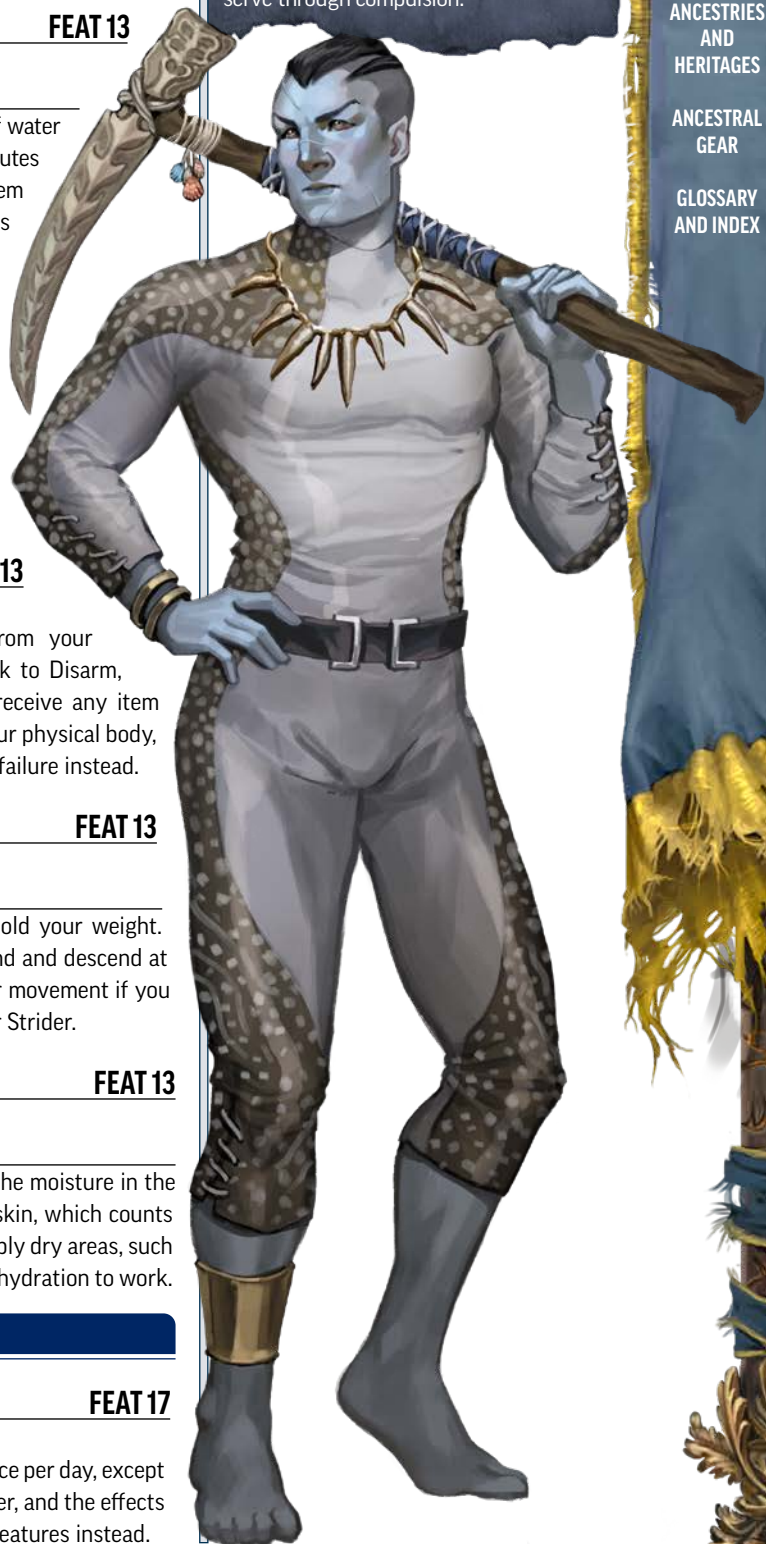
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CATFOLK

Believed to originate somewhere in central or southern Garund, catfolk—known amongst themselves as amurrans—live everywhere around the Inner Sea. Catfolk legends claim that when Golarion was first created, the gods made catfolk to be guardians tasked with hunting threats to the young world. They consider their nation of Murraseth in southern Garund their hereditary home, though the allure of travel appeals to many catfolk. Propelled by their culture of discovery and bursts of restless energy, they've spread across the world since ancient times, pursuing their love of company and their ancient sense of duty.

CATFOLK OF THE INNER SEA

The ancient catfolk diaspora has established distinct cultures and ethnicities around the world, though many of them live among other humanoids so consistently that they rarely form separate settlements.

ASKEDHAKI

Askedhakis are diaspora catfolk commonly found in Vudra, Jalmeray, and Nex. They tend to have striped hair or fur and wear light clothing suitable for travel in oppressive heat and humidity. Most eke out their living as nomadic traders, but their warriors traditionally hunt tigers, rakshasas, and other creatures that prey on humanoids. As a mark of prestige and culture, Askedhakis usually wear the most expensive jewelry they can afford in a variety of styles. They view long fangs as an attractive sign of strength, and their artists and artisans have developed various techniques for enhancing one's fangs with metal. Askedhakis typically have the clawed or flexible catfolk heritage and often take the Saber Teeth ancestry feat.

MITZENKI

Mitzenkis are indigenous to the Crown of the World and nearby arctic regions, such as Iobaria and northern Arcadia. They often appear taller and brawnier than most other catfolk, and they have either striped or spotted fur that ranges from white to lightly colored. Their home

conditions mean these catfolk rarely encourage leaving their communities or traveling abroad, so they like to know everything about their community and neighbors. Mitzenki armor, weapons, and clothing traditionally feature leather and prominent bones.

Mitzenkis overwhelmingly have the winter catfolk heritage.



QITTAJ

The diasporic Qittaj catfolk are most common in Kelesh, including some parts of eastern Qadira. They tend to have yellow or green eyes and striped bronze or yellow fur. They frequent the busy, sunny marketplaces of Katheer and other major cities as well as journey through major travel hubs and oases across the empire. Qittaj catfolk also use surnames, an unusual practice among their kind, generally taking on an ancestor's title as the clan surname. They're also some of the most religious catfolk, often worshipping Sarenrae.

Qittaj catfolk typically have the nine lives or sharp-eared catfolk heritage.

SETHURRIL

Sethurrils are the most populous catfolk ethnicity in Garund and Avistan. Their ancestral home of Murraseth has stood as a rich and influential cultural touchstone since the Age of Darkness, leading many amurrans to equate catfolk culture with Sethurril culture. Sethurril fashion favors eye-catching, multicolor garments with puffy sleeves or flowing cloaks. They're especially likely to worship Desna, whom they depict as a kindred catfolk explorer and hunter of the monsters lurking at the world's edges.

Sethurrils most often have the jungle or hunting catfolk heritage.

SHEMTEJ

Many believe Shemtej catfolk to be the favored children of Bastet and wardens of dangerous spirits bound in the remote deserts of Osirion, Thuvia, and Rahadoum. Male shemtej catfolk are known for growing full, leonine manes. Their culture prioritizes free love, and Shemtejes largely disavow formalized marriage in favor of more fluid relationship structures. Nomadic family groups known as trains constantly change membership. Lovers come and go, children grow up and seek their own paths, and elders leave to pursue their personal goals.

Shemtejes often have the nine lives or liminal catfolk heritage.

CATFOLK HERITAGES

As a catfolk, you can select your heritage from among the following.

FLEXIBLE CATFOLK

You've inherited flexibility beyond that of most humanoids. You don't treat tight spaces that don't require you to Squeeze as difficult terrain. In addition, you get a +1 circumstance bonus to checks when you attempt to Escape.

LIMINAL CATFOLK

You've inherited a closeness to the far corners of the world, where the boundaries between dimensions grow thin. You can cast *detect magic* as an occult innate cantrip heightened to half your level, rounded up. You also gain a +1 circumstance bonus to Occultism checks to Recall Knowledge about creatures that originated outside of the Material Plane.

SHARP-EARED CATFOLK

You were born with big, expressive ears that move with your moods and perk up at any unexpected sound. You gain a +2 circumstance bonus to locate undetected creatures that you could hear within 30 feet with a Seek action. As long as you're aware of a creature via sound, once per round, your ears can help you Point Out the creature to all allies as a free action.

OTHER CATFOLK

Numerous catfolk ethnicities exist beyond the Inner Sea. The black-spotted Guarrxil of southern Arcadia are renowned for their principled mercenary companies and heroic rangers. The mysterious Caimurru of the western Arcadian coast trade more with First World caravans than with other mortals. The Lyashtaki catfolk of the Valashmai Jungle sometimes make treks far from the jungle via coast-hopping boats.

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CATFOLK LUCK

Catfolk are known for their luck, which they traditionally draw from spirits of creation that they've pleased or emulated. Many catfolk tend to experience this luck as an insistent urge that feels like a warning from a benevolent presence they can't perceive. Others experience it as a reflexive awareness of danger beyond their normal senses. More spiritual catfolk try to tune into the warnings from the spirits of fortune through an art known as serendipity reading.



CATFOLK ANCESTRY FEATS

As a catfolk, you can select from among the following ancestry feats.

1ST LEVEL

CAT NAP

FEAT 1

CATFOLK CONCENTRATE EXPLORATION

You can briefly sleep to regain your energy quickly. Once per hour, by sleeping for 10 minutes, you can gain temporary Hit Points equal to your level that last for 10 minutes.

CATFOLK DANCE

FEAT 1

CATFOLK

You have a habit of always being in the way when other creatures attempt to move. Attempt an Acrobatics check against an adjacent creature's Reflex DC.

Critical Success The target creature gains a -2 circumstance penalty to Reflex saves and is flat-footed until the start of your next turn.

Success The target creature gains a -2 circumstance penalty to Reflex saves until the start of your next turn.

SABER TEETH

FEAT 1

CATFOLK

You have long fangs, natural or augmented. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the unarmed trait.

WINTER CAT SENSES

FEAT 1

CATFOLK

Prerequisites winter catfolk heritage^{APG}

Your eyes are keen and accustomed to winter conditions. You ignore concealment caused by ice and snow.

5TH LEVEL

FOCUSED CAT NAP

FEAT 5

CATFOLK

Prerequisites Cat Nap, focus pool

When you Cat Nap, you can also Refocus as you dream of a relevant activity.

GRACEFUL GUIDANCE

FEAT 5

CATFOLK

You can demonstrate how to quickly twist out of the way of dangerous effects. You can use the Aid reaction to grant a bonus to an ally's Reflex save. As usual for Aid, you need to prepare by using an action on your turn to encourage the ally.

LUCKY BREAK

FEAT 5

CATFOLK

Prerequisites Cat's Luck^{APG}

You catch yourself as you make a mistake. You can trigger Cat's Luck when you fail or critically fail on an Athletics or Acrobatics skill check, in addition to its normal trigger. When you do, you reroll the triggering skill check and use the better result. This still counts against Cat's Luck's frequency, as normal.

PRIDE HUNTER

FEAT 5

CATFOLK

You avoid the attention of creatures focused on your allies. You can use lesser cover from your allies to Hide.

9TH LEVEL

EVADE DOOM

FEAT 9

CATFOLK

You can elude supernatural disaster. When you would gain the doomed condition, you can attempt a DC 17 flat check. On a success, you don't gain the doomed condition.

NO EVIDENCE

FEAT 9

CATFOLK

Prerequisites expert in Survival

You leave little sign when attempting to remain unseen. When you Avoid Notice, you also gain the benefits of Cover Tracks unless you choose not to.

PREDATOR'S GROWL

FEAT 9

CATFOLK

Prerequisites expert in Intimidation

Trigger You successfully Seek a hidden or undetected creature.

You give a throaty growl to attempt to Demoralize a creature you just found. You don't take the -4 penalty for not sharing a language with the creature.

SENSE FOR TROUBLE

FEAT 9

CATFOLK

Prerequisites Cat's Luck^{APG}

You can tell when something's off. You can trigger Cat's Luck after you roll initiative, in addition to its normal trigger, to reroll your Initiative and take the higher of the two results. This still counts against Cat's Luck's frequency, as normal.

SILENT STEP

FEAT 9

CATFOLK **FLOURISH**

You vanish with silent treads. You Step, then Hide or Sneak. You still need to meet the requirements to Hide or Sneak, as normal.

13TH LEVEL

INSPIRIT HAZARD

FEAT 13

CATFOLK **CONCENTRATE** **OCCULT** **TRANSMUTATION**

Frequency once per day

Trigger You Disable a hazard.

Requirements The hazard isn't broken.

You awaken a spirit of creation within the hazard. You learn the hazard's effects. Once in the next 10 minutes, when you observe a creature take an action that would trigger one of the hazard's reactions or free actions if you hadn't Disabled it, you can use a reaction to rearm the hazard, causing the observed creature to trigger it immediately.

17TH LEVEL

ELUDE TROUBLE

FEAT 17

CATFOLK

Trigger A creature misses you with a melee attack.

You slip through your foe's opening. Stride up to your Speed. This movement doesn't trigger movement-based reactions from the creature that missed you.

TEN LIVES

FEAT 17

CATFOLK

Prerequisites Evade Doom

When your character would die, you can attempt a DC 17 flat check. On a success, you're instead reduced to 0 HP and a dying value 1 less than would normally kill you (typically dying 3). This doesn't change the result for any other creature affected.

MURRASETH

Murraseth is the largest of several remote catfolk-majority city-states in central Garund. Even distant catfolk take pride in its guilds and its Houses of Names—labyrinthine, live-in galleries for artists and performers who retell catfolk discoveries and tales. Many catfolk consider visiting a House of Names an important life milestone.

Guilds dominate Murraseth. Perhaps the most distinctive of these groups is the Circle of Lifeshapers, comprised of polymorph specialists and healers.



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CHANGELING

Changelings are the children of the monstrous crones known as hags; they received their name from their hag mothers' habit of stealing babies and leaving changelings behind in the empty cradles. While some changelings are left as foundlings or even given as gifts to hopeful couples, the changeling tale of abduction permeates Golarion's cultures for all-too-real reasons. Raised by parents possibly unaware of their nature, a young changeling often grows up in uncertainty and isolation. Some changelings might be shunned for their eccentricities, and many push others away for not understanding their feelings and desires. However, those who manage to get close to a changeling will find an intensely dedicated friend.

Changelings choose their paths in life as anybody might, but regardless of ancestry, the most common influence among changelings is ostracism.

Even changelings who receive unconditional love and acceptance usually experience subconscious feelings of unbelonging. Rare is the changeling who feels entirely at home among their community and peers; many leave their homes when the opportunity for travel or adventure comes, searching for somewhere they can fit in on their own terms. Perhaps for related reasons, changelings that work to reject their mothers' influence often prove the most accepting of others and forgiving to a fault; combined with a desperate desire for emotional intimacy, this accommodating nature has led more than one changeling to be taken advantage of by a "friend" they can't seem to stop forgiving. Many other changelings, whether by their nature or from being betrayed one too many times, have the opposite mentality and hold grudges to the bitter end.

Changelings can go through a life-defining experience known as the Call. When changelings reach a certain age, unless their hag mother was slain or has abandoned them entirely, they feel a psychic pull as their mother tempts them into becoming a hag. While changelings can resist the Call, its gnawing presence causes many to suffer long-term mental strain and emotional instability. As a result, however, changelings who avoid the Call frequently develop fierce willpower.

The Call can start as early as childhood, but for most changelings, it comes at the cusp of adulthood. Callow may receive it through the whisper of leaves, brine may hear it in the splash of surf, and moon may feel it in the shimmer of moonlight. The experience blends wanderlust with a desperate desire to find new horizons and unravel the world's mysteries, and it sharpens the longing for community and understanding that most changelings experienced throughout their youth. While the Call comes occasionally as an imperative, hags are cunning enough to know that a changeling brought forcibly to heel likely won't submit to the covenant ritual. As a result, the Call tempts more than it commands, feeling like a far-off wonder awaiting discovery.

The grand temptation, as folklore has labeled it, lies at the far end of the Call, when the changeling finally comes face-to-face with their mother. The hag often prepares for this moment by adopting a harmless facade, presenting herself as a kindly, old woman eager to meet her lost child. Through conversation or prior divinations, the hag intuitively understands the changeling's emotional vulnerabilities, using manipulation and deception to persuade them to submit to their inner spite and hatred. When the changeling is ready, the hag brings them to her coven.



CHANGELINGS OF THE INNER SEA

While changelings largely resemble other members of their father's ancestry, a few common tells still distinguish them. Their eyes are the best-known trait; nearly every changeling inherits a single eye's color from their mother, a trait referred to by superstition as the covenant sign. Tales claim that this eye serves as the link that facilitates the Call and that putting it out will save the child, but numerous one-eyed changelings—and, for that matter, one-eyed hags—can testify to the belief's falsehood.

In addition to the covenant sign, most changelings grow long, flowing hair that requires frequent trimming. They often appear especially striking for their ancestry, and many have a certain potent mystique. Changelings commonly dress to accentuate physical appeal even if they don't wish to use their appearance to their advantage, as some inherited instinct causes them to find intense emotional comfort in an alluring personal aesthetic.

Old tales describe changelings as exclusively women, but changelings of other genders are simply less common. Some might never learn of their nature as changelings since the Call disproportionately targets women. Nonetheless, changelings of any gender can undergo the covenant ritual and become hags. Perhaps because of this malleability, it's somewhat more common for changelings to feel drawn to a gender expression other than that which they were assigned.

Changelings appear among almost all ancestries. Changeling dwarves, most common in Chelias and Varisia, often have soft skin that never calluses, especially on their hands, which frequently causes them discomfort during hard labor. Changeling dwarves raised among their ancestral cultures are usually watched closely by the community for signs of their unnatural heritage, which drives many to settle elsewhere or become adventurers.

Changeling elves, most common in Kyonin and among the Ilverani, notably have strong and luxuriant hair, which can grow several feet annually to easily reach ankle-length or longer. While elf communities accept and even celebrate changeling elves, the common understanding that a changeling has replaced another baby leaves a bittersweet edge to their reaction, which many changelings mistake for secret hatred or mockery. Changeling elves often receive specialized training to resist the Call, and upon finding a changeling child, some communities immediately set rangers on the wicked mother's trail.

Unlike changelings of other ancestries, changeling gnomes rarely receive different treatment from their people, for better or worse. Most common in Absalom, Andoran, and throughout the Saga Lands, changeling gnomes are marked by unusually large eyes—even for gnomes—which other ancestries often find unsettling.

Goblins openly celebrate changelings of their ancestry, often calling them stormcrows or stormcrones (regardless of gender). Most common in Varisia, Iger, and the Shackles, changeling goblins typically appear taller and ganglier than other goblins, though their tendency to develop hunched backs more than offsets their height.

Found mostly in Andoran, Chelias, and Iobaria, changeling halflings attract a mix of intense suspicion and superstitious respect, and they're often assumed to have magic powers. Some communities pester their changelings for help with numerous problems, from warts to bad crops, driving them away in search of peace rather than excitement.

Changeling humans look especially slender and tall with long hair and limbs. They're most commonly viewed with suspicion, ostracized for their differences, and simultaneously resented for their advantages. The exception is in Irrisen, where changelings gain a measure of respect. While likely found anywhere, changeling humans drastically appear more frequently in Ustalav, Irrisen, and Brevoyn.

CHANGELING ADVENTURERS

Depending on their mother's choice of cradle, a changeling might grow up a farmhand or noble. Reclusive changelings might be artists, herbalists, tinkers, or hermits, while some find companionship as animal whisperers. More outgoing changelings might become charlatans or fortune-tellers or use their allure as merchants and entertainers.

Changelings carry the potential for occult sorcery via their hag blood; the bard's path offers similar magic. Many changelings who find beauty in nature become druids or rangers, while changeling rogues make master manipulators with lethal claws. Changelings might become paladins or redeemers to protect what they love.



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CHANGELING RELATIONSHIPS

Given their desire for emotional intimacy, romance and love are often major aspects of changelings' lives. Some flit from one tryst to another, while others find dedicated lovers and cling to them tightly—sometimes enough to drive them away. While some changelings use their mystique to manipulate others, such attempts all too often end with the changeling actually falling in love, only to become heartbroken when their lover discovers their earlier duplicity. Changelings rarely feel comfortable with a single partner despite their desire for commitment. The most comfortable relationship structure for many changelings involves the changeling and two or more people, each in a relationship with all other members. However, these changelings are acutely aware that their hag blood is the likely source of this desire.

ANCESTRY FEATS

The following ancestry feats are available to changelings.

1ST LEVEL

MAIDEN'S MENDING

FEAT 1

CHANGELING

Frequency once per minute

Trigger You cast a non-cantrip occult spell or an innate spell from a changeling ancestry feat.

You can tap into some of the magic that flows through your blood to give you new life. You gain a number of temporary Hit Points equal to half your level (minimum 1) that last until the end of your next turn.

MOON MAY

FEAT 1

CHANGELING LINEAGE

Your mother was a moon hag, a handmaiden of Groetus, and you have a single scarlet eye and a sliver of her supernal foresight. You can cast *guidance* as an occult innate cantrip. A cantrip is heightened to a spell level equal to half your level rounded up.

SNOW MAY

FEAT 1

CHANGELING LINEAGE

You're the child of a winter hag, with one blue-white eye and an affinity for rime and snow. When moving over ice or snow in arctic terrain, you always gain the benefits of the Cover Tracks action without needing to use the activity or having to move half your Speed. You don't treat icy terrain as uneven ground (though it's still difficult terrain for you), and you ignore difficult terrain caused by snow. Cold precipitation and environmental cold effects don't alter the time it takes for you to become fatigued.

VEIL MAY

FEAT 1

CHANGELING LINEAGE

Born of a blood hag, a fiery blood drinker hidden behind a false skin, you have one blood-red eye and the ability to slough off your appearance in an instant. You gain the Lie to Me skill feat, and you can shed a disguise quickly by peeling off the outer layer of your skin. Changing from a disguise used to Impersonate back to your true appearance is a 3-action activity for you; if you're an expert in Deception, it's a 2-action activity, and if you're legendary in Deception, it takes only a single action. This doesn't allow you to don or remove armor or other equipment any faster, but your physical appearance otherwise returns to its normal state.

VIRGA MAY

FEAT 1

CHANGELING LINEAGE

Born of a storm hag, you have one crystal-blue or rain-gray eye. You share your mother's power over wind and storm. You can cast *electric arc* as an occult innate cantrip. As normal, a cantrip is heightened to a spell level equal to half your level rounded up.

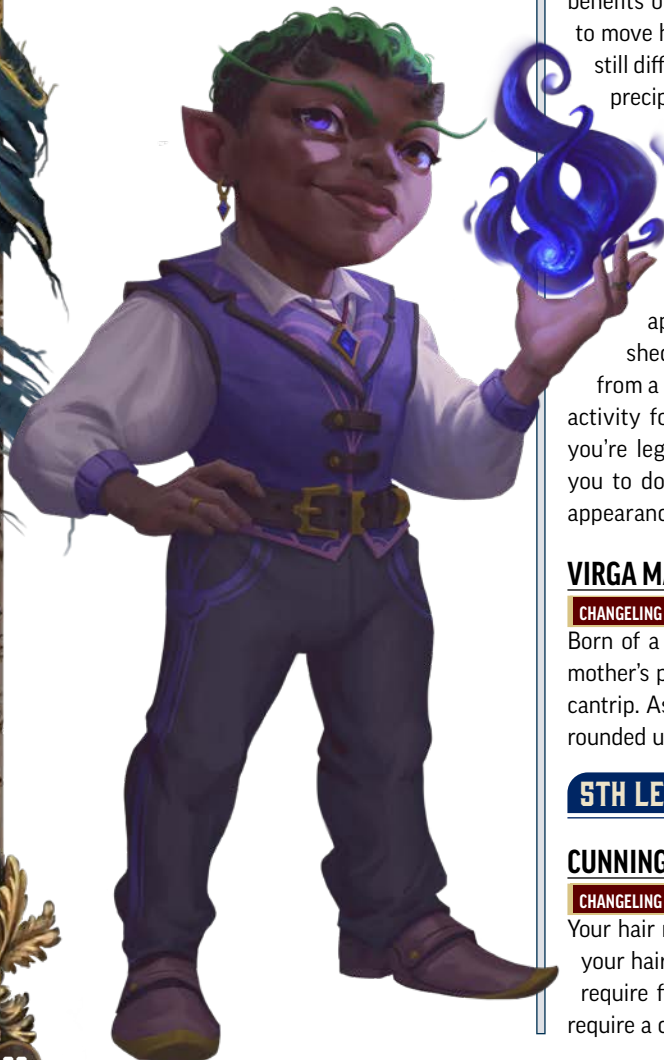
5TH LEVEL

CUNNING HAIR

FEAT 5

CHANGELING

Your hair moves under your control. You can perform simple Interact actions with your hair, such as opening an unlocked door. Your hair can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish, and you can't use it to hold items.



FAVORABLE WINDS ❖

FEAT 5

AIR CHANGELING CONCENTRATE OCCULT

Prerequisites Virga May

You wrap a shell of favorable wind around a weapon you wield. On your next Strike with a ranged weapon before the start of your next turn, you don't take circumstance penalties on the attack roll due to wind. In addition, if that weapon has a range increment of 10 feet or less, increase its range increment by 10 feet for that Strike.

9TH LEVEL

INVOKE THE ELEMENTS ❖❖

FEAT 9

CHANGELING EVOCATION PRIMAL

Prerequisites Brine May^{APG}, Snow May, Veil May, or Virga May

Frequency once per day

You summon an aura of shimmering heat, flurrying snow, crashing waves, or swirling wind and lightning. For 1 minute, you gain concealment against creatures more than 5 feet away, and any creature that ends its turn within 5 feet of you suffers 1d12 damage (basic Reflex save using your class DC or spell DC, whichever is higher). At 13th and 17th level, this damage increases by 1d12. A veil may changeling deals fire damage, a snow may changeling deals cold damage, a brine may changeling deals bludgeoning damage and the effect gains the water trait, and a virga may changeling deals electricity damage.



MOTHER'S MINDFULNESS ❧

FEAT 9

CHANGELING

Frequency once per minute

Trigger An adjacent ally is hit by an attack.

You have the protective instinct your own mother lacks and will gladly suffer in another's place. You interpose yourself in the attack's path. You become the target of the triggering attack and are automatically hit by the attack (or critically hit if the ally was critically hit), suffering the full effects in your ally's place.

13TH LEVEL

SPITEFUL RAKE ❖❖

FEAT 13

CHANGELING

Prerequisites claw unarmed attack

Requirements You have both hands free.

Your instincts sing of spite and malice, and you've learned a devastating trick: go for the eyes. You make a claw Strike. If you hit and deal damage, the target is dazzled for 1 round. On a critical hit, the target is instead blinded for 1 round and dazzled until restored to maximum hit points.

17TH LEVEL

CRONE'S CRUELTY

FEAT 17

CHANGELING

Filled with rancor and hate, you rend the minds of those who displease you. You can cast *warp mind* once per day as an occult innate spell.

STORMY HEART

FEAT 17

CHANGELING

Prerequisites Invoke the Elements

The elemental power in your blood is a raging storm. You can Invoke the Elements with a frequency of once per 10 minutes, rather than once per day.

CHANGELING ORIGINS

Changelings' rarity typically prevents them from gathering in numbers. While changelings can be found anywhere hags lurk, they're most common by far in Ustalav, Irrisen, and neighboring regions. The daughters of night hags and moon hags can arise far from any known hag activity thanks to their mothers' extraplanar origins, as can the spontaneously arising sorrow may.

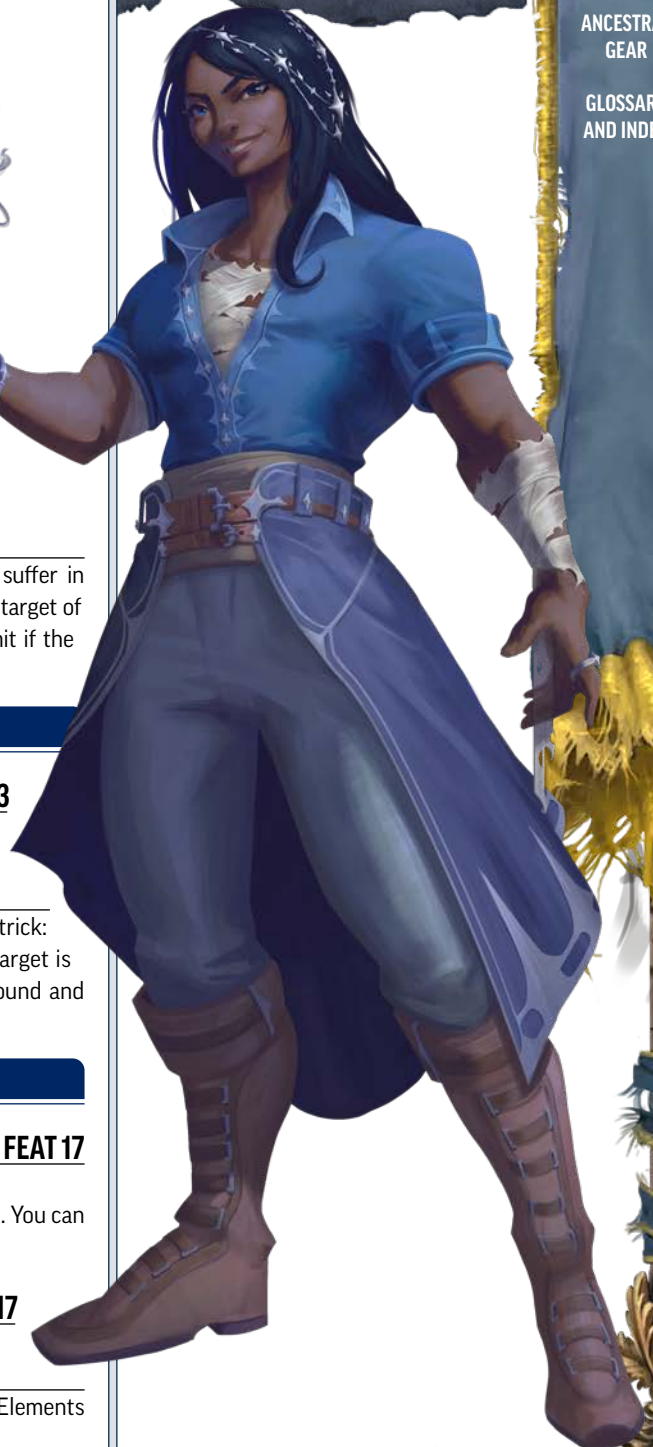
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DHAMPIR

Mortal, yet descended from immortals; living, but irrevocably shaped by undeath: dhampirs exist in a liminal space between two opposing forces. Many superstitious folk would say these half-dead, vampire-descended creatures shouldn't exist at all—but exist they do, despite their often-violent origins, carving out lives for themselves among all ancestries and across all cultures.

In most ways, dhampirs resemble their mortal parents. They retain their ancestry's size, general shape and build, and distinguishing features such as pointed ears, pronounced jawlines, thick facial hair, and the like. They hail from all ethnicities and all parts of the world, but a dhampir's skin and hair are always an ashen, bloodless reflection of their mortal parent's, lacking the warm tones that indicate life and vitality. Born with a hunger distinct from most mortal appetites, dhampirs trend toward slighter builds than their mortal counterparts. Their eyes are often colorless, with only pinpoint pupils, though some instead have gray, silver, or red eyes. Despite these eerie characteristics, most dhampirs embody an entrancing combination of physical grace and subtle charm.

Given their unusual origins, it's no surprise that dhampir societies are all but unheard of. Complex families occasionally form when a single vampire gives rise to several dhampir siblings, but most dhampirs exist in isolation. In the best of cases, a dhampir is raised as part of their mortal parent's society and faces all the prejudice that community bears toward a half-living child. Those born to strife and violence are often orphaned, abandoned, or cast out. Their eerie mannerisms and long lifespans only exacerbate the difficulties they face when integrating into a community, causing most dhampirs to keep their distance and remain detached from those around them.

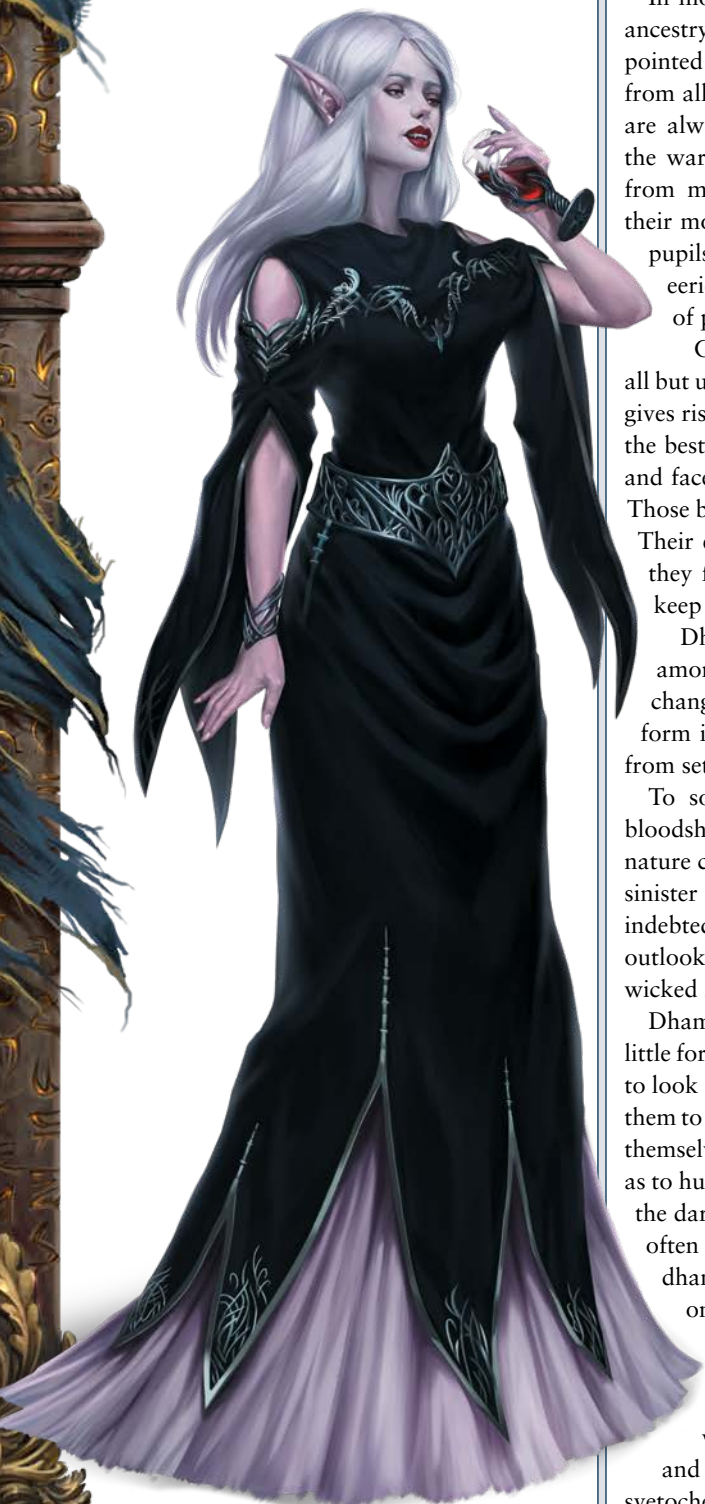
Dhampirs are outsiders in most cultures, and many find kinship among other people of mixed ancestry: half-elves and half-orcs, tieflings, changelings, and similar types. Rarely, small communities of dhampirs form in the shadows of particularly large cities or in wild hinterlands far from settled regions.

To some extent, a dhampir's existence is predicated upon death and bloodshed; even in the best of circumstances, their vampire parent's very nature compels them to feed upon the living, and many dhampirs have more sinister origins. This reality leaves dhampirs prone to feelings of guilt and indebtedness, which almost always have some sort of influence on their outlook, but otherwise a dhampir isn't beholden to their vampiric parent's wicked nature.

Dhampirs left to fend for themselves among a hostile populace often care little for questions of morality; these individuals have learned, out of necessity, to look out only for their own interests, and if their powers over others allow them to better survive, they might as well put them to use. Some strive to prove themselves to be more than the curse of their undead lineage, even going so far as to hunt down vampires and other undead. Others enthusiastically embrace the dark side of their origin and live a life of evil. Those who uphold a faith often patronize the deities worshipped by their mortal parents, though evil dhampirs often find inspiration in Urgathoa, whispered to have been not only the first undead but in fact the first vampire.

DHAMPIRS OF THE INNER SEA

On Golarion, dhampirs occur most often in those lands where vampires are most common: shadowy Nidal, the undead land of Geb, and the legendary gothic haunts of Ustalav. These regions are home to the svetoher children of moroi vampires; the offspring of nosferatu vampires



known as stravezeck; and the rare cel rau, descended from ancient strigoi vampires. In Tian Xia's Dragon Empires, dhampirs are most often ru-shi, descended from the breath-stealing jiang-shi vampires more common to that land. Adhyabhau dhampirs, creations of the rare vetalaranas—also called psychic vampires—are hardly found outside the Impossible Kingdoms of Vudra or, occasionally, Jalmeray.

Traditional dwarf culture maintains powerful safeguards against undead, including a long history of tomb guardianship that makes vampires relatively uncommon among most dwarf societies. Thus, dhampir dwarves are few and far between, typically emerging in areas where dwarves have lost control of their ancestral lands. Dhampir dwarves in traditional communities must find a way to prove themselves—often by becoming hunters of undead themselves—lest they be cast out from their homes.

Few elves would readily admit the extent to which their kind mingles with the undead masters of the night, but similarly, few elves would admit that they are just as easy prey to a vampire's charms and enchantments as any other. Elves make remarkably suitable companions for immortals, given their long lifespans, so it's no surprise that more dhampirs are born among elves than nearly any other ancestry besides humans. Dhampir elves find the pace of elf culture a suitable match for their own prolonged lifespans—though these communities are rarely welcoming to their half-dead kin.

Of all the ancestries dhampirs are born into, goblins are perhaps the most accepting of their half-living kin—largely because goblins vary so much that the physical features of a dhampir goblin are largely unremarkable. They are admittedly less common than dhampirs of most other ancestries, and their longevity is often balanced by the fact that dhampir goblins are no less reckless or ebullient than any other goblin.

As creatures suffused with vibrant life force, gnomes rarely deal with the undead, and so dhampir gnomes are remarkably rare. The infusion of undeath into such an exuberant ancestry mutes a dhampir gnome's color and vivacity, giving them an appearance and demeanor surprisingly similar to those few gnomes who have survived the Bleaching.

Halflings have long lived alongside humans, whether recognized or not. Since vampires lurk most frequently among human cultures, their influence extends out among halflings as well, leading to a population of dhampir halflings that would surprise most. The close-knit nature of many halfling communities means that dhampir halflings are less ostracized and face less discrimination than dhampirs of other ancestries, and the optimism of halfling culture encourages dhampir halflings toward a friendlier, more open disposition than most.

As vampires primarily exist among and draw from human cultures, dhampir humans are the most common of their kind, and they vary as much as human cultures do. Given this disparity, perhaps the only thing dhampir humans have in common is the distrust they face among most human communities, likely due to the fact that humans are a vampire's most common prey.

ANCESTRY FEATS

The following ancestry feats are available to dhampirs.

1ST LEVEL

ADHYABHAU

FEAT 1

DHAMPIR LINEAGE

You descend from the rare psychic vampires known as vetalaranas. Your forebear gained sustenance from the mental and emotional energy of living creatures, which manifests in you as powerful resistance to such effects. You gain a +1 circumstance

DHAMPIR ADVENTURERS

Outsider status combined with supernatural abilities make dhampirs natural adventurers. The criminal, hermit, nomad, and street urchin backgrounds are common among dhampirs, while those with better fortune might have the acolyte, noble, or scholar backgrounds. Dhampirs who practice magic are often undead-bloodline sorcerers, wizards of the necromancy school, or occasionally oracles^{APG} or witches^{APG}. Those who have learned to fend for themselves might be rogues or swashbucklers^{APG}, and those who seek to slay undead might choose champion or ranger.

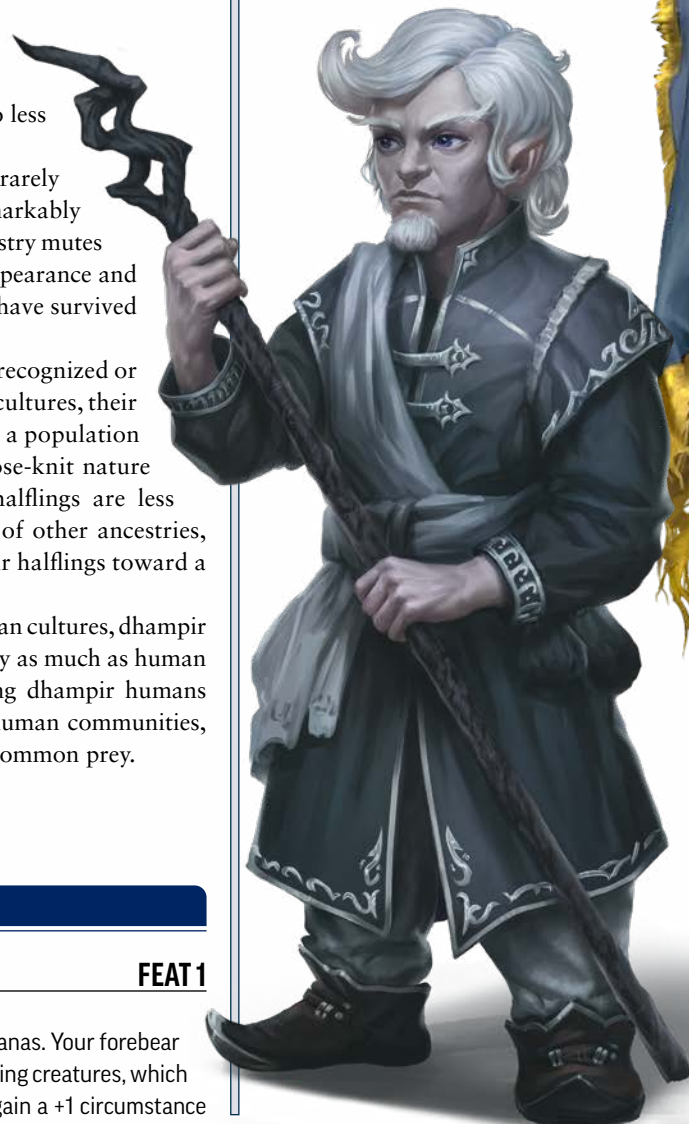
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DHAMPIR SETTLEMENTS

The Darklands city of Nemret Noktoria is home to a small, isolated enclave of dhampirs born to the city's vampire ambassadors. A similar dhampir community in the city of Kaer Maga welcomes kin from across the Inner Sea region. In Ustalav and the far reaches of Vudra, a few dhampir villages exist—but as the personal projects of vampires, these hamlets become horrors at night.

bonus to Will saves against effects with the emotion trait, and when you roll a success on a saving throw against such an effect, you get a critical success instead.

CEL RAU

FEAT 1

DHAMPIR **LINEAGE**

You are a cel rau, child of a strigoi, one of the first vampires to walk Golarion. Your heritage ties you to the Shadow Plane and grants you strange resilience to light and darkness alike. You gain a +1 circumstance bonus to saving throws against effects with the darkness, light, or shadow traits, and whenever you become dazzled or blinded for at least 2 rounds, you can reduce the duration by 1 round.

NOCTURNAL CHARM

FEAT 1

DHAMPIR

The supernatural charm of your vampiric progenitor hangs about you, and you've learned to use it on mortals. Against humanoids (or other creatures of your type, if you're not a humanoid), you gain a +1 circumstance bonus to Deception checks to Lie, and to Diplomacy checks to Gather Information and Make an Impression.

OLD SOUL

FEAT 1

DHAMPIR

Prerequisites at least 100 years old

Your immortal lineage has granted you a lifespan much longer than most mortals, and you've learned a lot along the way. You become trained in two skills of your choice.

RU-SHI

FEAT 1

DHAMPIR **LINEAGE**

You were born to a jiang-shi, one of the so-called hopping vampires found most often in Tian-Xia. Your parent had a supernatural obsession with counting small objects, which manifests in you as a preternatural gift for linguistics and mathematics. You are trained in Society and gain the Eye for Numbers skill feat (*Advanced Player's Guide* 206). If you would automatically become trained in Society (from your background or class, for example), you instead become trained in a skill of your choice.

5TH LEVEL

FEED ON PAIN ↻

FEAT 5

DHAMPIR

Prerequisites Adhyabhau

Frequency once per hour

Trigger You deal mental damage.

The psychic feedback of another creature's pain fills you with false life. You gain temporary Hit Points equal to half the mental damage you dealt from the triggering effect. If the triggering action dealt mental damage to multiple creatures, calculate these temporary Hit Points using the creature that took the most damage. You lose any remaining temporary Hit Points after 1 minute.

HOPPING STRIDE ↗

FEAT 5

DHAMPIR

Prerequisites Ru-Shi

You've internalized the hopping gait of your vampiric forebear. Stride up to a distance equal to your Speed - 10 feet. During this Stride, instead of moving through each space normally, you hop over every other square between your starting space and your ending space. These hops aren't high enough to jump over a creature or other significant obstacle in your way, but they avoid difficult terrain, hazardous terrain, pressure plates, or hazards on the ground or up to a foot above it in the spaces you hopped over.

TASTE BLOOD

FEAT 5

DHAMPIR NECROMANCY NEGATIVE

Prerequisites Cel Rau, Straveika, Svetocher, or another lineage from a vampire with the Drink Blood ability

You retain not only your vampiric parent's taste for blood but their ability to gain vitality from it. You drink fresh blood from a living humanoid creature, gaining temporary Hit Points equal to the target's level that last for 10 minutes. The target must succeed at a Fortitude save against the higher of your class DC or spell DC or become drained 1. Regardless of the outcome of this save, the target is temporarily immune to your Taste Blood for 1 day; further uses of this ability against the target don't increase the drained condition or grant you more temporary Hit Points.

To drink a creature's blood, either your last action must have been a fangs Strike that damaged the target, or the target must be restrained or unconscious and your last action must have been a Strike that dealt piercing or slashing damage to them. If the target is willing, they don't need to be restrained or unconscious for the latter.

Draining the life force from an unwilling humanoid creature is a greater violation than just drinking their blood. Taste Blood has the evil trait unless the target is willing or is an active foe in combat.

UNDEAD COMPANION

FEAT 5

DHAMPIR

Prerequisites an animal companion or a familiar

Your companion is also touched by undeath, a mix of a traditional companion and a skeleton, zombie, or stranger form of unlife. Your companion gains the undead trait instead of the animal trait and gains negative healing. It otherwise uses the normal rules for an animal companion or familiar; that means it can still be affected by many conditions or effects to which most undead are immune.

9TH LEVEL

SLIP INTO SHADOW

FEAT 9

DHAMPIR

Prerequisites ability to cast at least one spell with the darkness trait

Your shadow magic bleeds into the space around you. Whenever you cast a spell with the darkness trait, a lingering aura of shadows reduces bright light within a 5-foot emanation around you to dim light until the end of your turn. Like in natural dim light, you can use these shadows to Hide, but the aura still makes your overall position obvious, so you can't become undetected through the use of these shadows alone.

13TH LEVEL

DAYWALKER

FEAT 13

DHAMPIR

Whether through painstaking exposure, devoted prayer, or simple luck, you've found a greater affinity for life through the sun's light. When in an area of direct natural sunlight, your negative healing is suppressed, meaning you are healed by positive healing effects and harmed by negative energy.

17TH LEVEL

TWIST HEALING

FEAT 17

DHAMPIR

Prerequisites ability to cast *heal* and *harm*

Your connection to both life and undeath lets you twist the healing power of magic items to suit your own needs and aims. Whenever you Activate an Item to cast a *heal* spell, you can invert its energy to produce the effects of an equivalent *harm* spell instead.

STRIGOI

The first vampires arrived on Golarion from the Shadow Plane, but most have died out, gone into hiding, returned to the Shadow Plane, or evolved into modern vampires. Those ancient few who retain their original form are called strigoi. These vampires aren't destroyed when exposed to sunlight—instead, they enter a dormant state from which they rise again at nightfall.

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DUSKWALKER

Once, having been convinced by a powerful olethros advocate, a yamaraj psychopomp judge decreed that, after death, certain souls could reincarnate and walk Golarion once more. The children of this ancient pact became known as duskwalkers. In their previous incarnation, every duskwalker somehow served the cycle of life and death—but their time was cut short until the machinery of psychopomp bureaucracy gave them another life. Born anew, each duskwalker appears near the site of their past existence, a strange child with an old soul and an uncertain destiny.

DUSKWALKERS OF THE INNER SEA

Even by the generous standards in the Inner Sea region, duskwalkers have odd upbringings. They come into existence with some measure of their past incarnation's memories, but they have roughly the faculties and form of an 8-year-old child. Each duskwalker once had a specific destiny—but these destinies have failed in the Age of Lost Omens, and duskwalkers are under no obligation to follow them. In fact, only a few duskwalkers ever receive any sort of guidance from

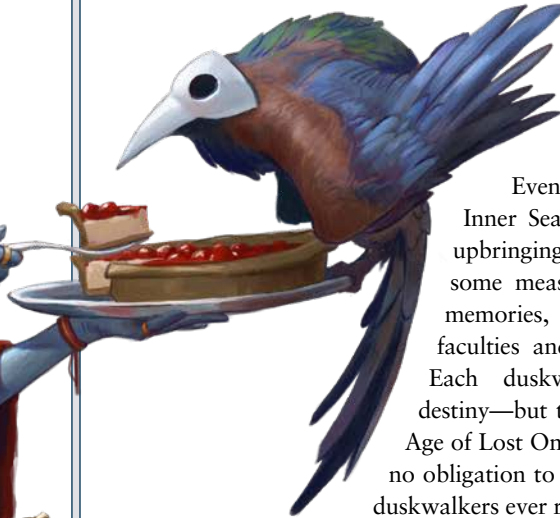
psychopomps or the Boneyard during their lives.

Duskwalkers are perhaps the rarest planar scions, with many going their entire lives without meeting others of their kind. As a result of their unique reincarnation, however, duskwalkers who do meet feel a strong sense of shared identity. Duskwalkers tend to be hesitant to discuss their origins—not out of shame or fear, but simply because the truth often makes people uncomfortable. Many claim unusual but ultimately mundane origins, explaining away their appearance with reference to fictional parents from far-off lands. Duskwalkers are also prone to a degree of asceticism. Gratuitous hedonism or conspicuous consumption feel somehow small in the face of death's reality, a waste of time and energy that could be better spent in other ways. They're usually companionable, understanding, and accepting of others. While incapable of having children and generally uninterested in carnal pleasures, many duskwalkers seek to build a family, often adopting children others would overlook.

Nearly every duskwalker develops strong feelings about their previous incarnation, devoting great effort to learning about their former life. How a duskwalker reacts to that knowledge varies—some idolize their past lives and seek to complete their predecessor's unfinished destiny, while others try to undo and overturn every act out of philosophical opposition. Rare, however, is the duskwalker who has only mild interest in their past self.

Physically, duskwalkers tend toward the monochromatic, as their skin, hair, and eyes trend towards white, gray, black, or desaturated blue shades. Some duskwalkers have more unusual features, such as patches of scales or feathers, based on their previous incarnation's nature and actions. Their tendency towards asceticism means that most duskwalkers dress in whatever garb is common in their lands, though the occasional stylish soul dons robes of pure white or black or takes on symbols of death.

Duskwalker dwarves tend to have black eyes, sometimes called mirror eyes for the way they reflect light like those of a cat. In the Sky-Citadel of Kraggodan,



just inside the borders of Nirmathas, lorekeepers keep meticulous records of known duskwalkers and consider each discovery an important omen.

Duskwalker elves are often difficult to distinguish from mundane elves, although silver-gray hair is common. Some duskwalker elves are born with a faint spiderweb pattern on their skin, and spiders are unduly fond of them.

Duskwalker gnomes seem rarer even than those of other ancestries, although the handful that exist are often mistaken for bleachlings due to their muted color palette and restrained manner. This often makes them either particularly popular or unpopular among their brethren, much like bleachlings, though they are welcomed on the Isle of Irrere, near the Linnorm Kingdoms.

Duskwalkers of goblin ancestry are particularly rare, as fewer goblins have yet performed actions in service to the cycle of life and death. Duskwalker asceticism often causes mundane goblins to consider duskwalker goblins as “ungobliny.” In the reclaimed lands of the Sarkoris Scar, they are nevertheless seen as lucky, attracting death to themselves (variously defined but often personified as undead with big teeth) and thus diverting it away from other goblins.

Duskwalker halflings are usually thinner than other halflings, even skeletal, and frequently have delicate features with pronounced cheekbones. The occasional duskwalker halfling to manifest in Cheliax is usually captured as a runaway and disappeared before they can be adopted or find a way to survive on their own.

Duskwalker humans have the classic monochromatic palette of their kind. A few among them, especially those manifesting in Tian Xia, possess curling ram horns. Duskwalker humans appear more frequently in Ustalav, though the paranoia of that land means that many have a hard time finding homes. Such duskwalkers often live as outcast orphans in graveyards, which paradoxically makes their communities safer from the undead.

Young duskwalkers are often prone to wanderlust and a desire to prove their significance; surely, if they’ve been given a second chance at existence, they should make the most of it. Many seek out chances to fight undead or aid psychopomps in their work, or simply to do great deeds that might justify their reincarnation.

ANCESTRY FEATS

The following ancestry feats are available to duskwalkers.

1ST LEVEL

CHANCE DEATH

FEAT 1

DUSKWALKER **FORTUNE**

Frequency once per day

Trigger You would die as a result of a failed saving throw or recovery check.

Your previous life ended due to sheer poor luck, struck by lightning or choking on a fish bone. You can reroll the triggering recovery check or saving throw, but you must use the new result, even if it’s worse than the first roll.

Special You can select this feat only at 1st level, and you can’t retrain into or out of this feat.

DELIBERATE DEATH

FEAT 1

DUSKWALKER

Frequency once per day

Trigger You are about to gain the dying condition as a result of another creature’s attack or ability, and that creature is within your melee reach.

Once, you died because someone—murderer or monster, soldier or executioner—chose to strike you down. Just before losing consciousness, make a melee Strike against the triggering creature.

Special You can select this feat only at 1st level, and you can’t retrain into or out of this feat.

TAKING TEA WITH DEATH

Psychopomps can recognize a duskwalker on sight, and most types of psychopomp are much more likely to start up a conversation with a duskwalker they encounter during their appointed tasks than any other mortal. Nosois might trade shiny objects or sweets for tidbits of knowledge, morrignas might give a warning of a nearby undead threat, and so on. Rarely, a psychopomp might take a shine to a duskwalker and visit from time to time—though given the way psychopomps measure time, these gaps could be months, years, or even decades.

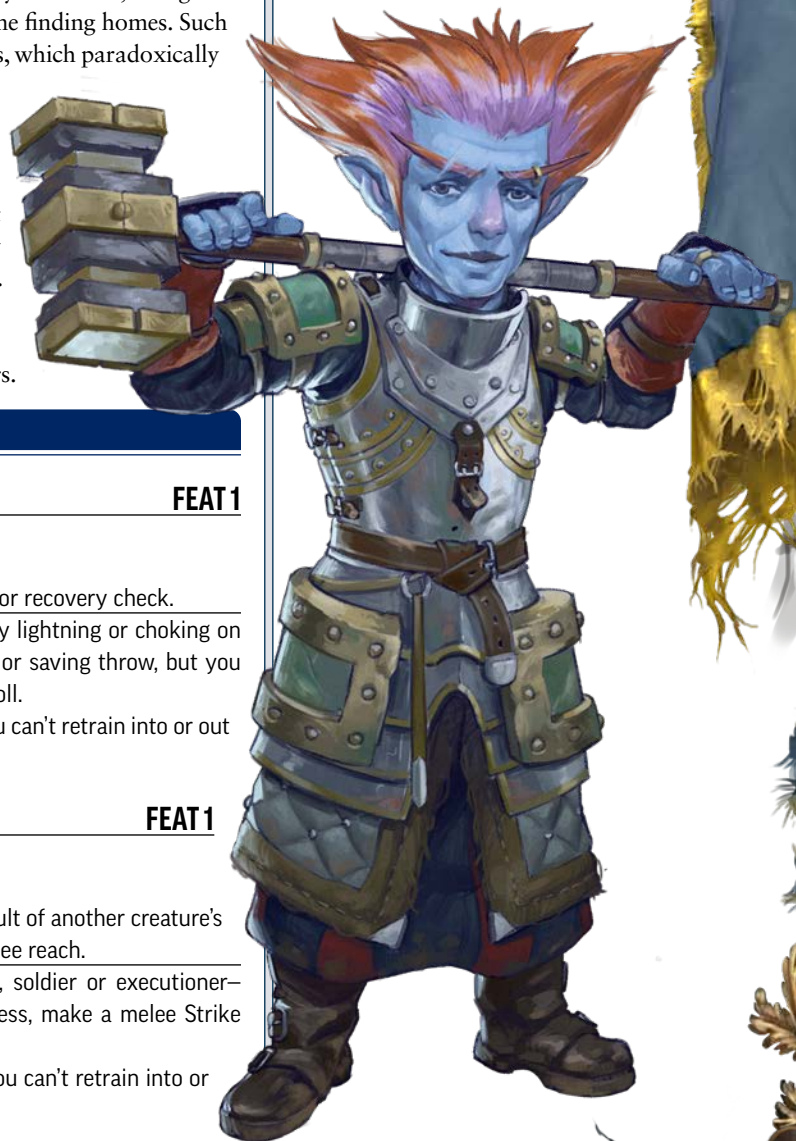
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DUSKWALKER ADVENTURERS

Duskwalkers become adventurers most often out of some sense of misplaced destiny. While duskwalkers have free will, they also feel the pressure to make good use of their reincarnation. Many duskwalkers choose to study the otherworldly arts and become wizards or bards. Duskwalkers are also more concerned than most with matters of the soul, commonly becoming clerics, champions, and monks. Duskwalkers most often come from the acolyte, fortune teller, hermit, martial disciple, and scholar backgrounds.

NOSOI'S MASK

FEAT 1

DUSKWALKER

Prerequisites trained in Crafting

Many psychopomps wear masks when dealing with the living, and many cultures believe that seeing an unmasked psychopomp's face invites death. You are trained in Intimidation and gain the Intimidating Glare skill feat. If you were already trained in Intimidation (from your background or class, for example), you instead become trained in a skill of your choice. You also know how to make masks like those worn by psychopomps, a process that takes 1 hour and 1 sp of appropriate material. If you instead pay 50 gp for a splendid psychopomp mask, the mask grants you a +1 item bonus to Intimidation while you are wearing it. Its usage is worn (mask).

VANTH'S WEAPON FAMILIARITY

FEAT 1

DUSKWALKER

You seek to emulate vanth reapers' fighting styles. You are trained with bo staves, longbows, composite longbows, scythes, and staves.

WILLING DEATH

FEAT 1

DUSKWALKER

Frequency once per day

Trigger An ally within 30 feet takes damage that would otherwise reduce them to 0 Hit Points and give them the dying condition.

Once, you died because you valued someone else's life above your own; just as then, you protect an ally by suffering in their stead. Reduce the damage the triggering ally would take by 1 + your level. You redirect this damage to yourself, but your immunities, weaknesses, resistances, and so on don't apply. You aren't subject to any conditions or other effects from whatever damaged your ally (such as poison from a venomous bite)—your ally is still subject to those effects even if you redirect all of the triggering damage to yourself. If the redirected damage prevents the ally from being reduced to 0 Hit Points, they remain conscious and don't gain the dying condition.

Special You can select this feat only at 1st level, and you can't retrain into or out of this feat.

5TH LEVEL

SHOKI'S ARGUMENT

FEAT 5

DUSKWALKER

You feel a connection to shokis, the rambling collectors of wayward souls, and might have found old texts written by one. You are trained in Diplomacy. If you were already trained in Diplomacy (from your background or class, for example), you instead become trained in a skill of your choice. You can also cast *disrupt undead* as a divine innate cantrip at will. A cantrip is heightened to a spell level equal to half your level rounded up.

VANTH'S WEAPON EXECUTION

FEAT 5

DUSKWALKER

Prerequisites Vanth's Weapon Familiarity

You've trained in the finer points of dealing death. Whenever you critically hit using a bo staff, longbow, composite longbow, scythe, or staff, you apply the weapon's critical specialization effect.

9TH LEVEL

CATRINA'S PRESENCE

FEAT 9

DUSKWALKER

You've adopted the calming presence of catrinas, the festive dead; you might have even danced with a catrina yourself! So long as you are visibly



carrying fresh flowers or colorful ribbons somewhere on your person, you can cast *calm emotions* twice per day as a 2nd-level divine innate spell.

MORRIGNA'S SPIDER AFFINITY

FEAT 9

DUSKWALKER

Much like morrignas, you feel an affinity for spiders. You can cast *animal messenger* (spiders only), *speak with animals* (spiders only), and *spider climb* each once per day as 2nd-level divine innate spells.

13TH LEVEL

CALACA'S SHOWSTOPPER

FEAT 13

AUDITORY DIVINE DUSKWALKER ENCHANTMENT INCAPACITATION

Prerequisites expert in Performance

Frequency once per day

You've spent many an evening learning songs and tales featuring calacas, death's wandering minstrels. You dramatically unleash a stunning blast of sound by smashing an instrument you hold or belting out a discordant note. This has the effects of *synaptic pulse*, but the effect is auditory rather than mental. The DC is either your class DC or spell DC, whichever is higher.

VANTH'S WEAPON EXPERTISE

FEAT 13

DUSKWALKER

Prerequisites Vanth's Weapon Familiarity

Vanths themselves recognize you as an honorary reaper. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in bo staves, longbows, composite longbows, scythes, and staves.

17TH LEVEL

OLETHROS'S DECREE

FEAT 17

DEATH DIVINE DUSKWALKER NECROMANCY

Frequency once per day

You have a connection to olethroses, the enigmatic psychopomps who successfully swayed the yamaraj to permit the creation of the first duskwalkers. You place a finger on fate's scales by wrapping silk around your bow. The first time this turn that you hit a creature with a Strike using a weapon in the bow group you've modified in this way, that creature takes an additional 60 damage (basic Fortitude save using your class DC or spell DC, whichever is higher) as the arrow works to cut short their very destiny. This additional damage is of the same type as the initial attack dealt. If you hit more than one creature at the same time, choose one to suffer the effect of your decree.

YAMARAJ'S GRANDEUR

FEAT 17

DUSKWALKER

Frequency once per day

You have been granted a sliver of the power of the yamaraj, the magistrates of the dead who agreed to allow duskwalkers to exist at all. You exhale a blast of icy wind and ravenous insects. This is a 30-foot cone that deals 14d6 slashing damage and 4d6 persistent slashing damage (basic Reflex save using your class DC or spell DC, whichever is higher). On a critical failure, targets also become sickened 2.

DUSKWALKER ORIGINS

Duskwalkers' past lives were often adventurers, but other origins might include a doctor who fought an undead plague or a gravedigger who encouraged a healthy attitude towards death.

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HOBGOBLIN

Hobgoblins are a tough, efficient, and disciplined people. These tall, muscular humanoids resemble goblins who have been stretched to the height of a human. Most live in regimented social structures, usually modeled after military hierarchies. Their commitment to order and generally harsh, unsentimental outlook on life often make it difficult for hobgoblins to earn allies outside of their own kind.

HOBGOBLINS OF GOLARION

Hobgoblins live throughout the Inner Sea region, usually in insular, ordered settlements. A large population of hobgoblins reside in the Avistani nation of Isgar and among the forests of the Eye of Dread and Shining Kingdoms, though even these groups tend to live in small settlements or mercenary bands thanks to a decline in hobgoblin population since the Goblinblood Wars. Some of the largest, most notable hobgoblin settlements and organizations found throughout Golarion are detailed below.

BANDU FLEET

The Vidrian Revolution, an ultimately successful attempt to overthrow colonialist rule in the former state of Sargava, provided an opportunity for the hobgoblins of the Bandu Hills in the central Mwangi Expanse. War had ignited the nation, and the hobgoblins were eager to participate, allying with several Free Captains and joining the pirates' ranks in an attempt to quell the revolution. As the tides of war turned against the Sargavan elite and the Free Captains, the Bandu hobgoblins recognized two truths: they were on the losing side, and any attempt to return home would surely end in their death. Seizing opportunity amidst the chaos, they stole a fleet of Free Captain ships and set out to start a new life at sea. The Bandu hobgoblins, now sailing under the flag and moniker of the Bandu Fleet, have come to enjoy traveling the waves, applying their militaristic tenets to the nautical lifestyle.

Members of the Bandu Fleet act as mercenaries, selling their services to anyone willing to provide the supplies and funds needed to keep their crews fed and ships repaired. Maintaining sizable crews can be difficult, so the Bandu Fleet also takes on a smattering of sailors from other ancestries. Forced to accept whatever sailors and jobs they could find, Bandu hobgoblins have become rather affable (at least by hobgoblin standards), earning them a surprisingly positive reputation among the ports of the Shackles. They're seen as particularly efficient, capable sailors, especially compared to some of the pirates of the region.

Bandu hobgoblins tend to have the runtboss, steelskin, or warmarch heritage.

KAOLING

Life among the hobgoblins of Kaoling—a hobgoblin nation in central Tian Xia—is especially regimented. Kaoling's rise to prominence was built on a brutal commitment to structure and discipline that secured the nation's place among the Dragon Empires and instilled a deep sense of order among its populace. More than the members of other hobgoblin communities, citizens of Kaoling are used to living as part of a rigid hierarchy; even civilians in Kaoling hold a specific rank and status within society. Any efforts to rise above one's rank outside the approved or official methods are met with swift, harsh punishment. The Kaoling way of life often produces hobgoblins who are particularly cold and distant, even by hobgoblin standards. Many expect treachery from their compatriots as a matter of course, making it difficult for them to trust anyone but those allies they gain during times of tribulation.

Kaoling hobgoblins tend to have the elfbane or warmarch heritage.



OPRAK

Hobgoblins' regimented lifestyle has found new applications in Oprak, the hobgoblin nation founded by General Azaersi, nestled in the Mindspin Mountains. To solidify themselves as an independent nation, the hobgoblins of Oprak have shifted their focus from warfare to economics; entire squads of hobgoblins now dedicate themselves to specific trades such as alchemy, farming, mining, or smithing. Their military training colors these pursuits—expert crafters in Oprak drive their apprentices with the same brutality that lieutenants use with their soldiers. An intense dedication to commerce and the creation of magical roads through the Plane of Earth have enabled Oprak to become an economic powerhouse in just a few years. In addition to trade, General Azaersi has pushed for a strong focus on diplomatic skills among her highest-ranking officers. These officers drill tirelessly on their manners, knowledge of local customs, and overall charm, receiving severe discipline when they offend without permission or give in to an urge for retribution.

Oprak hobgoblins tend to have the elfbane, runtboss, smokeworker, or warmarch hobgoblin heritage.

RAKH LO

Deep beneath the surface of Golarion lie the Darklands, a vast network of caverns and tunnels that sprawls beneath multiple continents. Hundreds of settlements dot the seemingly endless span of the Darklands, and among them, below the continent of Tian Xia, is the fabled hobgoblin city of Rakh Lo. It was long considered no more than a legend to hobgoblins on the surface until Oprakan delvers, while using the power of the *Onyx Key* to travel to Kaoling, accidentally discovered this vast city built into the stone.

The hobgoblins of Rakh Lo have a flourishing civilization, thanks in no small part to the rigidity of their lifestyle. This structure assigns each hobgoblin a role in support of the city. Some hobgoblins act as food gatherers, some use their skills to mine for valuable resources, and others use their combat skills to defend the city. Hobgoblins in Rakh Lo have adapted to the harsher nature of the Darklands, riding massive bats and centipedes, using unique alchemical concoctions to sustain their crops, and relying heavily on each other for support. They have learned to share what knowledge and resources they have with others to improve everyone's chance at survival in the merciless Darklands. These hobgoblins are eager to learn what they can from others but are also willing to commit brutal acts to defend themselves or those they trust.

Rakh Lo hobgoblins tend to have the shortshanks, steelskin, or warrenbred hobgoblin heritage.

HOBGOBLIN HERITAGES

The following heritages are available to hobgoblins.

SHORTSHANKS HOBGOBLIN

You have a longer torso and broader shoulders than most hobgoblins, making your legs seem short by comparison. This gives you a strong, muscular core and lowers your center of gravity—features that assist you in riding and climbing—and you've trained at riding in a saddle from an extremely early age. You gain the Ride feat. Additionally, you are not flat-footed while you Climb.

STEELSKIN HOBGOBLIN

When you are cut or burned, your body responds by forming tough but flexible callouses over the site of the injury. Over time, this makes the most vulnerable sections of your body harder and more resistant to damage. Many steelskin hobgoblins intentionally use blades and flame to scar themselves in intricate patterns, though this isn't universal. Your flat

CANTORIAN SPRING

In days long past, Cantorys, goddess of life, transformations, and forests, created a staff called the *Cantorian Spring* and placed it on Golarion for fledgling mortals to find. A powerful devil named Canzoriant learned of the staff and slew Cantorys, claiming it for himself. Using the *Cantorian Spring's* power, Canzoriant transformed early goblins into the more powerful and calculating hobgoblins, instilling in them a deep hatred for elves. After a failed attempt by elves to claim the staff, the *Cantorian Spring* disappeared and hasn't been seen since.



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LOOMING CONCERNS

To many, the specter of Oprak looms large over the Eye of Dread region. While the Whispering Tyrant is a more fearsome figure, nearby nations worry that once he is defeated, Oprak will be the next monstrous powerhouse on their doorstep. Some nations, like Druma, realize the potential of Oprak as an economic ally. Others, like Molthune and Nirmathas, still feel the sting of the Ironfang Invasion and hold unchecked grudges. Nidal has reached out to extend their non-aggression agreement, and Nirmathas appears grudgingly set to follow suit. Molthune remains undecided, or at least unspoken about its leanings, though rumors suggest that hostility between Oprak and Molthune is rising behind the scenes.

check to recover from persistent physical (including bleed), energy, or poison damage is DC 13 (rather than DC 15), or DC 8 when provided particularly effective assistance.

ANCESTRY FEATS

Hobgoblins can select from the following ancestry feats.

1ST LEVEL

CANTORIAN REINFORCEMENT

FEAT 1

HOBGOBLIN

The life energy that helped create the first hobgoblins is particularly potent in you, protecting you from ongoing maladies. When you succeed at a saving throw against a disease or poison, you reduce the stage by 2 (or 1 for a virulent disease or poison), and when you critically succeed, you reduce the stage by 3 (or 2 for a virulent disease or poison).

SNEAKY

FEAT 1

HOBGOBLIN

Stealth is an important tool in your arsenal. You can move 5 feet farther when you take the Sneak action, up to your Speed.

In addition, as long as you continue to use Sneak actions and succeed at your Stealth check, you don't become observed if you don't have cover or greater cover and aren't concealed at the end of the Sneak action, as long as you have cover or greater cover or are concealed at the end of your turn.

STONE FACE

FEAT 1

HOBGOBLIN

Through conditioning or experience, you've mastered the art of composure, even in the face of fear. You gain a +1 circumstance bonus to saves against effects with the fear trait, and a +2 circumstance bonus to your Will DC against Intimidate skill actions, such as Demoralize.

5TH LEVEL

RECOGNIZE AMBUSH

FEAT 5

HOBGOBLIN

Trigger You roll initiative.

Your combat training has honed you to be ready for an attack at all times. You Interact to draw a weapon.

RUNTSAGE

FEAT 5

HOBGOBLIN

Unlike most of your kind, who dismiss goblins as embarrassments or expendable annoyances, you have studied the methodology behind their irresponsible and incomprehensible actions. You gain the Adopted Ancestry general feat and must select goblin as the feat's chosen ancestry. You also gain one 1st-level goblin ancestry feat.

9TH LEVEL

CANTORIAN REJUVENATION

FEAT 9

HEALING HOBGOBLIN NECROMANCY POSITIVE

Frequency once per day

The life-giving energy that flows in your blood revitalizes you. You recover 4d6 Hit Points and gain 10 temporary Hit Points for 1 minute. When you reach 15th level, you instead recover 6d6 HP and gain 15 temporary HP.



FELL RIDER

FEAT 9

HOBGOBLIN

Prerequisites animal companion

You have trained with your animal companion to become a terrifying, unified juggernaut on the battlefield. Your animal companion becomes trained in Intimidation. If your animal companion uses Support while serving as your mount, it grants you the effects of the Aid reaction on your first Intimidation check to Demoralize on the same turn, even though it can't take reactions.

SQUAD TACTICS

FEAT 9

HOBGOBLIN

You are adept at working with your allies to surround a foe. If an enemy is within reach of you and at least two of your allies, that enemy is flat-footed against you.

13TH LEVEL

CAN'T FALL HERE

FEAT 13

AUDITORY HOBGOBLIN MANIPULATE

Frequency once per day

Trigger An adjacent and willing ally would be reduced to 0 HP but not killed.

You physically help an ally remain standing and encourage them to push through their pain against dire odds. Your ally doesn't fall unconscious and remains at 1 Hit Point. The ally also gains a number of temporary Hit Points equal to your level that last for 1 minute. Fighting onward with such an injury isn't without consequence; your ally's wounded condition increases by 1.

WAR CONDITIONING

FEAT 13

HOBGOBLIN

You have extensive training in remote environments, allowing you to move through these areas easily. When you gain this feat, you can choose to gain either a climb Speed of 20 feet or a swim Speed of 20 feet.

WE MARCH ON

FEAT 13

HOBGOBLIN

You make sure that your allies push themselves while traveling. You gain the Caravan Leader (*Advanced Player's Guide* 204) and Pick Up the Pace (*Advanced Player's Guide* 208) general feats, even if you don't meet the prerequisites.

17TH LEVEL

CANTORIAN RESTORATION

FEAT 17

HEALING HOBGOBLIN NECROMANCY POSITIVE

Frequency once per day

Trigger A living creature within 60 feet would die.

The energy that flows in your blood can save a life in the direst of times.

The triggering creature receives the effects of *breath of life*, except they recover a number of Hit Points equal to 6d8 plus your Constitution modifier.

RALLYING CRY

FEAT 17

AUDITORY HOBGOBLIN

Frequency once per day

You call out to your allies and push them to give their all in combat. All allies within 30 feet that can hear you gain a number of temporary Hit Points equal to your level. In addition, these allies become quickened for 1 minute but can only use the extra action to Step, Stride, or Strike.

INTERNATIONAL RELATIONS

Oprak holds a powerful magical tool that has contributed to its economic boom: the *Onyx Key*. Through this powerful artifact, the nation creates planar tunnels that facilitate easy, seamless travel across Golarion. Using the artifact, General Azaersi contacted her fellow hobgoblin nations of Kaoling and, later, Rakh Lo, establishing trade agreements between the three powers. These pacts have faced their share of difficulties, however. Oprak and Rakh Lo quickly grew into close allies, but Kaoling's harsh traditionalism, even among hobgoblins, has complicated diplomatic progress.

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KOBOLD

Kobolds live throughout Golarion, with hundreds—if not thousands—of tribes located in the upper Darklands and some secluded, often difficult-to-traverse surface locales. Smaller tribes often manage to find a niche so minor that no others bother to contest them for it, while larger tribes forge alliances with powerful patrons, usually dragons, that they serve in return for protection.

KOBOLDS OF THE INNER SEA

While kobolds can often pose a nuisance to members of other ancestries, they rarely gather in huge numbers and aren't known for forming massive armies to siege cities or attack nations. When they present a greater threat, it's often in conjunction with some other creature or group, such as a patron dragon or group of larger allies. These allies are usually credited with being the "true" threat, so small kobold groups have gained a modest level of acceptance among settlements that are otherwise unkind to outsiders. A band of 20 to 30 kobolds might be seen as a raiding party, and an assembly of hundreds would certainly be received as an army, but a single kobold, or group of four to six, is generally seen as an annoyance at worst, and more often a curiosity. After all, how much damage could just a few kobolds do?

Rather than take offense at this attitude, kobolds see it as a sign of other ancestries' foolishness. Immensely practical, kobolds happily take advantage of their reputation as cowards and weaklings. Many kobolds are perfectly happy to cringe and grovel to survive, never feeling any shame for doing so. This is due in large part to kobolds' self-confidence. They're told from hatching of their kinship to dragons, and that nothing others say or do can in any way reduce this glory.

The following are some of the best-known tribes of the Inner Sea region.

DANKBLADE CREW OF THE SHACKLES

The black-scaled Dankblade Tribe tunneled their way up from the Darklands into a sea cave on the Shackles' Raptor Island. They soon discovered that the nearby pirate battles and dangerous nautical hazards frequently caused useful goods to float ashore. The tribe delightedly accepted these seaborne tributes, took to dressing in any nautical garb they found, and renamed themselves the Dankblade Crew. They sell whatever they scavenge, and passing ships have learned it is easier to treat with the Dankblades than fight them. Prime bits of salvage are offered up to the brine dragon Machazmroh, who flies by from time to time. There's no formal alliance between the Dankblades and the dragon—but the Dankblades see no reason to tell anyone else that.

Dankblades often have the dragonscaled or tunnelflood kobold heritage.

EMBERMAW TRIBE

In the Cinderlands, beneath the Mindspin Mountains in Varisia, the Embermaw Tribe continues to expand its kingdom beneath the feet of unsuspecting surface-dwellers. Allies of the red dragon Tsazgatherax, Embermaws are red-scaled, broad-shouldered, and uniquely muscular. They mine the Cinderlands, forge fine tools and weapons, protect their patron's eggs, and fend off fire giants, azers, and salamanders.

Embermaws often have the cavern or caveclimber kobold heritage.

GLASSCLAW OF KATAPESH

The Glassclaw are an old tribe that operate near, and sometimes within, the city of Katapesh. Unlike many larger kobold tribes, they



have no patron, but they do have friendly relations with at least one sphinx, for whom they run errands. Small even for kobolds, with yellowish scales and subdued features, the Glassclaws work to ensure that no one ever breaks Katapesh's famous Glass Pyramids. They claim they were given this task by a celestial entity 100 generations ago and dismiss any claim that the Glass Pyramids aren't that old.

Glassclaws typically have the spellscale or strongjaw kobold heritage.

ICERENDERS

The Icerenders inhabit hundreds of tunnel warrens within the Tusk Mountains in the Realm of the Mammoth Lords. Their white scales and icy blue eyes serve as excellent camouflage, which they use to set ambushes on passing caravans. They choose a new pass every few years, clearing it of ice and snow to make it inviting to travelers. Their lord, the dragon Lydek the White, attacks caravans that try to pass to the south, encouraging the use of the Icerenders' passes. Icerenders only set upon caravans that won't be missed or that have truly valuable loot—though some of the tribe have begun to wonder what opportunities might lie at either end of these caravan's journeys.

Icerenders usually have the dragonscaled or spellscale kobold heritage.

SEWER DRAGONS OF ABSALOM

The tribe that became the Sewer Dragons first tunneled into Absalom's subterranean drainage system in 4696 AR. The kobolds quickly found that their aptitude for navigating tight spaces, mapping complex subterranean tunnels, and making new passageways posed a highly sought-after skillset beneath the City at the Center of the World. The Sewer Dragons have a much broader range of coloration than many kobold tribes, in part because they happily accept any kobold willing to work. The tribe continues to grow its reach and political influence in Absalom, almost becoming its own guild within the city.

Sewer Dragons often have the caveclimber or venomtail kobold heritage.

KOBOLD HERITAGES

The following heritages are available to kobolds.

CAVECLIMBER KOBOLD

You live in a vertically-oriented home, and you're a consummate climber. You gain the Combat Climber skill feat, even if you don't meet the prerequisites. You can use your clawed feet and tail to Climb, leaving your hands free. Additionally, if you succeed at an Athletics check to Climb, you critically succeed instead.

TUNNELFLOOD KOBOLD

You grew up in a warren crisscrossed by underwater passages, whether natural or excavated. You gain a swim Speed of 15 feet.

ANCESTRY FEATS

Kobolds can select from the following ancestry feats.

1ST LEVEL

DRACONIC SYCOPHANT

FEAT 1

KOBOLD

You have an affect that dragonkind find unusually pleasing—and when that fails, you know when to duck. You gain a +2 circumstance bonus to Perception

KOBOLD ORIGINS

Kobolds in the Inner Sea region have numerous origin stories, many tied to the conflict between the dragon gods Dahak and Apsu. Kobolds who live in caves near the surface often believe they predate true dragons, as Dahak scooped up their ancestors and transformed them into dragons. The further a kobold settlement is from a cave system, the less these tales link kobolds directly to dragons. Kobolds in swamps generally tell of their birth from blood that Dahak shed in battle, while those who dwell in trees and mountains often believe they were born of Dahak's tears.

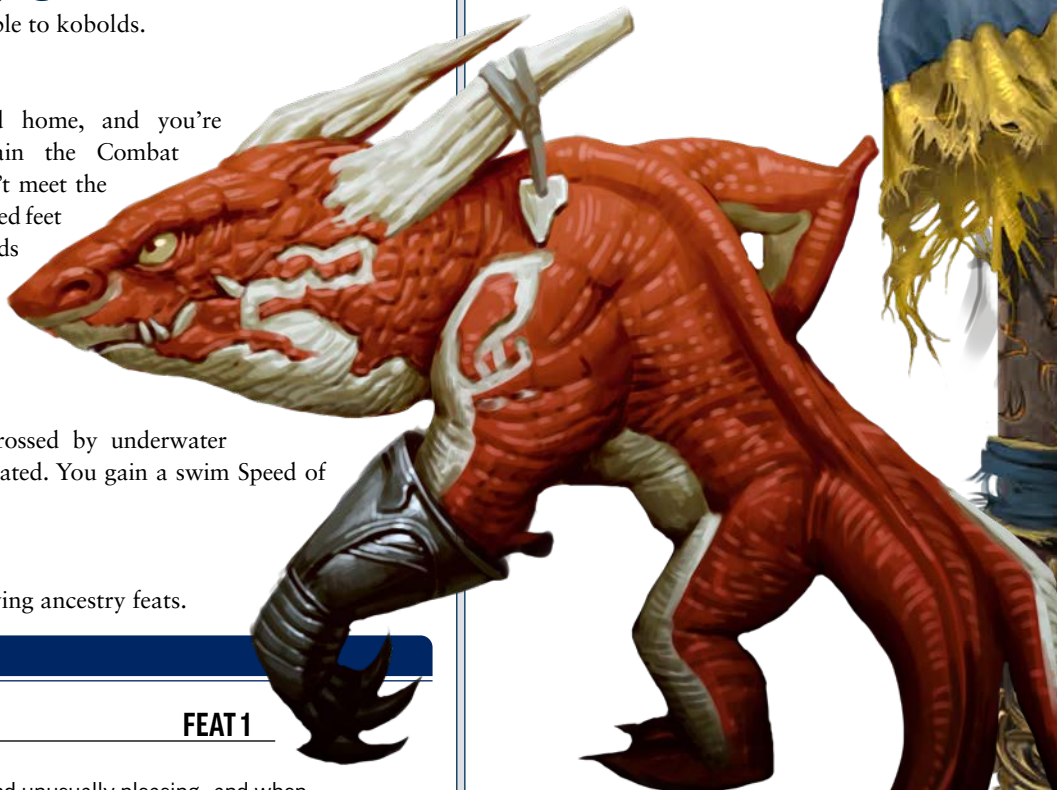
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OTHER KOBOLDS

Kobolds most commonly share the coloration and some physical resemblance to chromatic and metallic dragons, but others closely match different sets of true dragons—notably esoteric, imperial, planar, and primal dragons. In Tian Xia, kobolds with an imperial dragon appearance are nearly as common as those with chromatic and metallic features, and often take roles as advisors and spellcasters. Planar and primal kobolds sometimes hatch when a settlement is in great danger or exposed to planar energies, and are often considered to be destined for greatness. Esoteric kobolds are rare anywhere, though they appear more regularly in places with strange energies (such as the Impossible Lands), and are often feared and mistrusted by their clutchmates.



checks and saving throws against dragons. In addition, whenever you meet a creature with the dragon trait in a social situation, you can attempt a Diplomacy check to Make an Impression on that creature immediately, rather than after conversing for 1 minute; you take a -5 penalty to this check. If you fail, you can choose to engage in 1 minute of conversation and then attempt a new check rather than accept the failure or critical failure result.

Special If you have the Glad-Hand skill feat, you don't take the penalty to your immediate Diplomacy check if the target has the dragon trait.

KOBOLD WEAPON FAMILIARITY

FEAT 1

KOBOLD

You've trained with weapons ideal for subterranean efficiency. You are trained with the crossbow, greatpick, light pick, pick, and spear. You also gain access to all uncommon kobold weapons. For the purpose of determining your proficiency, martial kobold weapons are simple weapons, and advanced kobold weapons are martial weapons.

SLITHER

FEAT 1

KOBOLD

You are an expert at moving through extremely tight spaces. You gain the Quick Squeeze skill feat, even if you're not trained in Acrobatics. When you roll a success on an Acrobatics check to Squeeze, you get a critical success instead.

5TH LEVEL

KOBOLD WEAPON INNOVATOR

FEAT 5

KOBOLD

Prerequisites Kobold Weapon Familiarity

You've learned devious tactics with your kobold weapons. Whenever you critically hit with a crossbow, greatpick, light pick, pick, spear, or kobold weapon, you apply the weapon's critical specialization effect.

WINGLETS

FEAT 5

KOBOLD

You're among the few kobolds who grow a set of draconic wings later in life. The wings are initially small and weak; while not enough for full flight, a strong flap allows you to jump further.

When Leaping horizontally, you move an additional 5 feet (this additional distance isn't cumulative with the increased Leap distance from the Powerful Leap feat). You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first. In addition, when you attempt a Long Jump, you can jump a distance up to 10 feet higher than you normally would based on the result of your Athletics check, though you still can't jump farther than your Speed.

9TH LEVEL

BRIAR BATTLER

FEAT 9

KOBOLD

You've learned to use roots, crevices, uneven ground, and dense underbrush to your advantage. When you're in difficult terrain from an environmental feature, you can Take Cover, even if the feature wouldn't ordinarily be large enough for you to Take Cover.

CLOSE QUARTERS

FEAT 9

KOBOLD

You've trained to fight with allies in tunnel warrens, dense undergrowth, or similarly cramped terrain. If you are Small or smaller, you can end your movement

in the same square as a Small or smaller ally. No more than two creatures can share the same space when using this ability or a similar one.

DRAGONBLOOD PARAGON

FEAT 9

KOBOLD

Prerequisites strongjaw kobold heritage, venomtail kobold heritage, Dracomancer, or Kobold Breath (*Advanced Player's Guide* 14–15)

Your draconic anatomy becomes especially pronounced. You increase the power of one of the following kobold heritages or feats you have.

Dracomancer Increase the number of times you can cast each of the granted 1st- and 2nd-level innate spells by 1.

Kobold Breath Creatures that critically fail their save against your Kobold Breath take 3d4 persistent damage of the type dealt by your draconic patron.

Strongjaw Kobold Your jaws unarmed attack gains the deadly d6 trait.

Venomtail Kobold You produce enough venom to use the Tail Toxin action twice per day.

SNARE COMMANDO

FEAT 9

KOBOLD

Prerequisites expert in Deception or Intimidation, Snare Crafting

Trigger A creature fails or critically fails a save against your snare.

Your snares are so befuddling that your victims rarely notice you slipping out of sight. If you have expert proficiency in Deception, you can Create a Diversion against the triggering creature. If you have expert proficiency in Intimidation, you can instead Demoralize the triggering creature. If you have both, choose one of the two effects.

13TH LEVEL

HATCHLING FLIGHT

FEAT 13

KOBOLD

Prerequisites Winglets

Frequency once per round

You can fly a little! You Fly up to half your Speed. If you don't end your movement on solid ground, you fall at the end of your turn.

KOBOLD WEAPON EXPERTISE

FEAT 13

KOBOLD

Prerequisites Kobold Weapon Familiarity

Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the crossbow, greatpick, light pick, pick, and spear, as well as any kobold weapons in which you are trained.

VICIOUS SNARES

FEAT 13

KOBOLD

Prerequisites expert in Crafting, Snare Crafting

You've learned how to create traps that cause greater injuries. You deal an additional 1d6 precision damage with damaging snares you craft. This increases to 2d6 additional precision damage if you're legendary in Crafting.

17TH LEVEL

WYRMLING FLIGHT

FEAT 17

KOBOLD

Prerequisites Hatchling Flight

Your draconic wings have grown large and strong enough for flight. You gain a fly Speed equal to your Speed, using your wings to stay aloft.

TRAPS!

Kobolds are renowned trap-makers and take great pride in their ability to design, develop, and construct cunning and complex varieties of these hidden defensive mechanisms, which they call "slow fangs." They often test new trap concepts far from their homes, using them to hunt or harass disliked neighbors. This allows kobolds to iterate on designs, sometimes mixing traps to see if they're more effective in tandem rather than alone. Only once a trap idea has proven effective is it considered worthy to defend a kobold settlement.

Trap-makers are treated by most kobold settlements as intellectual elites, and are often given the kind of deference other cultures reserve for priests and war heroes. A kobold tribe lacking a trap-maker is likely to send an emissary to find one and implore them to come teach their craft.

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LESHY

Leshys are immortal spirits of nature called into physical bodies through primal rituals. While early leshys originated as guardians of natural habitats who rarely strayed far from their birth places, a few went on perilous journeys to attack threats at their source. These wandering spirits became easier to draw into future creation rituals. With each passing generation, leshys with a penchant for adventure have become increasingly common.

Leshy bodies can be made of numerous possible building blocks—like petals, leaves, bark, and mushrooms. The ritual to create leshys can include almost any plant or fungus, though most are primarily built from a single species, which gives individuals their most distinctive features. Leshy scholars group these characteristics into broad categories based upon their abilities.

Most common are leaf leshys. They can arise from any leafy plant but most often form from trees or shrubs. These graceful leshys tend to be boastful, enjoying mock combats and other dramatic performances. Gourd leshys have hollow spaces within their heads, which they use to store their most valuable possessions; this secure and private space makes them more likely to hold cherished keepsakes. While fungus leshys can be quite sociable with other ancestries, they tend toward introversion, needing quiet time spent in dark and cozy caverns to recover after loud events. Vine leshys, by contrast, rarely enjoy being alone. Much as vines scale trees and climb cliffs to reach for

sunlight, many vine leshys thrive in the presence of friends, and they don't shy away from asking for help when they need it. Fruit leshys are similarly gregarious and tend to be nurturing and generous toward their companions—

sometimes too much for their own good. True to their spiny exteriors, cactus leshys are known for being abrasive, sarcastic, and slow to trust. However, those with the patience to earn a cactus leshy's friendship find themselves with an unswervingly loyal and unflinchingly honest ally. Similarly, root leshys are hard to win over, not because of their personalities, but because they tend to live at a slower pace, taking longer to warm up to others and make important decisions. Seaweed and lotus leshys often have the most patience among leshys. Carefree and playful, many seaweed leshys happily ride along with the ebb and flow of the tides. Meanwhile, lotus leshys are thoughtful and fond of dispensing wisdom in the form of cryptic advice.

A newly created leshy is at once both young and ancient. They view the world with a childlike wonder and curiosity, relishing the chance to experience the world with fresh eyes once again. Though their spirits may be ancient beyond the reckoning of most ancestries, leshys consciously recall little of previous lifetimes. Leshys typically find the significance most ancestries attach to numerical age a curiosity—they understand that many creatures have childhoods during which they gradually mature and gain vital knowledge of themselves and the world around them, but they also struggle to comprehend what makes an elderly noblewoman who has lived a life of luxury and indulgence much different from her grandchildren. Still, the past has a powerful impact on a leshy's spirit, shaping their personality, interests, and priorities.

As spirits who can experience many lifetimes and forms, leshy ethnicities aren't determined by their physical bodies, origins, or familial bonds, but by their spirit's affinity for particular cultural traits. Guardians of the Green take their traditional

role as protectors to heart and are the most likely to worship green men. Reflective leshys value honesty and clear-eyed introspection; they're particularly sensitive to changes around and within them, such as the cycle of seasons and the ways they grow from their experiences, though they often embrace these changes and revel in their beauty, content to spend hours in meditation. Ritualist leshys are collectors. In addition to gathering objects significant to their current lives, they also proclaim the hidden power in other objects. Sometimes dismissed as mere superstition, these pronouncements are typically rooted either in their innate sense of other nature spirits or in faint memories of their past lives. Sunbeam leshys value diplomacy and alliance-building. Best known for their cheerful dispositions, sunbeams aren't without guile. Many willingly use trickery or manipulation to avoid conflicts or to secure advantages. Hot-headed and quick-thinking thornspark leshys are the first to spring into action against anyone who would dare to threaten their allies or wards. Wandersoul leshys constantly seek out new experiences, often spending their lives as travelers, explorers, and storytellers.

Leshy bodies don't age and are theoretically immortal. With such long lifespans, even the most daring leshys find value in periods of patient reflection. They typically remain the guardian of a single location for many years. Most leshys eventually lose their bodies to violence or mishap, exploding in a verdant burst that nourishes the life around them. Leshys value their lives, but they don't hold the same fear of death that plagues other ancestries; they know that once their bodies fall, their spirits will return to the natural world. Indeed, leshys rarely wish to live forever in the same form. As the centuries pass, a leshy who has lived a rich life full of new experiences and insights gradually spends more time in reflection and meditation. At the culmination of these reflections, their spirit flies back to rejoin other spirits of nature, ready to absorb all that it has learned and begin the cycle anew.

Leshy spirits can be transformed by the strong influence of other planes of existence or sources of energy. For example, a leshy spirit continually exposed to an artifact from Heaven might take on characteristics based on Heaven's lush gardens in its next body, gaining the aasimar versatile heritage (page 8). Similarly, a spirit given form in an area corrupted by negative energy might become a dhampir (page 24).

Leshy kinship groups are based on mutual bonds of loyalty and trust rather than biological relationships. When leshys gather with others of their kind, they band together in nomadic groups or long-term villages near areas of primal significance. Such groups often include a druid with knowledge of the rituals that create leshys, allowing their group to grow or even call back their lost members into new bodies. When governing themselves, leshys usually defer to expertise and wisdom rather than arbitrary classifications like wealth or social status.

Leshy settlements flourish in all manner of natural locations, from forest treetops and prosperous fields to deep caverns, desert oases, and even kelp forests surrounding flourishing coral reefs. Leshys don't limit themselves to only the most pristine natural locations—they can be found in nearly any corner of Golarion that supports plant life. Most leshys live among other ancestries as well as in druidic circles, frontier settlements, or even cities surrounded by lush farmlands.

LESHY HERITAGES

The following heritages are available to leshys.

CACTUS LESHY

Spines cover your body. You gain a spine unarmed attack that deals 1d6 piercing damage. Your spines are in the brawling group and have the finesse and unarmed traits.

GREEN MEN

The first beings to create leshys were green men, sometimes referred to as leshy kings. These legendary guardians emerge when countless spirits of nature merge and rise to divinity. Many green men discovered how to draw upon the connection they held with other spirits of nature, coaxing them into physical forms. These early leshys worked alongside green men to defend their verdant homes. Though modern leshys have far more varied motivations, many still respect and revere the gods that first gave them a chance at mortal life.

While green men were indifferent to most non-plant creatures, they didn't scorn the assistance of druids. In time, some green men taught trusted allies a version of the ritual to create leshys.

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LESHY RESURRECTION

Leshys who lose their physical form incorporate the changes they experienced in life into their spirit. Even though a leshy's spirit isn't the same as the soul of many ancestries, resurrection magic can still restore it to their most recent body. Should the ritual fail, it's usually because a leshy has shed too many of their memories and attachments, rather than due to Pharama's judgment.

FRUIT LESHY

Your body continually produces small fruits imbued with primal magic. At dawn each day, a new fruit ripens. You or an ally can remove this fruit as an Interact action. If a living creature that can derive sustenance from fruit consumes it as an Interact action within the next hour, they regain 1d8 Hit Points, plus an additional 1d8 Hit Points for every 2 of your levels beyond 1st. This effect has the healing, necromancy, and positive traits.

LOTUS LESHY

You effortlessly float on the surface of water. You can walk on the surface of still water and other non-damaging liquids, moving at half your normal Speed. You can attempt to walk along the surface of flowing water as well, still moving at half Speed, but doing so requires a successful Acrobatics check to Balance using the DC of a Swim check to move through the water; on a failure, you fall into the water. This Acrobatics check doesn't use an action.

ROOT LESHY

Your body is made from hardy roots that attach you firmly to the ground. You gain 10 Hit Points from your ancestry instead of 8. You can go without sunlight for 2 weeks before you begin to starve. You gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that attempt to move you or knock you prone.

SEAWEED LESHY

Your body is made from woven seaweed, and you're just as comfortable underwater as on land. You gain a swim Speed of 20 feet, and you can always breathe underwater. However, your land Speed is reduced by 5 feet (to 20 feet for most seaweed leshys).

LESHY ANCESTRY FEATS

The following ancestry feats are available to leshys.

1ST LEVEL

AGELESS SPIRIT

FEAT 1

LESHY

You remember more about your previous incarnations than most leshys. During your daily preparations, you can meditate upon fragmentary memories of your past lives to gain the trained proficiency rank in one skill of your choice. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

5TH LEVEL

ANCHORING ROOTS

FEAT 5

LESHY

Small roots sprout from your feet, steadying you as you move. You gain the Steady Balance skill feat, even if you aren't trained in Acrobatics, and you can use the Anchor action.

Anchor ◆ **Effect** You send your roots deeper into the ground, making it harder for you to stumble. Until you move, you gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you (or a +4 circumstance bonus if you're a root leshy). This bonus also applies to saving throws against spells or effects that attempt to move you or knock you prone.



If an effect forces you to move, you move only half the normal distance, as some of the effort goes to tearing out the roots. At the GM's discretion, this ability might not work on ground that's more resilient than stone, such as metal flooring or magically-reinforced masonry.

9TH LEVEL

SPORE CLOUD

FEAT 9

LESHY

Frequency once per hour

You unleash a cloud of pollen or similar spores. All creatures in a 10-foot emanation around you must attempt a Fortitude save using your class DC or spell DC (whichever is higher) with the following results. Plants and fungi are immune to this effect.

Critical Success No effect.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled and can see only 10 feet away for 1 round.

Critical Failure The creature is blinded for 1 round.

THORNED SEEDPOD

FEAT 9

LESHY

Prerequisites Seedpod (*Character Guide* 54)

When your seedpods strike a felling blow, they burst into viciously thorny vines. When you critically succeed at a seedpod Strike, vines twist and stab your foe, dealing 1d4 persistent piercing damage.

13TH LEVEL

CALL OF THE GREEN MAN

FEAT 13

LESHY

You can call forth nearby nature spirits to augment your body. Once per day, you can cast *plant form* as a 5th-level primal innate spell. When you reach 17th level, this spell can be heightened to 6th level.

CLOAK OF POISON

FEAT 13

LESHY POISON

Frequency once per day

You secrete a cloak of concentrated poison that harms any who dare attack you. For 1 minute, any creature that touches you or damages you with an unarmed attack or melee weapon without the reach trait takes 3d6 poison damage.

17TH LEVEL

FLOURISH AND RUIN

FEAT 17

LESHY

You can call upon the vital essence of your spirit to restore life to your allies and call forth vines to ensnare and bludgeon your foes.

You can cast *field of life* and *tangling creepers* as 6th-level primal innate spells once per day each. You become an expert in primal spell attack rolls and primal spell DCs.

REGROWTH

FEAT 17

LESHY

Your command over your vital essence allows you or an ally to recover from grievous wounds. You can cast *regenerate* as a 7th-level primal innate spell once per day.

LIFE WITHOUT FORM

Leshy spirits are beings of pure vital essence without any of the otherworldly quintessence known as spiritual essence. Existing without physical form allows them closer contact with memories from their distant past, but this broader perspective gradually erodes memories of their experiences in their most recent body.

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LIZARDFOLK

Lizardfolk—also known as iruxi—are one of Golarion’s most storied ancestries, thanks in part to their perpetual ability to adjust to new environments. Along with this adaptability, their skill as astronomers and survivalists and their oral traditions dating back millennia have kept lizardfolk relevant throughout Golarion’s history on a global scale.

LIZARDFOLK OF GOLARION

Outsiders often don’t perceive the finer subtleties of iruxi culture. Many humans have trouble even telling individuals apart, relying on only obvious details like scale color and fin size. In truth, iruxi civilization is rich and varied with dozens of ethnicities across Golarion—including several in the Inner Sea region.

ESSARI

When most Avistani think of lizardfolk, they picture Essaris. Immediately identifiable by the dorsal fins that start atop their heads, Essaris tend to have scales of mottled dark green or blue that pale with age. Primarily swamp-dwellers, Essaris eschew unnecessary clothing, opting for simple tabards, loincloths, arm wraps, and cloaks. They live across Avistan, especially in the west, though they’ve lost much of their historic territory to other ancestries.

Family trees are vital to Essari culture. Every Essari can recite their clan lineage, and the bones of their precursors likely fortified the walls of their childhood home. Even the most nontraditional Essari has a spiritual connection to their ancestors that their closest companions might never suspect—until it saves their lives. Most Essaris harbor suspicions of those from New Thassilon, as the runelords and their giant servitors are dread figures in Essari lore.

Essaris typically take the frilled or wetlander lizardfolk heritage.

IKELEK

At first glance, Ikelek iruxi resemble their Essari neighbors. Instead of a fin, Ikeleks typically have dorsal spines or no adornment at all, and their duller, pebbled scales tend toward browns and grays amid olive greens. Their reach across Golarion isn’t as broad, mainly concentrated among the waterways and forests of the Broken Lands and Shining Kingdoms.

Ikelek architecture and crafts favor using glass, made from colored sand acquired in trade with their desert kin to the east, over bone. They’re superlative javelin throwers, and some take up archery.

Battling the pollutants and monsters that wash down from the Eye of Dread has made Ikeleks revere the druidic arts and nature deities like Gozreh. However, isolated settlements sometimes fall under the sway of other forces, with some in the wilds of the River Kingdoms worshipping demons or crueler patrons.

Ikeleks often take the cloudleaper or woodstalker lizardfolk heritage.

SAND BRETHREN

The deserts of northern Garund and western Casmaron house lizardfolk clans such as the armor-scaled Hazairs, blood-spewing Shaikims, dune-surfing Barrukas, and camouflaged Nazegs—united by their love of the hot sands, independence, and privacy. Many have adopted the heat-resistant cloaks and head wraps of



their human neighbors, which also serve them when they want to roam Kelesh's city streets without comment.

While Sand Brethren iruxi vary wildly in physiognomy, they share traditions of hospitality, desert flower cultivation, and scimitar sword dances that involve nicking the tips of their rivals' tails. The slender Zephyr Kin, nocturnal traders, share news and tall tales from Rahadoum to Taldor and into Casmaron, reinforcing the shared culture of the otherwise disparate desert iruxi.

Sand Brethren mostly take the cliffscale or sandstrider lizardfolk heritage.

TERWAZASH

Outside of Droon, western Garund is the center of iruxi culture—and Terwazash iruxi certainly hold themselves as paragons of their ancestry. Terwazashes are brightly colored, usually with green scales and paler underbellies, though historical association with dragons and lunar nagas means that entirely white, black, and emerald individuals also appear. Terwazashes also tend to have expressive fin and neck frills, and have strong artistic traditions focused on jewelry. The clothing they wear is made of waterproof material such as woven reeds.

Terwazashes most often take the frilled or unseen lizardfolk heritage.

OTHER ETHNICITIES

Lizardfolk inhabit areas throughout Garund, from the red-scaled, cliff-dwelling Karrakis to the secretive Mist Dragons who move through rain forest treetops without ever touching the ground. Lizardfolk are most prevalent in southern Garund, particularly in the iruxi nation of Droon, but are also numerous in Vudra, where they mingle (and sometimes compete) with the area's other reptilian peoples, including vishkanya. Most Vudrani iruxi have scales that blend in well with their jungle and mountain homes, though some appear glossy black with brilliantly colored mouths that warn of venomous bites.

LIZARDFOLK HERITAGES

The following heritages are available to lizardfolk.

CLOUDLEAPER LIZARDFOLK

Your body is light with flaps of skin along your limbs that catch the air that passes beneath you. As long as you can act and have enough room, you can open the flaps to slow any fall just enough to avoid taking damage (whether you have the room to do so depends on the GM's discretion).

WOODSTALKER LIZARDFOLK

You move easily through thick forest and jungle, using every branch or bush. You can always use the Take Cover action when in forest or jungle terrain to gain cover, even if you're not next to an obstacle you would normally be able to Take Cover behind. You gain the Terrain Stalker feat, even if you're not trained in Stealth, and you must choose underbrush as your chosen terrain.

LIZARDFOLK FEATS

The following ancestry feats are available to lizardfolk.

1ST LEVEL

BONE MAGIC

FEAT 1

LIZARDFOLK

Your connection to your iruxi ancestors manifests as a simple primal spell that you cast using a fragment of an ancestor's bones. Choose one cantrip from the primal spell list. You can cast this cantrip as a primal innate spell at will, and it's heightened to a spell level equal to half your level rounded up.

DROON

Long before the birth of Azlant, iruxi realms girdled Golarion. Today, only one nation recalls the splendor of that bygone era: Droon, a vast empire on the coast of southern Garund. Here, lizardfolk rule astride dinosaurs. Iruxi nobles settle feuds via ceratosaur duels. Sauropod caravan trains haul goods across seemingly impossible distances. Wizards breed spell-laced rhamphorhynchus familiars, and no thief worth their salt pulls a job without a whistling velociraptor lookout.

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IRUXI

While most lizardfolk permit humans and others to refer to them by that moniker, they call themselves iruxi.

This ancient word arose from the Draconic tongue, though its exact etymology is unclear. In Droon, iruxi astronomers point to the jagged constellation of the Maw and the starry figure who stands against it. Today, while this constellation is called the Lone Mother and features in fables about environmental conservation, she once had another name in dragon lore: Erux, meaning “defiance.”

CONSULT THE STARS

FEAT 1

LIZARDFOLK

You find wisdom in the movements of the heavens. Once per day, you can spend 10 minutes to draw upon your readings of a recent night's sky to gain the trained proficiency rank in one skill of your choice; the chosen skill's key attribute must be Charisma, Intelligence, or Wisdom. This proficiency lasts until your next daily preparation. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

LIGHTNING TONGUE

FEAT 1

LIZARDFOLK

Your tongue darts out faster than the eye can see to retrieve loose objects. You Interact to pick up a single unattended object of light Bulk or less within 10 feet of you. If you don't have enough hands free to hold the object, it falls to the ground in your space.

REPTILE RIDER

FEAT 1

LIZARDFOLK

To you, crocodilians, giant lizards, and dinosaurs are loyal steeds, not monsters. You gain the Ride feat, even if you don't meet the prerequisites. You gain a +1 circumstance bonus to Nature checks to Handle an Animal as long as the animal is a reptile, dinosaur, or even a non-sapient dragon.

5TH LEVEL

FLEXIBLE TAIL

FEAT 5

LIZARDFOLK

You can perform simple Interact actions with your tail, such as opening an unlocked door. Your tail can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish, and you can't use it to hold items.

GUIDED BY THE STARS

FEAT 5

FORTUNE LIZARDFOLK

Frequency once per day

Trigger You are about to attempt a skill check or saving throw.

The stars grant you insights that guide your actions. You roll twice and take the better result. If it's night and you can see the stars, you gain a +1 circumstance bonus to the triggering roll.

IRUXI GLIDE

FEAT 5

LIZARDFOLK

Prerequisites cloudleaper lizardfolk heritage

You glide slowly toward the ground, 5 feet down and up to 25 feet forward through the air. As long as you spend at least 1 action gliding each round and haven't yet reached the ground, you remain in the air at the end of your turn.

TONGUE DISARM

FEAT 5

LIZARDFOLK

Prerequisites trained in Athletics, Lightning Tongue

You lash out with your tongue to disarm your foe. You attempt to Disarm a creature within 10 feet, ignoring the requirement that you must have at least one hand free.

9TH LEVEL

BONE CALLER

FEAT 9

LIZARDFOLK

Using a mixture of dinosaur bones and the bones of your ancestors to focus your magic, you animate lizards and dinosaurs to carry messages or serve as mounts. You can cast *animal messenger* and *phantom steed* as primal innate spells once per day each. The animal messenger is always a Tiny dinosaur or lizard, and your innate spell transforms it from bones to flesh, even if there are no dinosaurs or lizards nearby. The phantom steed looks like a dinosaur rather than a horse but functions identically.

DANGLE

FEAT 9

LIZARDFOLK

Prerequisites Flexible Tail

You can hang by your tail from any suitable anchor point, such as a tree branch, balcony, or rocky outcropping (subject to the GM's discretion), typically while climbing. While hanging, you have free use of all your other limbs, so you can perform tasks that require both hands, such as firing a bow or swinging a greatsword.

READ THE STARS

FEAT 9

LIZARDFOLK

Prerequisites trained in Astrology Lore or Occultism

You're incredibly skilled in iruxi astrology, and you can gain useful (if cryptic) hints from the stars' alignment. Once per night, if you can clearly see the stars, you can spend 1 hour reading the heavens to see how they relate to a particular goal, event, or activity that will occur within 1 week. The GM rolls a secret check, either a DC 28 Astrology Lore check or a DC 32 Occultism check. On a success, you learn a cryptic clue or piece of advice that could help with the chosen event, and on a critical failure, you learn a misleading cryptic clue or piece of advice.

13TH LEVEL

BONE INVESTITURE

FEAT 13

LIZARDFOLK

You encase yourself in spiritual dinosaur bones to become a Huge dinosaur. You can cast *dinosaur form* on yourself as a 5th-level primal innate spell once per day.

IRUXI SPIRIT STRIKE

FEAT 13

LIZARDFOLK

Your iruxi unarmed attacks channel the spiritual energy of your ancestors. Any unarmed attacks you acquire from iruxi heritages or ancestry feats gain the effects of a *ghost touch* property rune (*Core Rulebook* 584).

17TH LEVEL

SCION TRANSFORMATION

FEAT 17

LIZARDFOLK **PRIMAL** **TRANSMUTATION**

You go into hibernation for 24 hours and perform a ritual dedicated to your ancestors, undergoing a one-time metamorphosis. You permanently gain the effects of *enlarge*, and your maximum Hit Points increase by your level. The ritual transforms most of your gear to the appropriate size for your new body (though powerful items like artifacts or items strongly tied to their original size may not transform, at the GM's discretion).

IRUXI ANCESTORS

Ancestor worship is central to iruxi spiritual life. Lizardfolk keep their elders' physical remains close, incorporating them into the architecture of their settlements. The bones of deceased iruxi shore up protective walls and fill great vaulting ossuaries. Preserved and suffused with ritual veneration, these bones become magical reservoirs of power. It's rumored that in times of great need, iruxi ancestors will reanimate their bones and fight for their descendants.

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ORC

Driven to Golarion's surface by the dwarves' exodus, orcs have a history shaped by conflict. In Avistan, orc civilization is largely confined to the Hold of Belkzen, a scraggy, mountainous badland and the last echo of their once-mighty empire.

United for the first time in generations, Avistani orcs are now poised to make allies instead of enemies—assuming they can survive the wrath of the mighty lich Tar-Baphon.

For many orcs, life is a tumultuous affair, where victory and survival—and achieving them honestly—mean everything. Most orcs despise lies and deception, seeing them as cowardice; this is especially true for diplomacy's crucial, if petty, half-truths and omissions. However, this view often causes others to dismiss orcs as uncooperative and short-sighted.

Orcs value immediacy greatly, as they know much of life's uncertainty and brevity. They regularly fight to resolve conflicts, but so long as a combatant demonstrates strength, even defeat can win respect. These displays of violence have deep cultural roots, and just as orcs have pride in the scars they earn, they don't see their raging contests as brutal, the way outsiders do. To express themselves, orcs often favor beautiful tattoos and intricate scarring that both decorate the body and demonstrate their ability to endure pain.

Surface orcs are naturally nocturnal, holding many cultural activities and ceremonies at night, as their eyes are better suited to the dark. This can lead to further misunderstandings between orcs and other humanoids, as orcs encountered during the daytime have likely been forced to modify their sleeping pattern for the comfort of others, leaving them short on sleep and, potentially, more easily aggravated.

ENSHRAK

Enshrak orcs returned to their homeland after being driven skyward. They feel a deep connection to their people's past and search the Darklands for relics left by ancient orcs. They practice traditional rituals and cultivate Darklands root vegetables (rather than the surface's sun-poisoned produce). Enshraks believe orcs were never meant to leave the Darklands and hold fierce superstitions concerning the blinding sun and their surface kin.

Enshraks maintain their hatred of dwarves, seeing the Quest for Sky as a genocide. Many holds dig deep into the Darklands, trying to reclaim their ancestral home, and some even seek to eventually free Rovagug, in a movement known as the Quest for the Cage.

Enshraks usually have the battle-ready or deep orc heritage.

KHARMAJA

Living among Golarion's lofty peaks has instilled a reckless bravado in the orcs who call them home. Kharmaja orcs learn to jump and climb before they can walk. Great honor is thrust upon mountain orcs capable of death-defying leaps over deadly chasms—tales of these deeds are sung across Kharmaja holds for generations in their expansive oral tradition. Most Kharmajas live among the Kodar and Mindspin Mountains, though some have expanded as far south as the Menador Mountains.

Wrangling a drake into servitude is one of the greatest feats of bravery recognized by the mountain holds. Kharmaja children memorize the names of their favorite drake riders and their fearsome mounts.

Kharmajas usually have the battle-ready or hold-scarred orc heritage.

KHULDAR

Even sun-baked deserts contain hidden orc holds. Entirely nocturnal, Khuldar orcs disguise their collapsible wooden homes under mounds of sand to escape the harsh light of day. Young Khuldars prove themselves by standing watch during the day while the remainder of the hold sleeps. Many reside in Belkzen's Dirt Sea, a massive expanse of fine silt. They create large, innovative barges pulled by beasts or giants to traverse the sunken terrain.

Khuldars most often have the badlands or grave orc heritage.

MATANJI

The jungle holds no secrets for rain orcs. Matanjis defend their territory from the demons of the Mwangi Expanse, their ancestral enemies. They carve protective runes in trees to mark their territories; more extreme holds display macabre trophies from defeated fiends. Other Mwangi residents greatly respect Matanjis for their fiend-hunting prowess, and Mualijae elves often ally with them against fiendish cults and other nefarious forces.

Matanjis often cover their bodies with intricate warding tattoos. They show off their strength in intense martial dances performed by small groups. Completing a dance with passion and precision gains respect for the entire group.

Matanjis mostly have the hold-scarred or rainfall orc heritage.

NAMATHKAR

Solitary orcs are highly rare, especially on the plains. Utterly communal, the Namathkar orcs of the Hold of Belkzen and the plains beyond are most comfortable when surrounded by those they trust. Their skin tones range from dazzling greens to earthy browns, and they dress in simple clothing that doesn't hinder them in combat, leaving them ready to fight at a moment's notice.

Namathkars are the most populous orc ethnicity in Avistan. As scions of the orc armies that clashed most with neighboring nations, they have fraught relationships and reputations. However, they've proven most likely to peaceably interact with other cultures, and the transformation of the orc city of Urgir into a trading hub has facilitated this cooperation.

Namathkars often have the badlands or hold-scarred orc heritage.

NANUT

The biting cold of Golarion's frozen corners shapes the lives of Nanuts, also known as arctic orcs. Most reside in the Land of the Linnorm Kings, but they find homes in all arctic realms. Their skin tones range from cold greens and frosty blues to dark purples, and they dress in dyed animal furs. Nanut orcs hibernate during the times of year when the sun never sets; when it finally does, they return to activity.

Living in large, nonmonogamous family units, Nanuts teach their children to hunt communally. They're less likely to resort to interpersonal violence than other orcs, believing their energy too precious to waste. Nanut orcs instead prove their dominance through hunting—orcs who brave the cold and best the creatures of the arctic to provide for their kin prove both their strength and value to their people.

Nanuts largely have the battle-ready or winter orc heritage.

ORC HERITAGES

The following heritages are available to orcs.

BATTLE-READY ORC

You descend from a line of terrifying battlefield commanders. You become trained in Intimidation, and you gain the Intimidating Glare skill feat.

ORC SETTLEMENTS

Orc settlements rapidly rise and fall, but a few have stood the test of time.

Garaguum: In the Darklands, orcs inhabit a ruin built by their ancestors: the final battleground of their people's last stand against the dwarf invaders.

Scarwall: When the curse lifted from this haunted castle within the Hold of Belkzen, the local orc holds rushed to make their claim. The castle's lingering magic warped the minds and bodies of the orcs, who now call themselves the Spirit Skull Hold.

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ORC HISTORY

Originating deep underground, orcs were driven upward when the dwarves began their Quest for Sky. Endless dwarf forces advanced from below, crossing into orc territory and inciting a war that lasted for countless orc lifetimes, with each new generation losing more ground.

When finally driven to the surface, orcs discovered a world shrouded by ash. The nearby human civilizations were unprepared for their anger and desperation as they battled their way to empire with dauntless ferocity.

GRAVE ORC

You were exposed to powerful necromantic energies that should have killed you—but you survived. Your skin is cold, clammy, and gray. You gain resistance to negative damage equal to half your level (minimum 1). You also gain a +1 circumstance bonus to saving throws against necromancy effects.

WINTER ORC

Your ancestors survived in cold climates. You become trained in Survival, and you treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

ANCESTRY FEATS

The following ancestry feats are available to orcs.

1ST LEVEL

ORC WARMASK

FEAT 1

ORC You paint your face to create a *warmask*, an invested magic item of negligible Bulk with an item level equal to your level and a usage of worn (mask). It has the divination trait and a magical tradition trait depending on its type. Donning or removing your *warmask* requires 1 minute of work, though you don't need to Invest the mask each time. The *warmask* is unique to you and might signify your hold, your accomplishments, or your faith. While creating your mask, you must choose the source of your *warmask*'s power from the options below. This source determines the mask's associated skill as well as magical tradition. Once you select this source, it can't be changed. You become trained in the associated skill, and you gain the Dubious Knowledge skill feat as a bonus feat. You can spend 1 hour performing a ceremony that costs 50 gp to attune yourself more deeply with your *warmask*. If you do, you gain a +1 item bonus to the associated skill whenever you wear the *warmask*.

- **The Gods** Religion, divine tradition
- **The Land** Nature, primal tradition
- **Magic** Arcana, arcane tradition
- **The Unknown** Occultism, occult tradition

5TH LEVEL

DEFY DEATH

FEAT 5

ORC

Prerequisites Orc Ferocity

You're exceptionally difficult to kill. The DC of your recovery checks is equal to 9 + your dying value, or 8 + your dying value if you have the Toughness general feat. In addition, whenever someone returns you to life using magic that would normally leave you debilitated for a week (such as *raise dead* or the *resurrect* ritual), you don't suffer that condition.

MASK OF POWER

FEAT 5

ORC

Prerequisites Orc Warmask

Your *warmask* sharpens your connection to the source of your mask's power. During your daily preparations, choose *fear*, *phantom pain*, or *true strike*.

Until your next daily preparations, you can cast this spell as a 1st-level innate spell once per day; the spell's tradition is determined by the tradition tied to your *warmask*. You must be wearing your *warmask* to Cast the Spell.

MASK OF REJECTION

FEAT 5

FORTUNE ORC

Prerequisites Orc Warmask

Frequency once per day

Trigger You fail a saving throw against an effect from your warmask's magical tradition.

Requirements You're wearing your warmask.

Your warmask projects a white-hot fury that attempts to vaporize the offending magic. You reroll the triggering check with a +2 circumstance bonus, but you must use the new result, even if it's worse than your first roll.

SCAR-THICK SKIN

FEAT 5

ORC

Glorious, storied scars cover and protect much of your body. Your DC on flat checks to end persistent bleed damage is reduced from 15 to 10, or from 10 to 5 after receiving especially appropriate assistance.

9TH LEVEL

DRAGON GRIP

FEAT 9

UNCOMMON ORC

Prerequisites Beast Trainer (*Advanced Player's Guide* 18)

Your hold has a unique draconic connection. You gain a +2 circumstance bonus when you attempt to Make an Impression on a creature with the dragon trait. You gain access to the Riding Drake animal companion (*Advanced Player's Guide* 145).

MASK OF PAIN

FEAT 9

ORC

Prerequisites expert in Intimidation, Orc Warmask

Trigger You succeed at a Demoralize check.

Requirements You're wearing your warmask.

Your mask has grown into a manifestation of your pain, which you can release. The creature you successfully Demoralized takes 2d6 mental damage, or 4d6 mental damage if you're legendary in Intimidation. The target is then temporarily immune to additional damage from Mask of Pain for 24 hours.

13TH LEVEL

LIFEBLOOD'S CALL

FEAT 13

ORC

The impulse to survive and continue fighting resonates deep within you. You gain a circumstance bonus to damage rolls on your melee Strikes equal to twice the sum of your wounded and doomed conditions (to a maximum of a +8 circumstance bonus to damage) whenever you have one or both conditions.

MASK OF FEAR

FEAT 13

ORC

Prerequisites Orc Warmask

Trigger You start your turn with the frightened condition.

Requirements You're wearing your warmask.

Your warmask burns off of your face, releasing your apprehension. You remove the frightened condition. Your warmask is destroyed, and you can't reapply it until your next daily preparations.

Special You can use this reaction even if you have a condition tied to the frightened condition that would normally prevent you from using a reaction, such as "fleeing as long as you're frightened" or "paralyzed as long as you're frightened."

ORC HOLDS

Orc holds are large groups of orcs bound together by family, values, and loyalty.

Burning Sun: Armed with their faith in Sarenrae, the Burning Sun hold is dedicated to directing orc culture toward a more righteous path.

Empty Hand: The Empty Hand hold collects taxes from trade in Urgir to acquire top-quality weapons and armor. The hold's renown reached new heights after they led a recent victory over the Whispering Tyrant's undead forces.

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RATFOLK

Known as ratfolk in many places across Golarion, ysoki have survived thanks to their cunning, adaptability, and focus on community and cooperation. Ysoki have large families with dozens of members, often including non-ysoki. Many ysoki are avid travelers, moving throughout the world as merchants and adventurers—lifestyles complemented by their ability to spot a wide variety of threats, from environmental dangers to other creatures who wish to do them harm. Due to their cautious and wandering nature, ysoki usually stay wary of strangers but can quickly develop strong bonds with those they trust.

RATFOLK OF GOLARION

Where there's trade, there are ysoki. As adaptable as humans, ysoki have carved out warrens and caravan routes across nearly every continent on Golarion.

BELKZEN CREEPER

Outsiders often dismiss Belkzen Creepers as uncivilized and monstrous due to the animal skull masks they wear to inspire fear in their orc neighbors. In truth, these canny survivors simply value seclusion as much as community. Isolated from most other ratfolk, Belkzen Creepers often dwell in large burrows beneath the rocky islands poking out of the Hold of Belkzen's Dirt Sea. They typically have tawny fur and limbs well-muscled from poling their sled-skiiffs over quicksand.

Belkzen Creepers tend to be devout, and their clerics skillfully drive away the region's unusual undead. The central figure in their mythology is the Hollow Rat, a hairless chthonic rodent who carves tunnel mazes to keep Rovagug contained—or hasten his escape, depending on the tale-teller. They also venerate Lor Shan (a local aspect of Lao Shu Po), Gozreh, and the orc fertility goddess Dretha.

Belkzen Creepers usually have the deep rat or longsnout rat heritage.

DIGUO-DASHUN UNDERMINER

Populating the Darklands under central Tian Xia, Digu-Dashun Underminers are the most numerous ratfolk on the continent. They generally have black or gray fur with long whiskers and red eyes that help them navigate underground. Those with enough wealth use gold, jewelry, and elegantly wrapped tail ribbons to flaunt their social status.

Life in these ysoki's resource-scarce caverns has taught them the value of alliances, and they display fierce loyalty to their militaristic clans and antipathy to any rivals (of which there are inevitably many). Most Digu-Dashun Underminers dislike surface dwellers and resent the ease of their lives—but bond strongly with those they come to trust.

Underminers usually view religion as transactional, worshipping more out of hope for divine boons than reverence. However, they're strongly influenced by Lao Shu Po, the Grandmother Rat who stole divinity for herself. Like her, Digu-Dashun Underminers go after what they want, sneaking around, tunneling under, or barreling through whatever stands in their way.

These ratfolk often have the shadow rat or tunnel rat (page 54) heritage.

DRUMISH DASHER

When most Inner Sea natives think of ratfolk, they picture a Drumish Dasher. Affable, inventive, and quick-witted, Drumish Dashers have



spread from Katapesh and Druma to markets, caravansaries, and dungeons across the Inner Sea. Most sport brown fur ranging from beige to sienna and chestnut to taupe. Though not ostentatious, instead preferring to keep their wealth hidden, Drumish Dashers nearly always wear at least one jewel or bauble meant to dazzle the eye (and occasionally, to flash secret messages to coconspirators). They value intellectual pursuits, and many train as alchemists, wizards, clerics, or bards.

Drumish Dashers usually have the desert rat or tunnel rat (page 54) heritage.

GOKAN HOPPER

Gokan Hoppers dwell throughout western Tian Xia. Born to bound across desert sands and the Wall of Heaven's mountain trails, they hop just as much as they walk, springing like kangaroos on large feet. Desert Hoppers have sandy coats, while those from the highland caverns have striking white and black patches. Most wear Gokan-style robes or quilted coats, but others don the tattered demalions of the Darklands' caligni.

With twitching whiskers and hands that rub together in excitement, a Gokan Hopper will readily make you a bet, a deal, or a friend for life—it's a small wonder that so many dwell in the Deepmarket below Goka, a cosmopolitan city where gambling is practically a way of life. Gokan Hoppers chase novelty whenever possible, believing that fortune smiles on those who search for it.

Gokan Hoppers usually have the desert rat or longsnout rat heritage.

NUMERIAN TINKERERS

Bright-eyed and inquisitive, Numerian Tinkerers always look for new opportunities to occupy themselves: a new project to dabble with, a discarded object to claim as their own, or a fresh escape route in case it all goes bang. They resemble other Avistani ratfolk, but with patchy, mottled fur, especially at the head and shoulders. Numerian Tinkerers ardently scrounge for alien artifacts while also exploring the fields of alchemy, technology, and surgery. Exposure to the region's otherworldly influences has gifted many with sorcery, too.

Surrounded by slavers, barbarians, nanite clouds, and malfunctioning robots, Numerian Tinkerers don't allow outsiders to approach their warrens or even their nominal capital, Chitterhome. Instead, they bring their scavenged finds and expertly restored artifacts to market in nearby human cities, deflecting questions about their settlements with a joke and a wink.

Numerian Tinkerers typically have the longsnout rat or sewer rat heritage.

ULFEN LEAPER

The north's tough winters have tempered the ysoki who live there. Big and broad, Ulfen Leapers are larger than other ratfolk, with brown, gray, or snow-white fur. Named for their deftness at traversing craggy cliff sides and ship riggings alike, they're commonly found along the western coast of Avistan, especially in Kalsgard and Riddleport. Thanks to their hardiness and love of the sea, they travel as far east as the Worldwound and as far south as the Shackles.

Ulfen Leapers hold paradoxical reputations, viewed either as brash, pint-sized brawlers eager to outshine folks twice their size or as shifty sneaks who vanish like footprints in a blizzard. In either case, it's best to look upwards, as these ysoki treat rooftops and ratlines like private highways and often attack from above.

Ulfen Leapers often have the longsnout rat or snow rat (page 54) heritage.

RATFOLK SETTLEMENTS

Ysoki congregate at trading cities and crossroads of all kinds. In Avistan, ratfolk are somewhat more prevalent in Druma, the Five Kings Mountains, and Taldor, as well as port cities like Absalom and Riddleport. Others carve out warrens far from human settlements, such as Numeria's Chitterhome. Garundi ysoki congregate in Katapesh and the Mana Wastes (where they're in demand as alchemists and tinkers), though many sail as far as Thuvia, the Shackles, and Vidrian.

Ysoki dwell throughout Casmaron. They are respected in Kelesh and well established in the caravan city of Ular Kel. Digo-Dashu, the famous "Empire of Rats," sprawls below central Tian Xia; however, ysoki also appear throughout that continent's Darklands, especially in the recently reestablished Second Ticker (page 54) and the Deepmarket below Goka.

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SECOND TICKER

Five centuries ago, the sorceress Hao Jin (*Lost Omens Legends* 46) thwarted a ratfolk surface invasion by transporting the ratfolk's Darklands province to her private demiplane. The demiplane recently collapsed, returning the sphere (now called Round Mountain) to its former site—thankfully just after Pathfinder agents had evacuated the area (then known as Broken Ticker).

At first, the ysoki's delight at their reunification smoothed over the upheaval caused by Round Mountain's return. However, the event diverted nearby rivers and trade routes and caused many Broken Ticker ratfolk to lose their homes; the Round Mountain ysoki must now readjust to a world that forgot them; and Hao Jin is reluctant to arbitrate. The united realm of Second Ticker has thus become a powder keg, with only the threat of a nearby army of clockwork soldiers keeping it from exploding.

OTHER ETHNICITIES

Ratfolk have spread across the Grass Sea of Casmaron, particularly in Ular Kel, where Sarki Tunnelers have established a large presence in (and under) the districts devoted to trade, learning, and monstrous residents. Vudra has at least three distinct ysoki lines—one of which, the Vradji Gnashers, produces some of the best acrobats in the world. In southern Tian Xia, Minatan Skimmers spend so long afloat their barge cities that many have never set a paw on dry land.

RATFOLK HERITAGES

Ratfolk prosper in nearly any Golarion environment—and even on other worlds. The following heritages are available to ratfolk.

SNOW RAT

You have a thicker coat and bulkier frame to defend against the cold, granting you cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

TUNNEL RAT

Your incredibly small bones allow you to easily compress your body and squeeze through gaps. You gain the Quick Squeeze feat as a bonus feat, even if you aren't trained in Acrobatics. Tight spaces not tight enough to require the Squeeze action aren't difficult terrain for you.

RATFOLK ANCESTRY FEATS

The following ancestry feats are available to ratfolk.

1ST LEVEL

SKULL CREEPER

FEAT 1

RATFOLK

You wear skulls to demoralize foes. You become trained in Intimidation and gain the Intimidating Glare skill feat. If you're already trained in Intimidation, you instead become trained in a skill of your choice. If you pay 50 gp for a splendid skull mask, the mask grants you a +1 item bonus to Intimidation; its usage is worn (mask).

WARREN FRIEND

FEAT 1

DOWNTIME RATFOLK

You're adept at making contact with other ysoki. When you arrive at a new settlement, you automatically find the nearest ratfolk enclave by spending 1 day of downtime searching, provided one exists and its members aren't actively hiding from you. Once you've made contact, you gain a +1 circumstance bonus to Gather Information and Earn Income in the settlement.

5TH LEVEL

CORNERED FURY

FEAT 5

RATFOLK

When physically outmatched, you fight with unexpected ferocity. If a foe of a larger size than you critically hits and damages you, that foe is flat-footed to you for 1 round.

GNAW

FEAT 5

RATFOLK

Prerequisites Vicious Incisors (*Advanced Player's Guide* 22)

With enough time and determination, you can chew through nearly anything. You deal double your jaws damage to an unattended, inanimate object.

PLAGUE SNIFFER

FEAT 5

RATFOLK

Prerequisites longsnout rat heritage (*Advanced Player's Guide* 21)

You can sniff out the pungent tang of disease. When you detect a creature by scent, you can also detect if that creature is suffering from a disease at a non-carrier state. If the disease is particularly subtle, you might need to attempt a Perception check against the disease's DC (subject to the GM's discretion).

RATFOLK ROLL

FEAT 5

MOVE RATFOLK

Your ability to curl up into a tight ball comes in handy. You roll up into a ball and move up to four times your Speed in a straight line down an incline. If you reach the bottom of the incline or hit an obstacle during this first turn of movement, you stop rolling safely. Otherwise, you automatically keep rolling at this Speed during subsequent turns until you hit the bottom of the incline or an obstacle ends this movement (which can happen in the middle of your turn). You're slowed 2 each turn after the first that you keep rolling, and if you hit an obstacle on a turn after the first, you and the obstacle both take 4d6 bludgeoning damage and you stop rolling.

9TH LEVEL

UNCANNY CHEEKS

FEAT 9

RATFOLK

You squirrel away useful objects and seem to retrieve them at just the right time. You gain the Prescient Consumable and Prescient Planner feats (*Advanced Player's Guide* 208), except that you always withdraw the objects from your cheek pouches. This means the object you retrieve must fit in your cheek pouches; this is generally an item of negligible Bulk unless you also have the Cheek Pouches feat (*Advanced Player's Guide* 22).

13TH LEVEL

SHINSTABBER

FEAT 13

RATFOLK

Prerequisites Overcrowd (*Advanced Player's Guide* 23)

You can dart around and between your larger allies' legs without tripping them up. As long as you're Small or smaller, you can end your movement in the same square as a Medium or larger ally. Only two creatures total can share the same space when using this ability or a similar one.

SKITTERING SNEAK

FEAT 13

RATFOLK

You squish, slink, and skitter from cover to cover with great speed and stealth. You can move up to your full Speed when you Sneak.

17TH LEVEL

RATFOLK GROWTH

FEAT 17

RATFOLK

You call upon the familial bonds you share with other ysoki to defend them in battle. You can cast *enlarge* as a 6th-level primal innate spell once per day. You can target only yourself and other ratfolk with this spell.

YSOKI OF THE RED PLANET

To Golarion natives, Akiton appears as a pink star winking in the evening sky. The handful of explorers who've gone there and returned tell of a desert planet peopled by red-skinned humanoids, four-armed giants, and—most surprisingly of all—ysoki almost identical to Golarion's ratfolk, even down to a shared common language. These ysoki are expert traders as well as superlative gadgeteers; while they invent little themselves, they can repair or reverse-engineer nearly any sort of widget.

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TENGU

Perhaps in reflection of their patron—the storm god Hei Feng—trouble and turmoil has filled the recent history of the tengu people. The tengu spent more than 400 years as a persecuted underclass of the empire of Lung Wa. Many tengu fled from their ancestral homelands during this time, taking boats to Arcadia or risking the deadly journey across the Crown of the World in search of a better life. Even now, with Lung Wa 100 years gone and the tengu homeland of Kwanlai regained, the tengu diaspora remains.

TENGU OF GOLARION

Established tengu enclaves tend to have long and storied histories behind them, with proud legends, traditions, and social roles passed down from generation to generation.

JINXFEATHER TENGU

The most common tengu found in the Inner Sea region, jinxfeather tengu eke out their living along the coast of Garund, often in fishing villages around the Shackles. They descended from migrants who traveled from Tian Xia for easily available work as sailors, dockworkers, and fishers. Garund proved the most attractive for many tengu due to a curious superstition among the sailors of the Shackles—that tengu eat and negate bad luck, making their presence valuable on sailing ships. Many tengu found the role of “jinx eater” on a sailing crew to be a relatively privileged position. Today, jinxfeather tengu often play up this legend to increase their perceived worth, though this practice has also led to tengu youths being kidnapped and press-ganged.

Jinxfeather tengu often have the jinxed or stormtossed tengu heritage.

KAWATENGU

One of the rarest ethnicities of tengu, kawatengu focus much of their communal efforts on isolationism. These river-dwelling people largely keep their presence a secret from others; if not for their regular harassment of fishers and traders in Lung Wa successor states, their existence might have remained completely hidden. While generally misanthropic towards others, kawatengu have been rumored to accept rare jobs as smugglers, saboteurs, and assassins. Kawatengu are the most likely tengu to have unusual feather colors or patterns, and many possess brown feathers or white striped patterns throughout their black plumage.

Kawatengu often have the dogtooth tengu or wavediver tengu heritages (page 57). They also commonly take the Mariner’s Fire ancestry feat.

KONOHA TENGU

Konoha tengu reside in the Forest of Spirits in Tian Xia. With smaller frames compared to most tengu, they often tend towards simple clothing or none at all. They commonly inhabit trees near water, playfully snatching fish out of rivers, and their kilns and forges provide the only trappings of advanced technology. They express curiosity and friendliness for those that simply wish to pass through their homeland, but rapidly turn cold toward any who seem interested in settling permanently or otherwise troubling the Forest of Spirits. Konoha tengu are known to swarm and rip apart any oni who trespass from Chu Ye, a habit that some scholars believe won tengu their occasional resistance to curses.



Konoha tengu often have the skyborn or taloned tengu heritage.

KWANLAI TENGU

The single largest concentration of tengu on Golarion resides in the nation of Kwanlai, part of the ancestral homelands of the tengu people. Though the citizens of Kwanlai take pride in their country and heritage, they're a people of strong passions and strong contradictions—some revere beautiful shrines crammed in the forgotten back-alleys of ill-planned slums, while others boast of beloved family heirlooms before gambling them away in low-class dice halls. Few peoples can claim a stronger sense of solidarity than the tengu of Kwanlai, however, who still cherish the strength of community that helped them survive more than 400 years with an uncertain future.

Kwanlai tengu have no strong inclinations toward any specific heritage.

TAKATENGU

Residing among the tall mountain peaks of Minkai, takatengu notably appear much taller and broader in stature than other tengu. They highly value asceticism, martial prowess, and discipline. These tengu typically prefer simple clothing in muted colors, often matching the style of other Minkai ascetic groups. Takatengu tend to focus on the elements of a simple life, centering their days around farming, crafting, and training for combat. All tengu are responsible for providing for the community; beyond that obligation, they can focus on whatever art, craft, or combat style catches their fancy—so long as they excel at it. Takatengu have a reputation for being some of the finest warriors and swordsmiths on Golarion and take great pride in this prestige, meaning tengu who can't live up to these expectations likely won't thrive.

Takatengu often have the mountainkeeper or skyborn tengu heritage. They also commonly take the Long-Nosed Form^{APG} ancestry feat.

TENGU HERITAGES

The following heritages are available to tengu.

DOGTOOTH TENGU

In addition to a beak, your mouth also features a number of vicious, pointed teeth. Some legends claim your powerful jaws can even bite through steel. While you aren't that strong yet, your fangs can still leave terrible wounds. Your beak unarmed attack gains the deadly d8 trait.

WAVEDIVER TENGU

You're one of the rare tengu who can cut through water like a bird through air, and you often lurk in rivers or oceans where few expect you. You gain a swim Speed of 15 feet.

ANCESTRY FEATS

The following ancestry feats are available to tengu.

1ST LEVEL

MARINER'S FIRE

TENGU

You conjure uncanny orbs of spiritual flame that float above or below the water's surface. You can cast the *produce flame* cantrip as a primal innate spell at will, heightened to a spell level equal to half your level rounded up. You can cast this cantrip underwater.

FEAT 1

TENGU SETTLEMENTS

The majority of tengu enclaves are found either in the Tian Xia nation of Kwanlai or on the continent of Garund; Kwanlai is part of the ancestral tengu homelands, while tengu communities on the Garund coast resulted from a troubling combination of lucrative job opportunities and kidnapping. Tengu also have a sizable presence in the nation of Minkai and the Forest of Spirits, and scattered communities dot much of northeast Tian Xia.

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TENGU BOTTLES

Tengu tend to have a healthy respect for gods that rule over storms and air—or at least, a healthy fear. One ancestral custom that has caught on among other sailors is the tengu bottle: a decorated gourd or other container filled with an offering for the gods, kept on ships and thrown overboard in the event of dire weather. Tengu bottles most often contain fine alcohol to appease the fury of Hei Feng or Besmara; crew puncture the bottles to release these offerings before throwing them into the waters.

UNCANNY AGILITY

FEAT 1

TENGU

You have near-supernatural poise that lets you move swiftly across the most unsteady surfaces. You gain the Steady Balance skill feat. You can Step into difficult terrain caused by uneven ground, such as a rocky field or hilly incline.

WAXED FEATHERS

FEAT 1

TENGU

Prerequisites wavediver tengu heritage

Your feathers are coated in a waxy substance that repels water. You gain a +1 circumstance bonus to saving throws against effects that have the water trait. So long as you're in a dry place, you can spend one action to shake off any water that clings to your clothing and feathers to instantly become dry.

5TH LEVEL

DOGFANG BITE

FEAT 5

TENGU

Prerequisites dogtooth tengu heritage

You can swing your beak to slash your foes when piercing attacks won't do. Your beak unarmed attack gains the versatile S weapon trait.

MAGPIE SNATCH

FEAT 5

TENGU

You move quickly, snatching a shiny item that catches your eye. Stride twice, and you can Interact to grab an unattended object at any point during your movement.

TENGU FEATHER FAN

FEAT 5

TENGU

You've learned to bind some of your feathers together into a fan to focus your ancestral magic. You gain a *tengu feather fan*: a magic item of light Bulk with a level equal to your level and the evocation and primal traits. You (and only you) can use the *tengu feather fan* to cast tengu magic. If your fan is lost or destroyed, you can create a replacement during your daily preparations; if you do so, your previous fan falls apart into mundane feathers. Further feats might grant you additional activations of your *tengu feather fan*, but you can never have more than three activations per day, no matter how many such feats you have. The DC for spells you cast with your *tengu feather fan* is your class DC or spell DC, whichever is higher.

You can cast the 1st-level *gust of wind* spell by activating your *tengu feather fan*.

Activate Interact; **Frequency** once per day; **Effect** You cast one of the spells contained in your *tengu feather fan*. Activating the fan takes the spell's normal number of actions. You can also Activate the fan to cast a cantrip you've gained from a heritage or ancestry feat; this activation doesn't count against the fan's uses per day.

9TH LEVEL

WIND GOD'S FAN

FEAT 9

TENGU

Prerequisites Tengu Feather Fan

Your fan can stir up even more powerful winds. You can Activate your *tengu feather fan* one additional time per day. Add the 3rd-level *wall of wind* spell to the spells contained within your fan.

13TH LEVEL

ECLECTIC SWORD MASTERY

FEAT 13

CONCENTRATION TENGU

Prerequisites Eclectic Sword Training (*Advanced Player's Guide* 27)

You instinctively learn how to use a sword with just a few practice swings. You change one of the swords designated in your Tengu Weapon Familiarity to a new one that you're wielding, provided the sword meets the specifications of Tengu Weapon Familiarity. You can Interact to draw a sword as part of this activity, designating the sword as part of drawing it; disrupting that Interact action prevents you from designating it as one of your swords. This designation lasts until your next daily preparations.

HARBINGER'S CAW

FEAT 13

AUDITORY MISFORTUNE TENGU

Frequency once per day

Trigger A creature within 60 feet is about to attempt an attack roll or skill check. You caw ominously, cursing the creature with misfortune. The target creature must roll the triggering check twice and take the lower result.

JINX GLUTTON

FEAT 13

TENGU

Prerequisites Eat Fortune (*Advanced Player's Guide* 26)

You can Eat Fortune once per hour, rather than once per day.

THUNDER GOD'S FAN

FEAT 13

TENGU

Prerequisites Wind God's Fan

A wave of your fan unleashes the fury of the storm. You can Activate your *tengu feather fan* one additional time per day. Add the 5th-level *lightning bolt* spell to the spells contained within your fan.

17TH LEVEL

FAVOR OF HEAVEN

FEAT 17

TENGU

You're one of Hei Feng's chosen people and have the authority of the Celestial Court on your side. Once per day, you can cast a 6th-level *spirit blast* as a divine innate spell. In addition, you gain resistance 5 to both good and evil damage.

HURRICANE SWING

FEAT 17

TENGU

Frequency once per day

Prerequisites Storm's Lash (*Advanced Player's Guide* 26)

Trigger You critically hit a foe with a Strike with a slashing weapon.

Choose either *lightning bolt* or *gust of wind*. You Cast the chosen Spell as a 6th-level primal innate spell in the direction of the target of the triggering action.

SOARING FORM

FEAT 17

TENGU

Prerequisites Soaring Flight (*Advanced Player's Guide* 27)

Your wings grow stronger. You gain the effects of Soaring Flight at all times.

TRICKSTER TENGU

FEAT 17

TENGU

You can transform yourself or the bodies of others to express your displeasure. Once per day, you can cast either *aerial form* or *baleful polymorph* as a 7th-level primal innate spell. You must take the form of a bird when using this *aerial form*.

THE STORM GOD'S PEOPLE

While Hei Feng's tempestuous blessings mean that some tengu prefer to pay the god lip service rather than follow his guidance, most tengu share the Duke of Thunder's love of loud and colorful celebrations—holidays dedicated to Hei Feng are nearly universal, in even the most far-flung communities. Likewise, many tengu enclaves put little faith in the stability of society. In situations where the future seems uncertain, Hei Feng's presence provides an outlet for feelings of helplessness.

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TIEFLING

When a trace of fiendish corruption worms its way into an unborn child, the babe is born a tiefling, bearing certain uncanny traits. In popular imagination, and often in actuality, this manifestation stems from some past liaison between one of the child's ancestors and some manner of fiend. For example, many pitborn claim, accurately or not, to have a succubus in their family tree. Casting fiendish magic, worshipping the lords of below, or signing a diabolic pact all have the possibility of thus afflicting one's descendants—though even less common tiefling origins are also possible. Many beastbrood tieflings result from a failed or partial rakshasa reincarnation, while the riftmarked simply have the misfortune of being born too near a qlippoth runestone.

TIEFLINGS OF THE INNER SEA

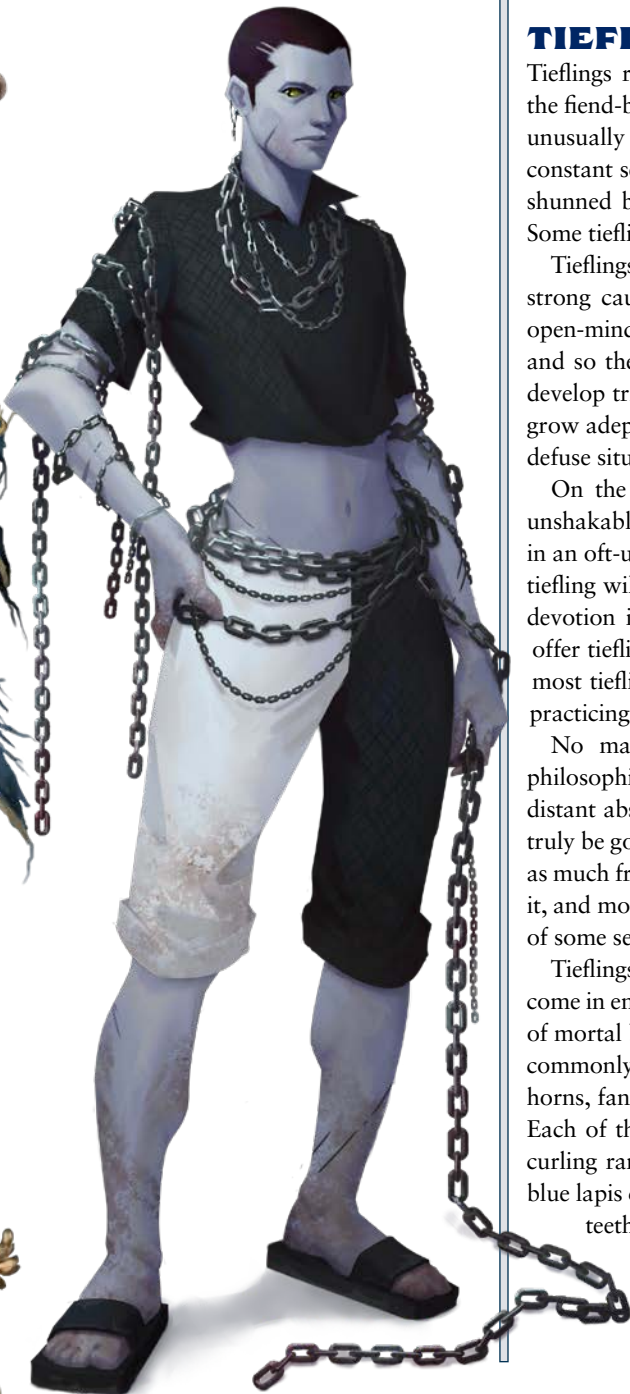
Tieflings rarely have happy childhoods, as few places in Golarion welcome the fiend-blooded. The luckiest tieflings possess easy-to-hide fiendish traits and unusually understanding parents, yet they often still learn the importance of constant secrecy and deceit. Less fortunate tieflings grow up as outcasts or get shunned by their fearful families, left to live as street children and beggars. Some tieflings never get a chance to grow up at all.

Tieflings tend to develop a wide range of coping strategies; most have a strong cautious streak. Even the ones that grow up in loving families and open-minded communities usually know that these are far from universal traits, and so they tend to be prickly, suspicious, and slow to trust. Many tieflings develop tricks to ward off hostility and suspicion from outsiders—they might grow adept at hiding their nature, cultivate a repertoire of jokes and stories to defuse situations, or simply develop psychological armor a foot thick.

On the other hand, those that do earn a tiefling's loyalty find it nearly unshakable. Tieflings know they can't afford to waste precious relationships in an oft-unfriendly world, and so cherish their friends and loved ones. A loyal tiefling will cross deserts, scale mountains, and risk dragons for a friend. This devotion isn't always a good thing, though, as sometimes those inclined to offer tieflings a warm smile and helping hand have cruel intentions or, unlike most tieflings, have been outcast for very good and sensible reasons (such as practicing demonology).

No matter their lineage, tieflings also tend to have more developed philosophical viewpoints than most people. To a tiefling, good and evil aren't distant abstractions, but questions of immediate import. Can a demon's child truly be good? What does it mean to accept your devilish blood? Tieflings have as much free will as any other person in Golarion, but they don't always realize it, and more than one tiefling has embraced or raged against their heritage out of some sense of ironbound destiny.

Tieflings are among the most physically mutable of planar scions. Fiends come in endlessly diverse shapes and forms, so when filtered through the quirks of mortal blood, the results never cease to surprise. Certain traits appear more commonly than others—a slim majority of tieflings have some combination of horns, fangs, cloven hooves, tails, and oddly-colored (typically crimson) skin. Each of these traits varies: a tiefling might have small forehead horns, great curling ram horns, or wicked antlers like a mule deer. Their skin could have blue lapis coloration or zebra-like stripes or serpentine scales. They might have teeth like a wolf or a shark or a viper. Less common lineages have their own markers. Riftmarked often bear strange birthmarks shaped like script, while many beastbrood tieflings have inverted hands. Ultimately though, no two tieflings ever quite have the same physical quirks, not even siblings.



None of Golarion's ancestries can claim complete freedom from fiendish influence. Tiefling humans are perhaps the most prevalent and the most likely to show the classic markers of horn, hoof, and tail. Tieflings are particularly common in devil-worshipping Cheliox, where they're still outcasts, but for a different reason—rather than a forbidden evil, they're viewed as symbols of weakness in interactions with devils. To Chelaxians, a tiefling signals that someone couldn't control their diabolic powers or resist the machinations of a devil, and often are thus pitied or held in contempt.

Tiefling goblins are also quite common, a consequence of the ancestry's frequent worship of Lamashtu. Tieflings in such communities often receive great respect as symbols of divine favor and for their unusually sharp and vicious teeth—sometimes multiple rows of them.

Other societies treat tieflings less kindly. Tiefling dwarves, usually notable for their glowing eyes of crimson flame, are rarely appreciated by their kin. For example, the Pahmet dwarves of Osirion hide, smuggle away, and occasionally even kill such tieflings at birth, believing that a tiefling symbolizes some great crime or dereliction of duty on the part of the family as a whole.

Tiefling elves frequently have exceptionally long, delicate-looking horns, and occasionally more than one set. They also possess vestigial wings more often than other tieflings, though even among elves, winged tieflings remain quite rare. The Mualijae elves of Garund are no more fond of tieflings than anyone else, but they tend to take a more utilitarian approach to them; their society encourages tieflings to become warriors and demon hunters, reasoning that they couldn't possibly become more corrupted than they already are.

Tieflings of halfling ancestry are most often found in Cheliox as well, but where tiefling humans are pitied, tiefling halflings are considered threats to the ruling class and often killed by the Church of Asmodeus. Other halfling slaves have decidedly mixed feelings about their fiend-blooded kin, expressing sympathy for their plight touched with horror for what they represent. Tiefling halflings frequently have hooves and forked or unusually long tongues.

Tiefling gnomes aren't particularly common since their ties to the First World often serve as a sort of inoculation against fiendish corruption. When they do appear, they're frequently mistaken for fell gnomes, with whom they get along quite well. Tiefling gnomes often have peculiarly elongated fingers, sometimes with extra joints and claw-like nails—such tieflings have an iron grip, despite the seeming fragility of their hands.

Many tieflings live transient lives, traveling in search of work and acceptance, however temporary. Few people will go out of their way to harass a grown tiefling, particularly one that has fangs or claws or worse, but smart tieflings know that it's only a matter of time before something gets blamed on the local fiend-blood. Tieflings often gravitate to major cities as a result, seeking anonymity in urban life, or else choose the wilderness over civilization altogether. Those rare tieflings who actually find a community that wholeheartedly accepts them defend their new homes with zealous ferocity.

ANCESTRY FEATS

The following ancestry feats are available to tieflings.

1ST LEVEL

BEASTBROOD

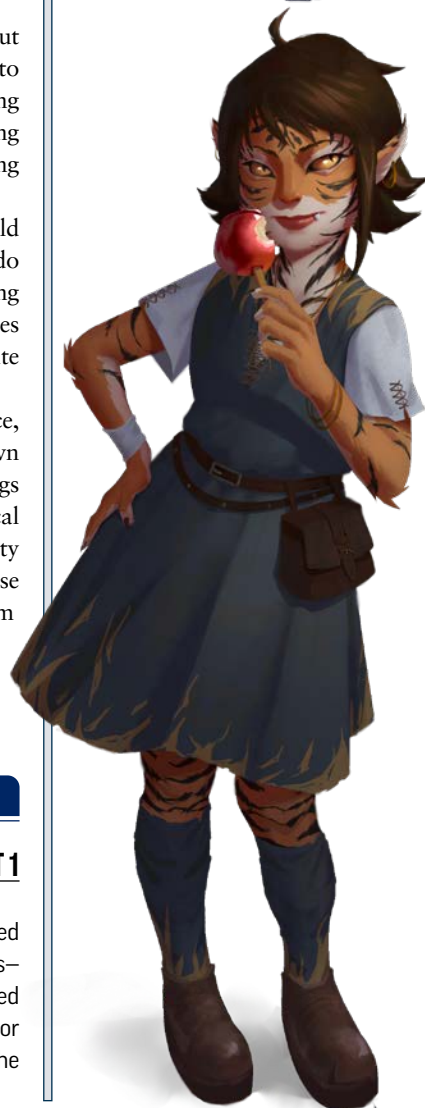
LINEAGE TIEFLING

One of your ancestors was a rakshasa, the corrupt and aristocratic reincarnated souls that call Golarion home. You have some dim echo of your ancestor's memories—enough to play the role of noble as needed, no matter your origins. You're trained in Society. If you're already trained in Society (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Courtly Graces skill feat.

FEAT 1

TIEFLING ADVENTURERS

For many tieflings, becoming an adventurer is a natural progression. The typical tiefling already relies on no one but themselves or a few chosen comrades, lives a semi-nomadic existence to avoid trouble, and tends to have very developed opinions on good and evil and the necessity of intervening on one side or the other. Tieflings often grow up as outcasts, and the charlatan, criminal, hermit, nomad, and street urchin backgrounds might fit, with unluckier tieflings coming from the prisoner background. Many tieflings become rogues or bards as a means of survival, while others access the powers of their blood to become sorcerers. Some become wizards, monks, or clerics in an effort to gain mastery over their fiendish corruption.



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TIEFLING SETTLEMENTS

Given the nature of fiends, tieflings are among the most common of planar scions, especially in areas where demonic or diabolic corruption is most powerful, such as in the lands of the Sarkoris Scar or under the rule of the Thrice-Damned House of Thrune in Cheliax. In such places, it's not unheard of for a few dozen tieflings to form their own small community. These places tend to be paranoid and precarious, sometimes worryingly vulnerable to the cults of dread gods or unholy fiends.



RIFTMARKED

FEAT 1

LINEAGE TIEFLING

Long ago, qliptho marked someone in your lineage, most likely through their ancient runestones that dot Golarion's surface. Yours is an old lineage, primordial and twisted, and you have a sense for similarly twisted things. You're trained in Occultism. If you're already trained in Occultism (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Oddity Identification skill feat.

SHACKLEBORN

FEAT 1

LINEAGE TIEFLING

Your lineage shows the signs of velstrac tampering, including some curious quirk bequeathed by those shadowy surgeons of flesh and souls. Your flesh heals cleanly and quickly—all the better for you to serve as a subject for their ghastly art. You gain the Fast Recovery feat, even if you don't meet the prerequisites.

5TH LEVEL

DEVIL IN PLAIN SIGHT

FEAT 5

CONCENTRATE DIVINE POLYMORPH TIEFLING TRANSMUTATION

You've learned to draw your fiendish nature into a small ball of corruption and hide it in your soul. Your obviously fiendish traits disappear, including any tails, horns, and cloven hooves, though hints remain (claws turn into jagged nails or eyes retain an odd hue, for instance). You're still recognizably yourself, but now appear as a typical, non-tiefling member of your base ancestry. Using Devil in Plain Sight counts as creating a disguise when using Deception to Impersonate, and your transformation automatically defeats Perception DCs to determine if you're a normal member of your base ancestry; only creatures actively rolling Perception to examine you might notice the disguise. While in your shapeshifted form, you can't use unarmed attacks, innate spells, or other abilities that require physical features you receive from a tiefling ancestry feat—for instance, you can't use the Skillful Tail^{APG} feat. You can remain in your alternate form indefinitely, and can shift back to your tiefling form by using this action again.

DEVILISH WILES

FEAT 5

TIEFLING

Traditionally, fiends are exceptionally good at persuading people to do things, even when their targets know it's a bad idea. You're also rather good at it, compelling the weak and weak-willed to your bidding. You can cast *charm* once per day as a 1st-level divine innate spell.

9TH LEVEL

QLIPPOTH MAGIC

FEAT 9

TIEFLING

Prerequisites Riftmarked

You've deeply studied the secrets of your blood and can force reality to act against its own wishes. You can cast *blur* and *silence* once per day each as 2nd-level divine innate spells.

RAKSHASA MAGIC

FEAT 9

TIEFLING

Prerequisites Beastbrood

You remember the secrets of your rakshasa forebears and know how to apply those memories to get results. You can cast *humanoid form* and *illusory creature* once per day each as 2nd-level divine innate spells.

VELSTRAC MAGIC

FEAT 9

TIEFLING

Prerequisites Shackledborn

You know there's so much more to sensation than whips and chains—but whips and chains also have their place. You can cast *telekinetic maneuver* and *web* once per day each as 2nd-level divine innate spells; in both cases, the spells manifest shadowy chains rather than their usual visual signifiers.

13TH LEVEL

FINEST TRICK

FEAT 13

TIEFLING

Prerequisites Devil in Plain Sight

Many fiends—rakshasa rajas and demonic succubi most famously—can take on the forms of others. With practice, you can do the same. When you use Devil in Plain Sight, you can alter your appearance to match a generic member of your base ancestry, rather than one that's obviously you without your tieflings features. In addition, you can imitate a specific person's appearance (of any ancestry of the same size and kind as your base ancestry, typically a humanoid for most ancestries) if you consume a bit of their blood, a lock of their hair, or appropriate equivalents as part of the action. You still must know what the creature looks like, and you must be aware that the consumed portion comes from their body.

17TH LEVEL

FINAL FORM

FEAT 17

CONCENTRATE **DIVINE** **EVOCATION** **MORPH** **TIEFLING** **TRANSMUTATION**

Frequency once per day

You embrace your monstrous blood and make it your own, screaming out to the heavens and hells alike in rage, pain, and defiance. Reality buckles and twists under your sudden power—each tiefling has a unique transformation, but it might include sulfurous flames, choruses of shrieks, or twisting, serpentine lightning. Every creature within 10 feet of you is deafened and dazzled for 1 round unless they succeed at a Fortitude save using your class DC or spell DC, whichever is higher. Your final form has the effects of *divine vessel* for a deity that shares an alignment with your fiendish lineage. Your final form resembles a creature from your fiendish lineage, and you remain in that form for 1 minute. While in your final form, you can cast *chilling darkness*, *fireball*, and *lightning bolt* as 6th-level divine innate spells, once each per use of this feat.

When you emerge from your final form, you become drained 3. In addition, if you have this feat, you gain weakness 10 to good even when not in your final form, and you take good damage even if you aren't evil.

Special At the GM's discretion, the specific elements of this feat can be adjusted to better fit the tiefling's lineage—for example, a GM might decide that a particular beastbrood tiefling could cast a 6th-level *phantasmal killer* instead of *fireball*.

ABANDONED BY FAITH

Few tieflings have positive relationships with the faiths of good-aligned deities. Sometimes this friction stems from ignorance; experienced priests might know to differentiate a tiefling from a demon, but a random lay follower might not. Sometimes it's just a clash of perspectives—tieflings are more likely to have seen the kind of darkness that makes holy idealism look laughable. Other reasons stem not from divine limitations but earthly ones, such as overstretched churches failing tieflings in need due to a lack of resources.

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**CHAPTER 2:
NEW ANCESTRIES AND
HERITAGES**



OVERVIEW

Golarion is a world filled with unique people and strange magic, resulting in an incredible diversity of heritages across the Inner Sea. The new ancestries and versatile heritages (which can be applied to any ancestry) in the following pages represent a small portion of these unique and incredible peoples. Many of these ancestries have deep, historical ties to specific locales, making them less likely to be found outside of those regions. Several of the ancestries presented in this section are therefore uncommon for adventurers. This rarity trait applies specifically to the rules for playing a member of this ancestry, and it's separate from the rarity trait that determines how obscure information about a creature is.

In addition, some ancestries and heritages have incredibly small populations, their existence the result of brief meetings between disparate realms. These ancestries are only rarely spotted anywhere on Golarion, and thus are rare for adventurers. As with uncommon ancestries, this rarity trait applies specifically to the rules for playing a member of this ancestry, and it's separate from the rarity trait that determines how obscure information about a creature is.

While these ancestries are uncommon or rare in the same way as a magic item, a feat, or a spell, you choose an ancestry at the beginning of the campaign. Specific campaigns might grant access to a set of uncommon or even rare ancestries that are particularly appropriate for that setting, such as androids in a campaign set in Numeria or an all-sprite party for a campaign in the First World. In other games, these ancestries can be as available as your group desires and the GM deems appropriate.

SPECIAL RULES

Some of the new ancestries and heritages presented in this book require unique rules to fully represent their capabilities. Most of these rules are described in the applicable ancestry sections but are also collected here for reference.

Flying PCs: Certain ancestries, such as strix or sprites, have wings. The presented ancestry rules intend to provide a good combination of story and game balance for most groups. However, some players might have character concepts that don't fit this assumption and might wish to fly from initial character creation. At the GM's discretion, the GM can grant these PCs a 15-foot fly Speed, replacing any other abilities that involve flying, such as the strix's Wings ancestral trait. In this case, any feat that upgrades the PC's flying capabilities, such as the strix's Fledgling Flight and Juvenile Flight feats, might instead upgrade this Speed by an additional 5 feet. However, GMs who allow this option should be aware that a PC who can constantly fly can trivialize many low- and mid-level challenges, consistently outshining or

leaving other characters behind; the GM should consider this option very carefully before allowing it and adjust the game accordingly.

Riding PCs: A Tiny PC weighs so little and takes up so little Bulk that it wouldn't be a space issue to hitch a ride in a sack, on a shoulder, or otherwise be carried by a fellow PC. However, this requires a tremendous amount of coordination to ensure the Tiny PC doesn't get in the way, or the two PCs don't jostle each other into losing actions. As a result, for most parties, this tactic is less favorable than the Tiny PC just using their own mount. If a Tiny PC rides along with another PC or similar non-minion intelligent creature, roll both their initiatives and use the lower of the two results. The two PCs act in either order on the same initiative count. While traveling in this way, the PCs each gain two actions at the start of their turns, instead of three, since the larger PC spends one action keeping the smaller one balanced on their back, and the Tiny PC spends one action maintaining their grip.

Tiny PCs: PCs are typically Small or Medium size, but some ancestries, such as most sprites, are Tiny instead! Being Tiny comes with its own set of rules about space and reach. A Tiny PC can enter another creature's space, which is important because their melee Strikes typically have no reach, meaning the PC must enter a creature's space to attack it. Like other Tiny creatures, the PC doesn't automatically receive lesser cover from being in a larger creature's space, but circumstances might allow them to Take Cover in this instance. They can purchase weapons, armor, and other items for their size with the same statistics as normal gear, except that melee weapons have a reach of 0 for them (or a reach 5 feet shorter than normal if they have the reach trait). Remember to adjust the Bulk of items and the PC's Bulk limit for Tiny size (*Core Rulebook* 295).

ANDROID (RARE ANCESTRY)

Brought to Golarion by a starship crash in the land of Numeria, androids are half-organic, half-machine lifeforms produced by alien technology. Though often looked upon with fear by superstitious communities surrounding the crash site, changing politics and the rise of the android goddess Casandalee have led to androids expanding their influence in nearby regions.

APHORITE (UNCOMMON HERITAGE)

Aphorites are beings with a mortal base infused with the pure essence of law by the enigmatic axiomites of Axis. Originally designed to form a diplomatic bridge between the perfect logic of the axiomites and the constant contradictions of free-willed creatures, aphorites' ability to choose has seen them grow beyond their original intent and into their own people.



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BEASTKIN (RARE HERITAGE)

While most werecreatures are cursed with bloodlust at the sight of the full moon, some of their kin are born without this dire affliction. These beastkin are a source of respect and envy among their fellows, as they also lack werecreatures' burning vulnerability to silver.

FETCHLING (UNCOMMON ANCESTRY)

Fetchlings are scions of Ancient Azlant who escaped the cataclysm of Earthfall by fleeing to the Shadow Plane. As generations passed, more and more supernatural gloom seeped into these refugees until they evolved into something beyond their human origins.

FLESHWARP (RARE ANCESTRY)

Fleshwarps are beings transformed either by magic or by technology beyond Golarion's ken. Most commonly, they result from drow or other sinister forces transforming their victims out of sadism, yet fleshwarps can also be created from scratch through magical or alchemical manipulation of raw tissue.

GANZI (UNCOMMON HERITAGE)

Born wherever and whenever they're least expected, these scions of chaos rarely conform to any overarching culture among themselves. Ganzi reside in the greatest numbers in the nation of Holomog, with their influence spilling out into Nex, Geb, and the Mwangi Expanse.

GENIEKIN (UNCOMMON HERITAGES)

Kin to the elements and infused with the power of the planes within the Inner Sphere, geniekin live scattered all over the world, especially wherever extreme environments provide a conduit to primal energy. Most commonly found in Katapesh and Qadira, many geniekin gather in small communities both within and outside of major cities.

KITSUNE (UNCOMMON ANCESTRY)

Kitsune change shapes as easily as clothing, often living undetected among other peoples. Though these mischievous tricksters almost never gather in numbers large enough for political clout, their natural charisma and cunning mean they can have a significant impact on worldly events.

SPRITE (RARE ANCESTRY)

As denizens of the First World, sprites sometimes tire of their realm where choices hold no permanence and consequences don't matter. These Tiny fey venture into the Material Plane in hopes of making their own mark.

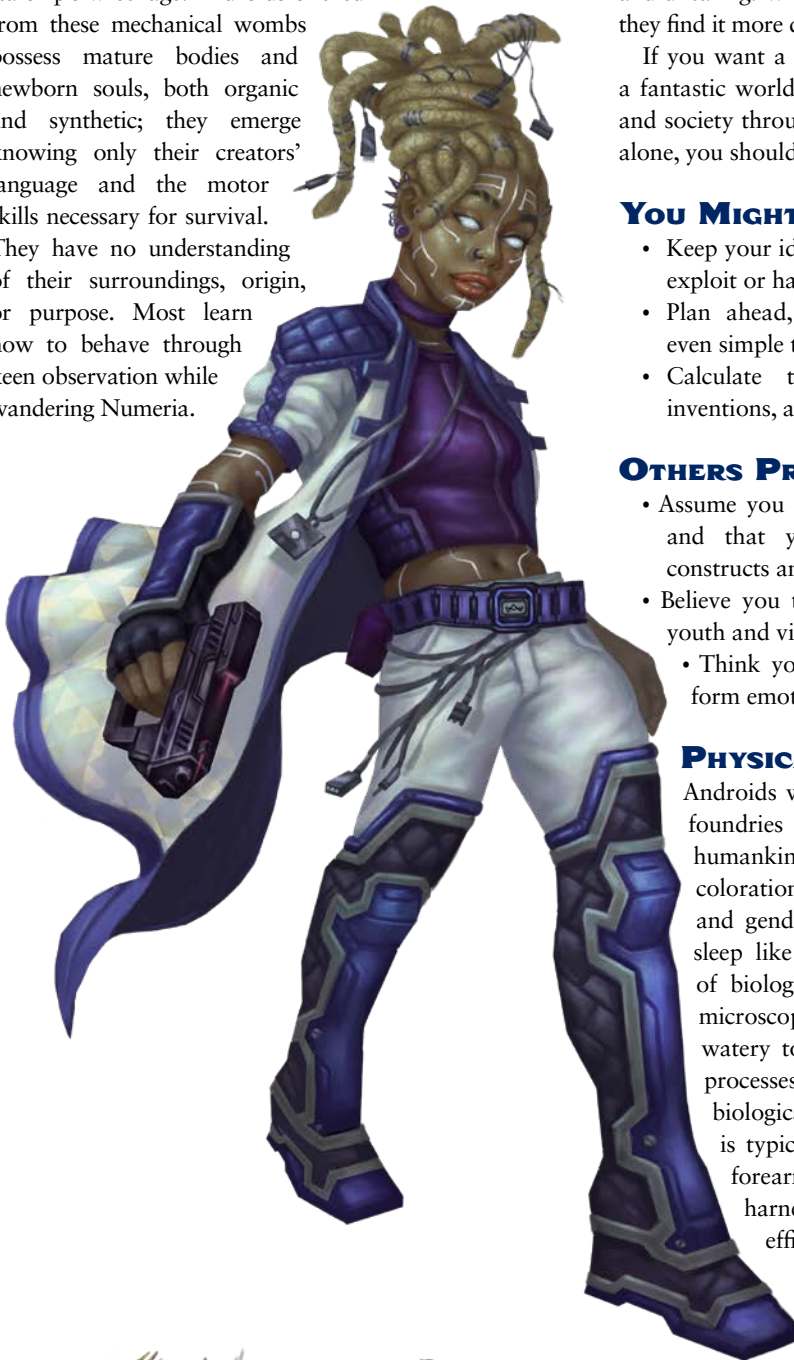
STRIX (RARE ANCESTRY)

These avian humanoids maintain small populations within Chelax and the surrounding environs. Long persecuted by the humanocentric rule of House Thrune, strix have been enemies of the Chelaxian state for almost a century.

ANDROID (RARE)

Technological wonders from another world, androids have synthetic bodies and living souls. Their dual nature makes them quick-thinking and calm under pressure, but comfortable in stillness and solitude.

Androids first arrived on Golarion during the Rain of Stars, when an interstellar vessel from the far-off planet of Androffa crash-landed, scattering debris across Numeria. While some android survivors of this crash still walk Golarion today, most were created from the technological pods, known as foundries, that operate sporadically amid the starship's wreckage. Androids birthed from these mechanical wombs possess mature bodies and newborn souls, both organic and synthetic; they emerge knowing only their creators' language and the motor skills necessary for survival. They have no understanding of their surroundings, origin, or purpose. Most learn how to behave through keen observation while wandering Numeria.



Androids tend to be logical introverts, rational and contemplative. Insatiably curious, with an urge to understand themselves and the world around them, androids place great value on intellectual pursuits. They have difficulty interpreting and expressing emotions, both in themselves and in others, which makes them seem distant and uncaring. While androids can forge emotional bonds, they find it more difficult to connect with non-androids.

If you want a character that's a synthetic foreigner in a fantastic world, forced to learn the nuances of reality and society through the powers of observation and logic alone, you should play an android.

You Might...

- Keep your identity a secret, assuming others want to exploit or harm you.
- Plan ahead, preparing multiple contingencies for even simple tasks.
- Calculate the repercussions of your actions, inventions, and thoughts before sharing them.

Others Probably...

- Assume you understand how to operate technology and that you can capably communicate with constructs and robots.
- Believe you to be immortal and envy your eternal youth and vigor.
 - Think you have no feelings and that you can't form emotional connections with others.

Physical Description

Androids were created in humanity's image; thus, foundries produce androids that represent all humankind. Androids display great diversity in coloration and ethnicity, height and body shape, and gender identity. Androids breathe, eat, and sleep like a human, although they're incapable of biological procreation. Their bodies contain microscopic nanites, transported by fluid too watery to be blood, that manage their organic processes. These nanites are controlled through biological circuitry that resembles tattoos and is typically located along an android's hands, forearms, face, or neck. Many androids can harness their nanites to increase their bodies' efficiency, causing the circuitry to glow.

Androids don't grow old. Instead, their organic appearance becomes less

convincing over time, causing them to look more artificial. After a century, most androids feel their time coming to an end and willingly release their souls to the Boneyard to face Pharamasma's judgment. Their bodies then shut down, entering a lifeless hibernation as their nanites begin restoration protocol and reset their synthetic bodies to their original manufactured state. After a few weeks, a new soul enters the android's form, triggering reinitialization. This process, called Renewal, is an event to be celebrated, akin to bearing a child. Those that die by violence can't Renew, so androids go to great lengths to protect themselves and their brethren from harm.

SOCIETY

Androids have a history of being exploited, enslaved, and destroyed by their Numerian neighbors, so they hide in order to survive. Most choose to keep their ancestry secret by integrating into human society or by adapting to a nomadic lifestyle. Some androids eschew humanity to live among their kind. Such groups often remain small by necessity; while a pair of androids can avoid danger through careful secrecy, large groups attract too much attention.

Android communities are efficient and highly organized. Each citizen understands their role and takes pride in filling it effectively. Debates and lectures frequently occur, as androids seek to understand themselves and their world through education and inquiry. These insular and secretive enclaves relocate when discovered.

ALIGNMENT AND RELIGION

Most androids are neutral. They care for their own safety and that of their companions and their kind. Androids interested in religion usually worship Casandalee or Brigh, goddesses that unite invention and life. Other popular deities include Desna, Irori, and Gozreh.

NAMES

Androids adopt the naming conventions of their surrounding societies, while those raised among their own kind instead select a single name that utilizes Androffan phonology. Occasionally, such androids add a numerical designation to their names, denoting how many generations their body has hosted life as a kind of homage to their bloodline.

SAMPLE NAMES

Anati, Daniv, Era-4, Feralia, Gelegor, Ilgos-5, Koresh, Oris, Prime, Urdun, Verity-3, Ymry

ANDROIDS OF THE INNER SEA

Androids can be found throughout the Inner Sea in small numbers, hiding among humanity, though the vast majority reside in Numeria. Aware that new androids are still birthed in forgotten foundries, most prefer to stay nearby to mentor their newborn kin rather than leave.

Traditionally, Numerian androids encounter two major enemies. First are the nefarious Technic League, greedy spellcasters who claim all technology in Numeria as their own; under Technic League rule, androids lived enslaved as technological marvels for the curious to disassemble and understand. Second are the local Kellids, who believe all technology must be buried or destroyed—androids included. But change has come to Numeria. The Technic League is shattered, and the spellcasters that remain have allied with local gangs and warlords. Most Kellids still view androids as taboo but no longer kill them on sight. In the hinterlands, some citizens are slowly shaking loose their fear and prejudice, as the faiths of Casandalee and Brigh pave the way for reconciliation. A few leaders, including the Black Sovereign, have offered androids the hand of friendship, welcoming them into their lives and communities. Despite this promising turn, however, most androids remain cautious.

HIT POINTS

8

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Dexterity
Intelligence
Free

ABILITY FLAW

Charisma

LANGUAGES

Common
Androffan
Additional languages equal to your Intelligence modifier (if positive). Choose from Abyssal, Celestial, Draconic, Dwarven, Undercommon, Utopian, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Android
Humanoid

CONSTRUCTED

Your synthetic body resists ailments better than those of purely biological organisms. You gain a +1 circumstance bonus to saving throws against diseases, poisons, and radiation.

EMOTIONALLY UNAWARE

You find it difficult to understand and express complex emotions. You take a -1 circumstance penalty to Diplomacy and Performance checks, and on Perception checks to Sense Motive.

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

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ANDROID ADVENTURERS

Most androids become adventurers to protect their kin from harm or to research the history of their people, typically by exploring technological ruins. Androids survive through deception, stealth, and subterfuge, which leads many down the path of the rogue. Others embrace their thirst for knowledge and understanding by becoming alchemists, monks, or wizards. Typical android backgrounds include hermit, nomad, scholar, and tinker.

ANDROFFAN

Androids have long sought to uncover their history and purpose, but Androffan androids take this search a step further. They seek not just knowledge, but information of their former home of Androffa to revive their lost culture. Androffans delve into technological ruins for clues to their people's past and purpose, to hunt for foundries, and to unlock the mysteries of space travel. They wear clothing and jewelry modeled on attire scavenged from starship wreckage: work boots, flight suits, wristbands, identification cards, and military insignia. Unlike most android enclaves, some Androffans live within the ruins they explore. Most individuals are nomadic, traveling from site to site to perform archaeological excavations, but the largest groups are sedentary, living along the slopes of Silver Mount in the effective heart of Androffan society.

CHASM

While most survivors from the Rain of Stars found themselves wandering Golarion's surface, Chasm androids escaped the wreckage into the depths of the Darklands. Isolated, afraid, and with few resources at their disposal, they became scavengers, repairing and repurposing scrap and salvage to survive. Wall panels, wires, and torn nylon became material for clothes, rope, and tools; plastic became armor and dishes; and the few bits of functioning technology they found became cultural touchstones—the last vestiges of when their people flew across the stars.

Alien in appearance, Chasm androids have modified their bodies to better function in the Darklands. They have larger ears and eyes and slender bodies; they can also throw their limbs in and out of their joints.

MANY-SOULED

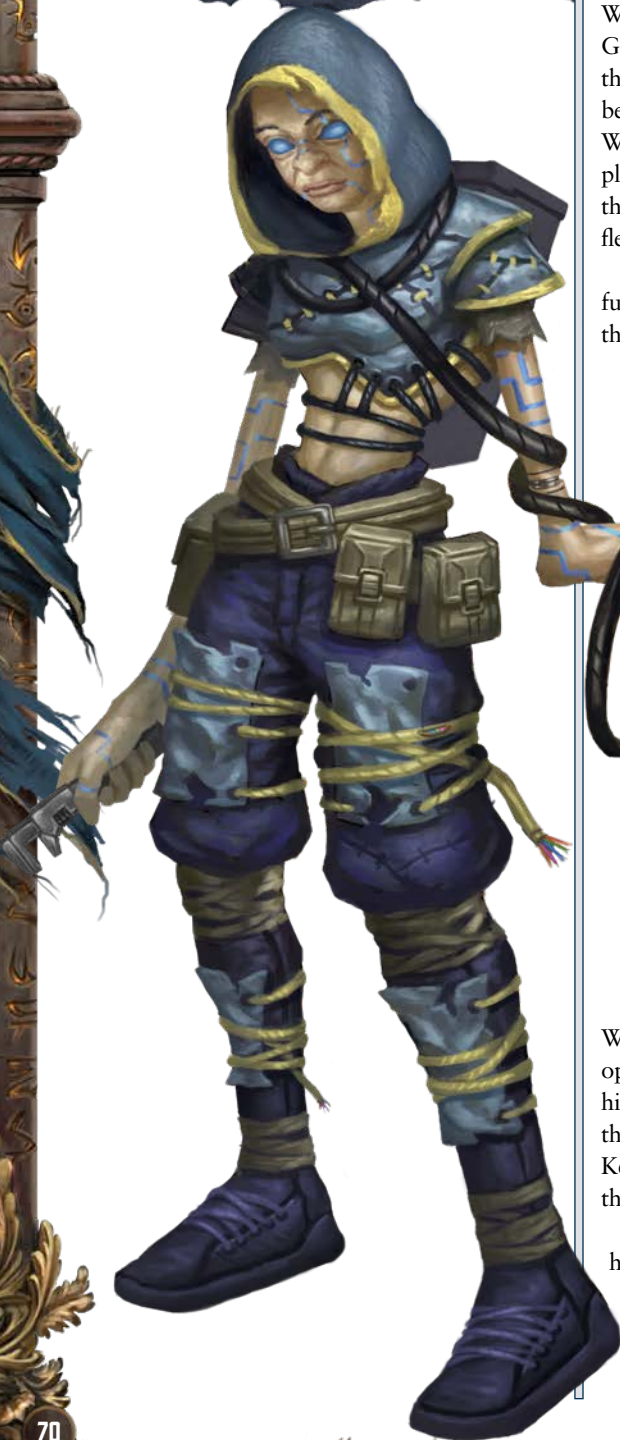
Android philosophers have long wondered about the miracle of Renewal—while it's well-known that a Renewed android is a wholly new person with no memory of their body's previous experiences, many androids dream of their past lives. Many-Souled androids believe that nanites are the key to this mystery, housing their former memories and intelligences.

Many-Souled androids live as if their body serves as a shared vessel for two symbiotic beings. They meditate often, hoping to commune with the nanites within them. Many-Souled androids that choose to form life-bonds with another android—typically bonds of friendship, love, or mentorship—swap nanites, each urging clouds of nanites to leave their bodies and reenter the body of their intended. In this way, they become family, sharing blood and memories along with their nanites.

SOVEREIGN

When the Technic League was overthrown, the Black Sovereign Kevoth-Kul opened the doors of his palace to androids, offering them a home. Touched by his generosity, some androids entered his halls, becoming honorary Kellids. In the following years, these androids have dedicated themselves to adopting the Kellid way of life. They no longer hide their heritage, instead openly embracing their dualistic android and Kellid identities.

Sovereign androids live primarily in Starfall, the capital of Numeria and home of Kevoth-Kul, though many have left the city to join nomadic clans loyal to the Black Sovereign. They worship both Casandalee and traditional Kellid gods, including Desna, Gorum, and Erastil. Sovereign androids often become mentors, teaching their clanmates mathematics and science, while learning about Kellid culture and faith from clan elders.



ANDROID HERITAGES

An android's heritage reflects the purpose for which they were originally created. Choose one of the following android heritages at 1st level.

ARTISAN ANDROID

Your body was originally designed to create works of art, complex tools, or maintain advanced machinery. You become trained in Crafting (or another skill if you're already trained in Crafting), and you gain the Specialty Crafting skill feat in a specialty of your choice.

IMPERSONATOR ANDROID

Your body was augmented with processes and an appearance intended to blend in with humans more easily. You become trained in Deception (or another skill if you're already trained in Deception). You don't require a disguise kit when attempting Deception checks to Impersonate a human. In addition, you gain a +4 circumstance bonus to Impersonate checks to pretend that you're a human version of yourself, rather than an android. This bonus doesn't apply to other checks to Impersonate humans.

LABORER ANDROID

Your body is adapted to endure physical hardships or perform hard labor for long periods of time. You become trained in Athletics (or another skill if you're already trained in Athletics), and you gain the Hefty Hauler skill feat.

POLYGLOT ANDROID

You were preprogrammed with a multitude of linguistic proficiencies, likely to act as a translator. You learn two new languages, chosen from common languages and any uncommon languages you have access to. These languages take the same form (signed or spoken) as your other languages. If you select the Multilingual feat, you learn three new languages instead of two.

WARRIOR ANDROID

Your body was originally created to function as a security officer or soldier. You're a naturally gifted warrior preprogrammed for combat. You're trained in all simple and martial weapons.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an android, you select from among the following ancestry feats.

1ST LEVEL

ANDROID LORE

FEAT 1

ANDROID

You have a keen interest in the origins of your people. You gain the trained proficiency rank in Crafting and Thievery. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Android Lore.

CLEANSING SUBROUTINE

FEAT 1

ANDROID

Your nanites help purge your body of harmful chemicals and toxins. Each time you succeed at a Fortitude save against an ongoing poison, you reduce its stage by 2, or

ANDROID SETTLEMENTS

Androids are primarily found in Numeria, where they hide among humans or travel as nomads. A large number live openly in Starfall under the protection of the Black Sovereign. The slopes of Silver Mount house multiple android enclaves and archaeological teams, including Enseffa, the center of Androffan society. In the town of Hajoth Hakados, the locals help androids secretly flee Numeria for lands where they face less hatred. Hidden in a series of tunnels and caverns beneath the Numerian Plains, the androids of Szamrak's Haven believe androids are a superior life-form. They hunt for foundries with the intent of liberating all androids, conquering Numeria to found an android-only nation, and eventually returning their people to their home amongst the stars.

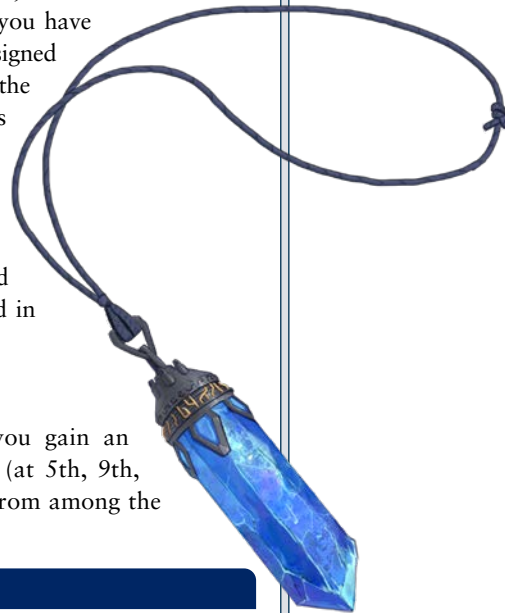
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CASANDALEE AND ANDROIDS

Once an artificial intelligence cloned from the mind of an alien android, Casandalee recently ascended as the goddess of artificial life, free thinking, and intellectual apotheosis. Despite the small size and relative obscurity of her religion, the androids of Numeria have embraced Casandalee as their own.

They seek to better bridge the gap between artificial and organic lifeforms, thereby improving the lives of androids.

by 1 against a virulent poison. Each critical success you achieve against an ongoing poison reduces its stage by 3, or by 2 against a virulent poison.

EMOTIONLESS

FEAT 1

ANDROID

Your malfunctioning emotional processors make it difficult for you to feel strong emotions. You gain a +1 circumstance bonus to saving throws against emotion and fear effects. If you roll a success on a saving throw against an emotion or fear effect, you get a critical success instead.

INTERNAL COMPARTMENT

FEAT 1

ANDROID

You can hide a small object of up to light Bulk inside a hollow cavity on one of your forearms. It takes three Interact actions to store an object in this way. You gain a +4 circumstance bonus to the DCs of checks for others to Seek or Steal objects stored inside your arm. If you store a weapon in your arm, you can use a single action to Interact to draw the weapon into the hand corresponding to your internal cavity, then Strike with the weapon.

NANITE SURGE ↻

FEAT 1

ANDROID CONCENTRATE

Frequency once per hour

Trigger You attempt a skill check requiring three actions or fewer.

You stimulate your nanites, forcing your body to temporarily increase its efficiency. You gain a +2 status bonus to the triggering skill check. In addition, your circuitry glows, lighting a 10-foot emanation with dim light for 1 round.

NIGHTVISION ADAPTATION

FEAT 1

ANDROID

The nanites in your ocular processors have adapted to darkness, enhancing your ability to see in the dark. You gain darkvision.

PROXIMITY ALERT

FEAT 1

ANDROID

You're unnaturally in tune with your surroundings and react instinctively to danger. You gain a +2 circumstance bonus to Perception checks made as initiative rolls.

RADIANT CIRCUITRY ✦

FEAT 1

ANDROID CONCENTRATE LIGHT

Your biological circuitry emits light like a torch, casting bright light in a 20-foot radius (and dim light for the next 20 feet). The light shuts off when you take this action again or are knocked unconscious.

5TH LEVEL

ADVANCED TARGETING SYSTEM

FEAT 5

ANDROID

Your ocular processors are augmented with advanced targeting systems, which allow you to more easily pinpoint your enemy and read their movements. You can cast *true strike* once per day as a 1st-level arcane innate spell.

INOCULATION SUBROUTINE

FEAT 5

ANDROID

Your nanites reject diseases with ease. Each time you succeed at a Fortitude save against an ongoing disease, you reduce its stage by 2, or by 1 against a virulent disease. Each critical success you achieve against an ongoing disease reduces its stage by 3, or by 2 against a virulent disease.



NANITE SHROUD

FEAT 5

ANDROID CONCENTRATE

Frequency once per day

Your nanites fly out of your body, swarming around you in a cloud. You become concealed for a number of rounds equal to half your level. You can't use this concealment to Hide or Sneak, as normal for concealment that makes your position obvious. While Nanite Shroud is active, you can't use other abilities that require the use of your nanites.

PROTECTIVE SUBROUTINE

FEAT 5

ANDROID

Prerequisites Nanite Surge

Your nanites can augment your defenses. You can choose to activate Nanite Surge when you attempt a saving throw, instead of when you attempt a skill check. If you do, you gain a +2 status bonus to the triggering saving throw.

9TH LEVEL

INTERNAL RESPIRATOR

FEAT 9

ANDROID

Your body can internally synthesize oxygen for limited periods of time. When you hold your breath, you can do so for an additional hour due to your internal air reservoirs. At the end of this hour, your air reservoirs are expended. Refilling your empty air reservoirs takes 10 minutes of exposure to breathable air.

OFFENSIVE SUBROUTINE

FEAT 9

ANDROID

Prerequisites Nanite Surge

Nanites augment your attacks. You can choose to activate Nanite Surge when you attempt an attack roll, instead of when you attempt a skill check. If you do, you gain a +1 status bonus to the triggering attack roll.

REPAIR MODULE

FEAT 9

ANDROID CONCENTRATE

Frequency once per day

You trigger your body's repair programming, causing your body's nanites to heal your wounds. You gain fast healing equal to half your level for 1 minute. While Repair Module is active, you can't use other abilities that require the use of your nanites.

13TH LEVEL

CONSISTENT SURGE

FEAT 13

ANDROID

Prerequisites Nanite Surge

Your nanites are incredibly effective, capable of improving your body's efficiency regularly. You can use Nanite Surge with a frequency of once per 10 minutes, rather than once per hour.

REVIVIFICATION PROTOCOL

FEAT 13

ANDROID

Frequency once per day

Trigger You have the dying condition and are about to attempt a recovery check. Your nanites are programmed to automatically revive you. You're restored to 1 Hit Point, lose the dying and unconscious conditions, and can act normally on this turn. You gain or increase the wounded condition as normal when losing the dying condition in this way.

THOUGHTS ON ANDROIDS

Other people view androids through a lens of magic and superstition. Most consider androids eccentric spellcasters, often confusing them with tattooed Thassilonian wizards. Others see an android's glowing circuitry and assume they're planar scions. In the River Kingdoms, androids are often thought to be fey that imperfectly took on human form and thus can't stand the touch of cold iron. Peoples in Ustalav frequently confuse androids for spirits, believing they can be held back by salt circles or banished through pious prayers.

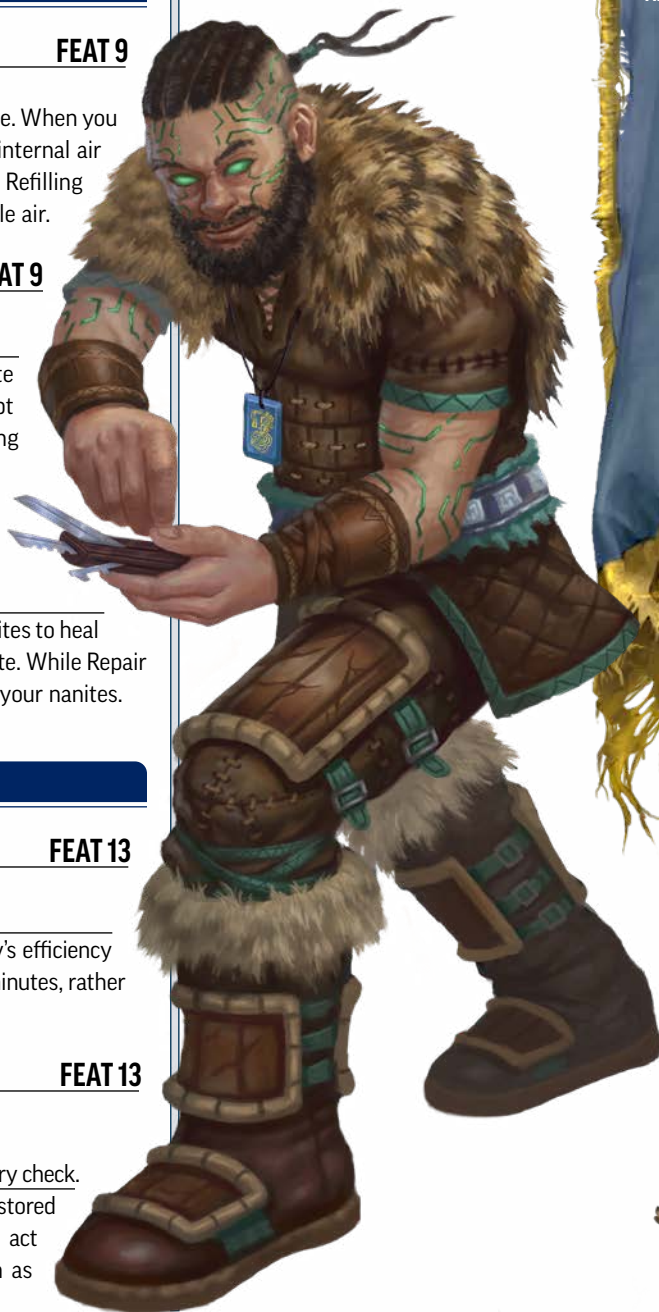
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APHORITE

Once perfectly identical beings who bridged the gap between Axis's perfect order and mortals' unrestricted existence, aphorites are now lit more by the spark of free will than the beacon of cosmic law.

Aphorites were first forged by axiomites, the primary inhabitants of the Eternal City of Axis, the plane of pure law. The original aphorites served as liaisons between their lawful progenitors and frustratingly unpredictable mortal allies. Marrying the logical thought processes of conformity to law and the gift of self-determination, early aphorites spread across the Material Plane to serve as Axis's proxies and enact its will. Over time, their appearances and personalities grew to resemble their mortal comrades as they were increasingly born among mortals. Aphorites still exhibit Axis's touch in their metallic skin coated in crystalline dust, aptitude for logic, strength in artisanship, and propensity for order and cooperation. But despite these links to their purpose-built origins, contemporary aphorites are undoubtedly their own masters.

If you want to play a character intrinsically tied to the underlying order of the universe, walking the thin line between calculated predestination and free will, you should play an aphorite.

You Might...

- Seek to make something work just a bit better, whether a physical object or process.
- Enjoy learning the intricacies of a language, machine, or profession.
- Gain satisfaction in working alongside others.

Others Probably...

- Believe you're rigid in your beliefs or habits.
- Think you never act before considering every possible outcome.
- Assume you easily grasp complex systems and situations.

Physical Description

The first aphorites appeared as perfectly identical humanoids with metallic complexions; modern aphorites are far removed

from such rigid biological structures. Their size, shape, and features now vary, but they still visibly bear the influence of Axis. Eyes, hair, and complexions with a metallic sheen are almost universal. These tones usually vary between copper, gold, and silver, though cobalt, viridian, and carmine aren't unheard of. Other manifestations include skin infused with shimmering crystalline motes or glowing symbols appearing across the body in a consistent rhythm.

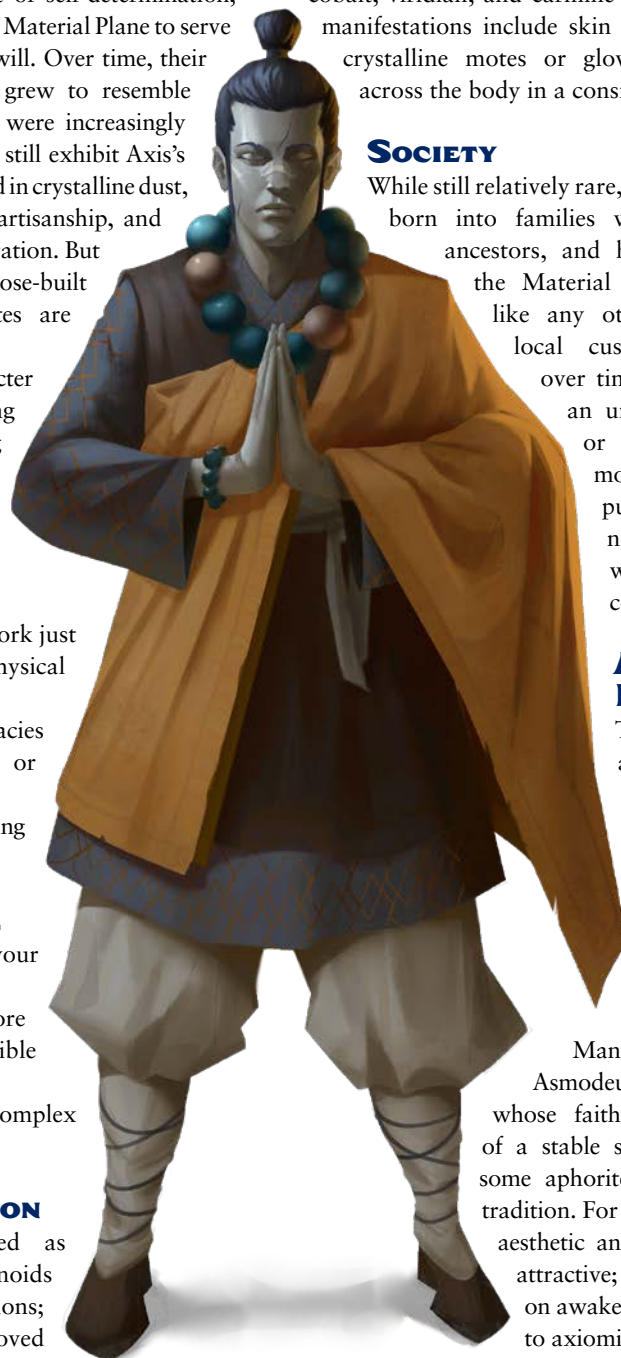
SOCIETY

While still relatively rare, aphorites are increasingly born into families with no direct aphorite ancestors, and have thus spread across the Material Plane. They acculturate like any other mortal, picking up local customs and mannerisms over time. Most aphorites intuit an underlying sense of order or pattern that supersedes mortal law or custom. Some pursue this through cultural norms, while others balk at what they see as poorly constructed systems.

ALIGNMENT AND RELIGION

The gift of free will means aphorite alignment is frequently shaped through experience rather than Axis directives. Good and evil hold no particular sway over aphorites' souls, but most do bend toward a lawful worldview.

Many aphorites revere Abadar, Asmodeus, Erastil, or Torag, whose faiths recognize the benefits of a stable society. Desna appeals to some aphorites' desire to break from tradition. For aphorite artisans, Shelyn's aesthetic and Brigh's precision prove attractive; the Bronze Lady's views on awakened constructs also appeal to axiomite-forged aphorites.



APHORITES OF THE INNER SEA

Aphorites originally served as linguists, emissaries, and liaisons between the axiomites and other mortal groups. Axiomites sent small contingents to bastions of order in the Inner Sea region, like Nantambu and Taldor. These aphorites' legacies intertwined with those of their host communities, and aphorites of all ancestries are more likely to be born in these regions. Aphorites can also arise near smaller-scale loci of order, like solstice altars, locations of significant truces or agreements, industrial sites, and convergences of axiomatic ley lines.

Axis's touch tends to accentuate dwarves' already-angular facial features, as well as mark their skin with runic or other culturally significant shapes. Aphorite dwarves arise most in the Five Kings Mountains and Rahadoum, as well as among the Pahmet and Paraheen peoples (of Osirion and Qadira, respectively).

Aphorite elves' large pupils shine with opalescent lines and symbols when viewed at certain angles, and their features typically attune to their local environments in a matter of days. Aphorite elves include the mithral-skinned elves of Jinin.

Aphorite gnomes' hair trends toward geometric shapes, often growing in multicolored and starkly delineated strands. When their emotions rise, pulsing symbols manifest on their skin or drift out with their breath.

Axis's orderly nature manifests in goblins through more durable, metallic-sheened teeth and nails. Aphorite goblins are often a head taller than their peers, with less stout proportions. They often appear in the cities of Absalom and Magnimar, as well as the nation of Isger.

Aphorite halflings' eyes twinkle with metallic flecks. Their feet develop thicker calluses in right-angled patterns and are topped by uniform-length hair that rarely tangles. Aphorite halflings seem to be born once every three generations, or every six in Chelixa.

The bodies of aphorite humans trend toward extreme symmetry: moles, vein patterns, wrinkles, and even fingerprints on one side have perfectly mirrored partners on the other.

APHORITE CUSTOMS

Though aphorites come from myriad backgrounds and cultures, a few practices have spread among aphorites throughout the Inner Sea region.

Some aphorites use thin metal rods to mark progress toward a long-term goal. Working diligently on such a project is called carving the hours, since after an hour's labor, the worker makes a horizontal notch in the rod, assesses their progress, and considers how to proceed. Rest is marked with vertical lines. The rods are typically incorporated into the task's end result.

Dustware is any handmade object that incorporates an aphorite's crystalline dust, from shimmering enameled dishes to music penned in crystalline ink. Dustware gifts are signs of immense respect, given to recognize an impressive achievement or express heartfelt thanks.

Some aphorites connect the symbols that appear on their bodies with piercings, tattoos, or other less permanent ornamentation. The sequence of symbols can be purely aesthetic or reflect a personal belief or conviction.

Aphorites often live, love, or work in groups of three, originally in imitation of an efficiency-minded axiomite organizational practice. Contemporary trinities leave these roots behind, though the phrases "achieved by the Three" or "spoken by the Three" still indicate a strong agreement or commitment.

APHORITE (UNCOMMON HERITAGE)

You were born with a connection to Axis, the Plane of Law. You gain the aphorite trait, in addition to the traits from your ancestry. You also gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from aphorite feats and feats from your ancestry whenever you gain an ancestry feat.

APHORITE ADVENTURERS

Many aphorites share backgrounds in the trades. Artisans and tinkers all find fulfillment in the intricacies of their work. Some aphorites instead navigate laws and other social structures; these might work within the legal system as barristers or emissaries. Acrobat and scout aphorites enjoy the interplay of mind and muscle, as do hunters, martial disciples, and warriors. The aphorite eye for detail leads many to become investigators^{APG} or rangers. Similar faculties lead them to become alchemists, oracles^{APG}, or wizards.



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APHORITE SETTLEMENTS

A few sites around the Inner Sea region host achorites in greater-than-average concentrations.

Egorian: The order of Hell is omnipresent in Cheliah's capital. This rigid structure also attracts Axis's influence, and a fair few achorites excel among the infernal contracts and complex political machinations of the City of Thorns.

Nantambu: The ancient Song-Wind City maintains a complex web of diplomatic and professional relationships throughout the Mwangi Expanse. Achorites help spin these silk-strong strands, while others study the multiverse's nature at the Magaambya Academy.

Order's Berth: An achorite majority populates this agglomeration of boats and barges. The fleet plies Lake Encarthan's waters, seeking out those most affected by the region's conflicts and offering their aid as artisans, physicians, and negotiators.

APHORITE FEATS

The following feats are available to achorite characters.

1ST LEVEL

AXIOMATIC LORE

FEAT 1

APHORITE

You possess a strong understanding of process among mortals and lawful outsiders alike. The source of this knowledge might be intuition, study, or a childhood spent among other achorites. You gain the trained proficiency rank in Diplomacy and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Axis Lore.

INTERNAL COHESION

FEAT 1

APHORITE

Axis's order suffuses your body and helps it maintain coherency. You and your allies can Treat your Wounds without healer's tools. Once per day, when someone rolls a failure or a critical failure on a check to Treat your Wounds, you can focus on your internal cohesion to increase the degree of success by one step.

INTUITIVE CRAFTING

FEAT 1

APHORITE

Your affinity with process and order makes you a natural artisan. You gain the trained proficiency rank in Crafting (or another skill of your choice, if you're already trained in Crafting). You gain the Specialty Crafting skill feat in a specialty of your choice.

LEMMA OF VISION

FEAT 1

APHORITE

You've solved a tiny stepping stone in your self-discovery, awakening new depths in your sight. You gain darkvision.

5TH LEVEL

CRYSTALLINE DUST

FEAT 5

APHORITE

Frequency once per day

You've learned to disperse the crystalline motes coating your body as a haze. You become concealed, though you can't use this concealment to Hide or Sneak, as normal for concealment where your position is still obvious. The motes stay within an inch of your skin, move with you, and last for a number of rounds equal to half your level.

INTERCORPORATE

FEAT 5

APHORITE

Frequency once per day

Requirements You're afflicted by a disease or poison, or are taking persistent damage. Your ordered physiology rejects unwelcome elements. Choose one.

Disease or Poison Attempt a saving throw against the affliction at its current stage. On a failure, the affliction's stage doesn't increase, but you suffer the effects of the stage you were already on. On a critical failure, the stage only increases by 1.

Persistent Damage Attempt a DC 10 flat check to recover from the persistent damage.

OFFENSIVE ANALYSIS

FEAT 5

APHORITE

You can enhance your senses and mental state to consider every aspect of an attack. You can cast *true strike* as a divine innate spell once per day.



9TH LEVEL

ANALYZE INFORMATION

FEAT 9

APHORITE

You can stoke your mind into a burst of analytical prowess. You can cast 3rd-level *hypercognition* once per day as a divine innate spell.

ANCILLARY NOTES

FEAT 9

APHORITE

Prerequisites Crystalline Dust

You can use Crystalline Dust one more time per day.

Special You can take this feat more than once, gaining one more use of Crystalline Dust per day each time.

CRYSTALLINE CLOUD

FEAT 9

APHORITE

Prerequisites Crystalline Dust

When you use Crystalline Dust, you can spend one additional action to disperse the motes as a 10-foot-radius cloud centered on you instead of as haze; the activity gains the concentrate trait. All creatures within the cloud become concealed, and all creatures outside the cloud become concealed to creatures within it.

PREEMPTIVE RECONFIGURATION ↻

FEAT 9

APHORITE

Frequency once per day

Trigger You would take bludgeoning, piercing, or slashing damage.

Your body anticipates the blow. The impact area briefly reorganizes into a strengthened tissue lattice that blunts the attack. You gain resistance equal to your level to the triggering damage type, which applies against the triggering damage.

If you have the Crystalline Dust feat, you can use Preemptive Reconfiguration without expending a usage of the reaction for the purpose of the feat's Frequency limit. Instead, the usage counts toward your number of Crystalline Dust uses per day, as if you had used that feat instead.

13TH LEVEL

IMPOSE ORDER ↻

FEAT 13

APHORITE FORTUNE

Frequency once per day

Trigger You would critically fail a skill check or suffer an effect with the misfortune trait.

You shift the underlying fabric of reality to impose a baseline of order.

If the trigger was a skill check, you instead receive a result of 10 + your proficiency bonus (don't apply any other bonuses, penalties, or modifiers). If the trigger was an effect with the misfortune trait, the misfortune and fortune effects cancel each other out as normal, negating the triggering misfortune effect.

17TH LEVEL

CHANNEL THE GODMIND ⇨⇨

FEAT 17

APHORITE

Frequency once per day

You tap into the Godmind's collective cognitive well, rapidly parsing near-infinite variables to read your surroundings. For 1 minute, you gain precise motion sense out to 60 feet, you can see invisible creatures and objects, and you gain the effects of a 9th-level *true seeing*.

RELATIONS WITH AXIS

The ancient bonds between aphorite and axiomite are still encoded within the minds of the aphorites' creators. Few of Axis's hybrid children are called to fulfill these contracts' terms, but the Godmind, the collective consciousness that rules Axis, can still reach between worlds to draw aphorites to the Eternal City. Some individuals serve as interpreters for the rigid axiomites and their more chaotic allies. Others have their mental faculties tapped, providing mortal imagination for the Godmind's calculations.

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BEASTKIN

Beastkin have extraordinary abilities derived from the animal world, allowing them to partially or fully transform into animals, granting them deadly fangs, refined senses, and other such traits. A beastkin treads the line between nature and society, living with a foot in each.

Beastkin is a blanket term for any person who has gained the ability to partially or fully transform into an animal through any number of means, while maintaining a balance with their humanoid side. Most beastkin are born of werereatures or have a werereature ancestor in their lineage. The curse might not always fully manifest in the child of the werereature pairing, giving the child

the transformative nature of their lineage without a weakness to silver or a loss of control during the full moon. Born or made, werereatures usually hold such beastkin in high regard, as they embody many of their strengths without any of their weaknesses.

Aside from werereatures, there are various other paths to becoming a beastkin. In some cases, a deity or a nature spirit may grant a chosen individual the power to transform. Others have gained the powers of beastkin through a trick of the fey or an unusual reaction to polymorph magic. There are even rumors that some rare beastkin might be shapeshifting animals that somehow gained the form of a sapient ancestry, rather than the other way around.

If you want a character that treads the boundaries between rationality and instinct, at home in both society and the wilds yet set apart from both, you should play a beastkin.

You MIGHT...

- Prefer the companionship of a close group of friends.
- Feel an attachment to your inherent animal and seek that animal out to understand them better.
 - Wrestle with your animalistic side and choose to isolate yourself from those who may not understand your unique nature.

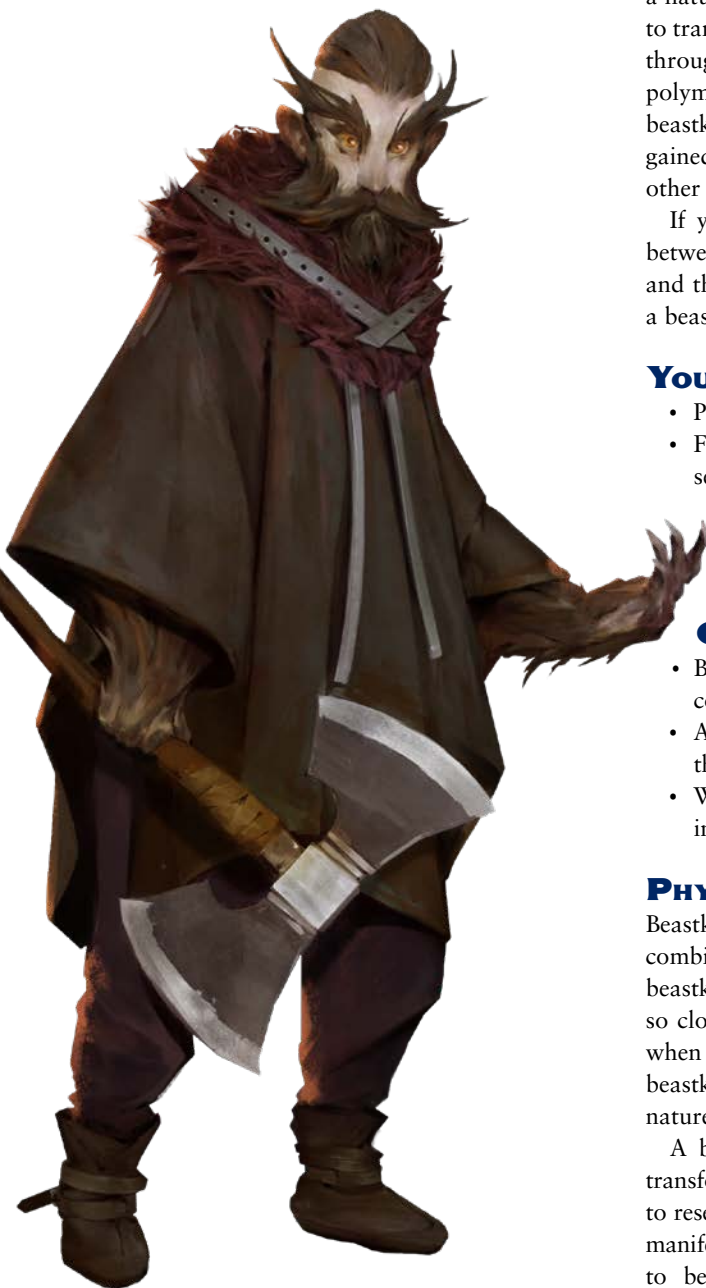
OTHERS PROBABLY...

- Believe you practice primal magic or have a direct connection to the natural world.
- Assume that you love animals, especially those of the same kind as your inherent animal.
- Worry that you will lose yourself to your feral instincts and attack others.

PHYSICAL DESCRIPTION

Beastkin come in all shapes and sizes due to the countless combinations of ancestry and inherent animal. Most beastkin resemble a typical member of their base ancestry so closely that they are indistinguishable as a beastkin when in their humanoid form. On rare occasions, a beastkin is born with features that belie their animalistic nature at all times.

A beastkin's nature is more obvious when they are transformed into their hybrid shape, their features shifting to resemble the animal to which they are connected. The manifestation of these features varies from beastkin to beastkin, but typically, their teeth become more



prominent, their skin toughens like hide, their hair lengthens, and their eyes reshape. Beastkin that can transform into actual animals keep some traits that tie them to their humanoid form, such as retaining their eye color.

SOCIETY

Beastkin typically weave themselves into their ancestral societies, hiding their true nature as much as necessary. Some societies, particularly nomadic or frontier societies, are more accepting of beastkin, allowing them to live in their preferred form without judgment. Beastkin tend to live in independent communities with other beastkin and wercreatures with the same inherent animal, finding that their association with the same animal instills a sense of fellowship. These communities usually reside in or near environments that match the habitats of their inherent animals. Other beastkin instead live on the fringes of society or away from it altogether, preferring to live on their own.

Most people don't understand that beastkin don't have to contend with the curse of moon frenzy and loss of self, nor do they have any way of telling beastkin apart from wercreatures by appearance alone. Because of this, many people treat beastkin just as they would a wercreature who wasn't free of the curse and might eat them on a full moon. People who know of beastkin and can identify them as such are usually much less apprehensive about associating with them. Beastkin are sometimes given the misnomer of "skinwalkers" by those who are only mildly aware of their existence. This name is derived from ignorant rumors about the evil origins of beastkin, but beastkin reject this name both to distance themselves from the evil associations and to clarify the diversity among the countless beastkin types throughout Golarion.

ALIGNMENT AND RELIGION

Most lean toward neutral alignments, but beastkin can be as varied in alignment as there are animals in the world. Due to their association with nature and the animal world, many beastkin worship nature deities like Gozreh. Some adhere to the Green Faith, while others worship deities of hunting, transformation, or travel like Erastil, Alseta, and Desna.

BEASTKIN (RARE HERITAGE)

The blood of a beast flows through your veins, granting you the ferocity and might of animals. Only creatures with the humanoid trait can take the beastkin versatile heritage. Choose a type of animal such as bat, eagle, shark, spider, tyrannosaurus, wasp, or wolf. This is the type of animal tied to your heritage and is known as your inherent animal. You gain the beast and beastkin traits, in addition to the traits from your ancestry. You gain the Change Shape ability (see below). You can choose from beastkin feats and feats from your ancestry whenever you gain an ancestry feat.

CHANGE SHAPE

CONCENTRATE **POLYMORPH** **PRIMAL** **TRANSMUTATION**

You change into your humanoid or hybrid shape. Each shape has a specific, persistent appearance, and most beastkin remain in their hybrid shapes by default. In hybrid shape, you appear as a mix between your ancestry and your inherent animal. While in hybrid shape, you gain a jaws unarmed Strike resembling the features of your inherent animal (fangs for bats, beaks for eagles, mandibles for wasps, and so on). Your jaws deal 1d4 piercing damage, have the agile, finesse, and unarmed traits, and are in the brawling weapon group. In your humanoid shape, you retain the appearance of your original ancestry.

BEASTKIN ADVENTURERS

Common beastkin backgrounds include animal whisperer, farmhand, herbalist, hunter, nomad, scholar, and scout. Because most societies tend to fear beastkin, they often become outcasts and are also known to have the bandit^{APG}, charlatan, criminal, hermit, prisoner, refugee^{APG}, scavenger^{APG}, and street urchin backgrounds.

Beastkin often become barbarians, druids, fighters, rangers, rogues, sorcerers, and witches^{APG}.

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ULFEN BEASTKIN

Unlike most people of Golarion, Ulfen do not see a werereature's affliction as a curse, and this mindset extends to beastkin. Most Ulfen see a werereature or beastkin's abilities as a badge of honor. Ulfen warriors take pride in fighting alongside beastkin, especially those whose inherent animals are from native Ulfen lands such as bearkin, lynxkin, and wolfkin. Groups of warriors that include beastkin often offer prayers to Yrmidar the Old Bear, a werebear frost giant deity of camaraderie, shipbuilders, and the hunt. During full moons, Ulfen settlements are particularly accommodating for werereatures who struggle with the moon's curse. These settlements build longhouses barred with silver and filled with food to satisfy the voracious appetites of a ferocious werereature.

ANCESTRY FEATS

The following feats are available to beastkin characters.

1ST LEVEL

ANIMAL SENSES

FEAT 1

BEASTKIN

You gain one of the following senses available to your inherent animal: darkvision, low-light vision, or scent (imprecise) 30 feet. You must have low-light vision before you can gain darkvision with this feat. If your inherent animal doesn't typically have a specific type of sense, you can't gain that sense with this feat.

Special You can select this feat multiple times, choosing a different sense each time.

CRITTER SHAPE

FEAT 1

BEASTKIN

Once per hour, you can use Change Shape to enter a critter shape. While in critter shape, you gain the effect of a 1st-level *pest form*, except you can only transform into an animal matching your inherent animal. You can remain in critter shape for up to 10 minutes, after which you transform back into your hybrid shape and can't enter your critter shape again for 1 hour. You can instead use Change Shape to return to your humanoid or hybrid shape at any time during the duration of Critter Shape. If your inherent animal is normally larger than Tiny, you transform into a smaller, younger version of the animal, such as a Tiny bear cub. If your inherent animal has a fly Speed, you can turn into that animal (unlike normal for 1st-level *pest form*), but you still don't gain a fly Speed.

QUICK CHANGE

FEAT 1

BEASTKIN

Trigger You roll initiative.

Your instincts kick in and you take on an aggressive stance. You use Change Shape to enter your hybrid form or a new form granted by a beastkin feat.

5TH LEVEL

ANIMALISTIC RESISTANCE

FEAT 5

BEASTKIN

Your animalistic connections help you resist natural afflictions. You gain a +2 circumstance bonus to saves to resist diseases and poisons.

GREATER ANIMAL SENSES

FEAT 5

BEASTKIN

Your senses advance to match those of your animal aspect. You gain one of the following senses available to your inherent animal: echolocation (imprecise) 30 feet or tremorsense (imprecise) 30 feet. If your inherent animal doesn't typically have a specific type of sense, you can't gain the sense with this feat.

Special You can select this feat multiple times, either choosing a different sense or improving an imprecise sense granted by this feat to a precise sense.

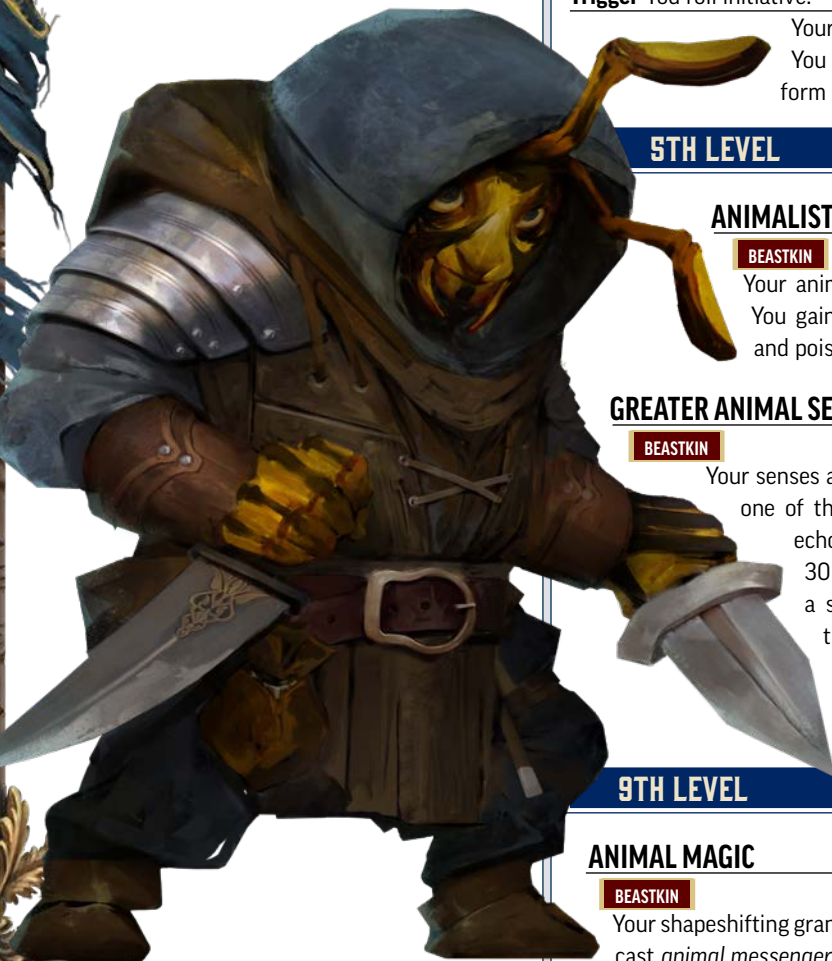
9TH LEVEL

ANIMAL MAGIC

FEAT 9

BEASTKIN

Your shapeshifting grants you a magical connection to the animal world. You can cast *animal messenger*, *calm emotions* (animals only), and *speak with animals*



as 2nd-level primal innate spells once per day each. These spells use your class DC or spell DC, whichever is higher.

PACK TACTICS

FEAT 9

BEASTKIN

You have mastered how to hunt with your pack. If an enemy is within reach of you and at least two of your allies, that enemy is flat-footed against you.

13TH LEVEL

DIRE FORM

FEAT 13

BEASTKIN

Your hybrid shape is a hulking beast. While in your hybrid shape, you gain the effects of *enlarge*.

GIFT OF THE MOON

FEAT 13

BEASTKIN

You can share your power with others, but they can't escape the werecreature's curse as easily as you can. You can cast a 5th-level *moon frenzy* as a primal innate spell once per day. At 15th level, you cast a 6th-level *moon frenzy* instead. At 17th level, your 6th-level *moon frenzy* grants its standard effects, except the temporary Hit Points increase to 15 and the silver weakness increases to 15. At 20th level, you cast a 10th-level *moon frenzy* instead.

The spell uses your class DC or spell DC, whichever is higher.

17TH LEVEL

ANIMAL SHAPE

FEAT 17

BEASTKIN

You have full control over your shape and can transform into your inherent animal. You can use Change Shape to enter an animal shape. When you gain this feat, choose either *aerial form*, *animal form*, or *dinosaur form*; after you choose a form, you can't change the form. While in animal shape, you gain the effects of a 5th-level casting of your chosen form spell, except you always transform into an animal matching your inherent animal and can use your humanoid form's AC if it's higher than what the animal form grants. If your inherent animal isn't among the animals listed in the form, you default to the statistics and abilities of the bird battle form, cat battle form, or deinonychus battle form for *aerial form*, *animal form*, and *dinosaur form*, respectively (at the GM's discretion, you instead default to a different form that is closest to your inherent animal). You can remain in animal shape indefinitely and can use Change Shape to return to your humanoid or hybrid shape at any time.

If you have the Critter Shape feat, you can choose to gain the effects of a 4th-level *pest form*, can remain in critter shape indefinitely, and can return to your critter shape at any time after leaving the shape, just as you can with Animal Shape.

ANIMAL SWIFTNESS

FEAT 17

BEASTKIN

You move like an animal. Your Speed increases by 5 feet. In addition, you gain one of the following Speeds available to your inherent animal: climb, fly, or swim. You gain this Speed only while in your hybrid shape. The new movement is as fast as your standard Speed; for example, if you have a 30-foot Speed, you can gain a 30-foot climb Speed. If your inherent animal doesn't typically have a specific type of Speed, you can't gain it with this feat. If your inherent animal doesn't typically have a climb, fly, or swim Speed, your Speed increases by 10 feet instead.

WERECREATURES AS PCS

Groups that wish to include playable werecreatures, with all the ensuing drama and drawbacks, can use beastkin as a starting point but also include the weakness to silver and moon frenzy ability common to werecreatures. GMs and players should work together when doing this, however, as the moon frenzy will cause a player to lose control of their character for some time; setting boundaries and expectations is important. Additionally, a werecreature's curse has the potential to steal the spotlight from other PCs or the campaign's story and should be included only after serious consideration.

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FETCHLING (UNCOMMON)

Once human and now something apart, fetchlings display the Shadow Plane's ancient influence through monochrome complexions, glowing eyes, and the casting of supernatural shadows.

Fetchlings are a striking people whose skin appears entirely drained of color. These lithe and shadowy beings seem to sink and vanish into the gloom. They see in darkness, exercise control over shadows, and have strange occult powers. Some fetchlings develop their powers enough to pass between the Shadow and Material Planes, leaving other ancestries to whisper about figures that emerge from shaded corners and then vanish without a trace. Through magic and other means, they've spread across Golarion and the planes beyond, as adaptable as the humans they once were.

The first fetchlings were refugees. Ages ago, when Earthfall destroyed ancient Azlant and cast the world into darkness, one small group of Azlanti pleaded for rescue. A mysterious hooded figure known as the Widow answered their call, slicing open a passage into the Shadow Plane. The Azlanti stepped through, trading the darkness of Earthfall for a deep shadow. As they navigated the plane's strange environs and dangerous inhabitants, its nature slowly worked monumental changes on the survivors.

If you want a character more at home in a mirror world of shadow, infused with umbral gloom, and who embodies the dualities of light and darkness, you should play a fetchling.

YOU MIGHT...

- Live and work in gloomy areas of dim light with plenty of shadows, only providing bright light when expecting visitors.
- Look to people's shadows as a way of identifying them, alongside features like stature or facial structure.
- Maintain composure when faced with strange creatures and circumstances.

OTHERS PROBABLY...

- Believe you have shadowy powers, such as the ability to consume light as food, melt into darkness, or travel between planes.
- Expect you to be cautious, reserved, and a loner.
- Express interest in your ancestral physiological connection to the Shadow Plane.

PHYSICAL DESCRIPTION

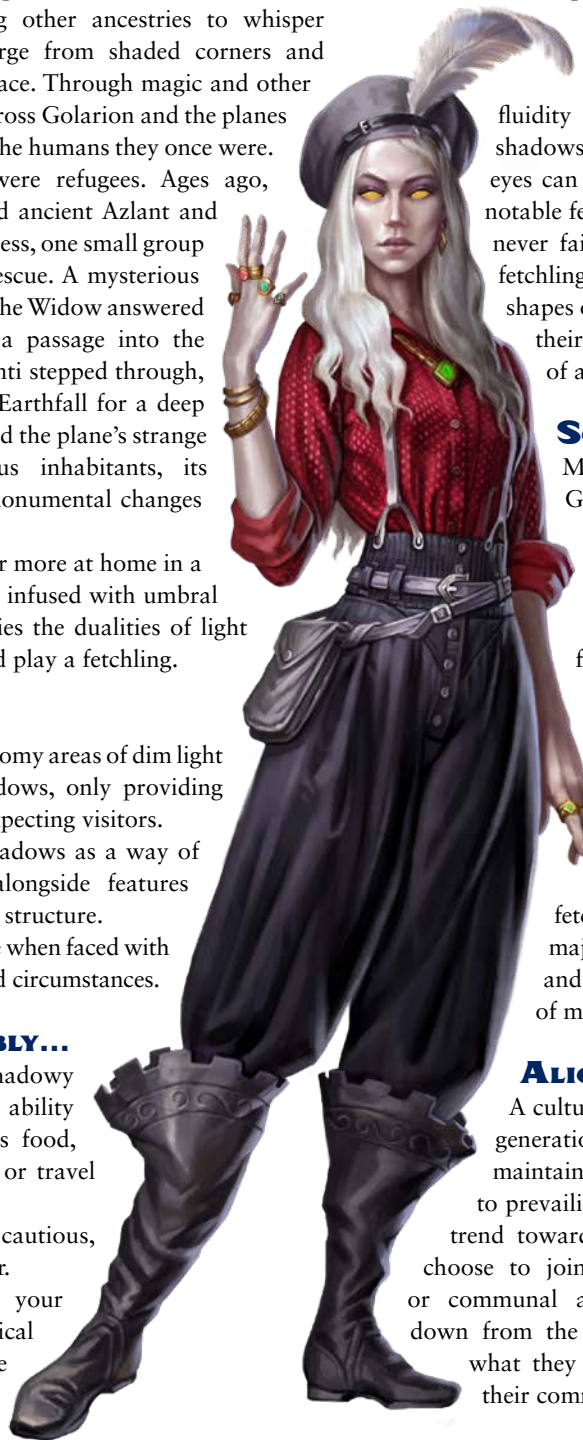
Most of the Shadow Plane appears as an altered version of the Material Plane but leached of color. These same forces in the Shadow Plane have touched fetchlings, whose skin tones fall on a monochromatic scale from stark white to deep black, and all the shades of gray between. Their bodies are just as diverse in shape and size as humans, though most display a certain fluidity of motion reminiscent of shifting shadows. Fetchlings' reflective, pupilless eyes can pierce darkness. A fetchling's most notable feature is their shadow, which almost never faithfully reflects their body. Instead, fetchling shadows might have incongruous shapes or sizes, while others flicker, move of their own accord, or imitate the shadow of another nearby creature.

SOCIETY

Most fetchlings remain close to Golarion on either the Material or Shadow Planes, either forming majority-fetchling communities or forging solitary paths. Both planar groups tend to be insular; many fetchling cultures preserve memories of their early, perilous days confronting the Shadow Plane's hostile or beguiling denizens. Their predilection for forming tight communal bonds and adapting to local customs has spread to become part of broader fetchling culture, reinforced by two major fetchling groups—the Estlaris and Sharedars—who live in the shadow of more powerful entities.

ALIGNMENT AND RELIGION

A culture of survival passed down through generations means many fetchlings prefer to maintain a cautious worldview and adapt to prevailing circumstances. As a result, many trend toward a neutral outlook on life. Some choose to join with local powers for personal or communal advancement, or to tear systems down from the inside. Others attempt to shatter what they see as fetters that bind them and their communities.



No small number of fetchlings are nonreligious, recognizing all gods' powers but revering none. Faithful fetchlings prefer gods that offer protection and stability, be it the pastoral embrace of Erastil or the binding chains of Zon-Kuthon. Those who travel alone or pass between planes seek the comfort of Alseta, Desna, and Gozreh. Calistria appeals to ambitious fetchlings, while Grandmother Spider and Sivanah help those who wish to move through the world unnoticed or unfettered. Some worship these three as a pantheon called the Laughing Veil; a few even include Norgorber as a fourth member.

NAMES

Fetchlings adapted to a new world, and their names do the same. These names commonly include phonetic qualities from multiple languages or are simply local cultural names that fetchling families find compelling. Other dominant naming conventions include flowing sounds, harsh or hissing consonants, and surnames that refer to important relatives or community traits.

SAMPLE NAMES

Amelisce, Ashka, Drosil, Eitsanara, Eomva, Ikyamek, Inva, Jegan, Lirtae, Meotrai, Sorsul, Zokaratz

FETCHLINGS OF THE INNER SEA

Fetchlings are an uncommon sight in the Inner Sea region, as the majority reside in the Shadow Plane. A large portion of the region's fetchling diaspora arrives from Shadow Absalom—which they call Beacon—before using Absalom's ports to reach greater Golarion. Some formerly Nidalese fetchlings escape the predations of the Umbral Court and lead freer lives. Other fetchlings hail from remote enclaves on the Material Plane or arrive via supernatural phenomena that thin the barriers between the Material and Shadow Planes.

Thanks to their reflective eyes and relative rarity, fetchlings around the Inner Sea tend to stand out. Some attempt to hide their distinctive qualities, imitating local fashions and wearing clothing that covers their telltale skin. Others take pride in their differences, donning traditional garments or clothes that accentuate their monochrome nature. A recent fashion trend emphasizes lighter-colored garments that contrast with fetchlings' unique shadows.

Fetchlings' origins profoundly impact their interactions. Some, particularly those from Beacon and Nidal, have spent much of their lives in fear or danger. These individuals see the wider Inner Sea region's relative freedom and diversity as a way to spread their wings and establish a new identity. Others hang on to their pragmatic reservations and sense of caution.

BRIGHTSORROW

Brightsorrow fetchling enclaves live on Somal's Tears, a chain of islands suspended between Shadow Golarion and its barely visible moon. The isles are well-lit by Shadow Plane standards, with ambient light in a narrow pre- and post-dawn range. This illumination brightens during irregular Lacrimosas, days when a ring of pale sunlight shines from behind the obsidian moon. The light makes small portions of the islands flare and disappear—along with any people in the area—only to reappear at a later Lacrimosa.

Brightsorrows greatly value self-sufficiency and preparation. Many garments incorporate pouches or rucksacks to hold necessities like preserved foods. Songs, stories, and rhymes that convey life lessons and tradecraft are cherished for similar reasons. Weaving is a particularly prestigious craft, as intricately woven bridges span the void between isles.

Brightsorrow skin tones occupy the middle of the gray scale spectrum. Their eyes fluctuate over months between pale yellow and the orange of a setting sun, and their hair usually grows in springy, black-and-gray coils. Portions of Brightsorrows' shadows frequently drift away and dissolve, though surrounding shadows quickly fill the newly empty sections.

HIT POINTS

8

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Dexterity

Free

LANGUAGES

Common

Shadowntongue

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Draconic, D'ziriak, Necril, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Fetchling

Humanoid

DARKVISION

You can see in darkness and dim light just as well as you can see in bright light.

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FETCHLING ADVENTURERS

Fetchlings have a well-earned reputation as travelers. Their merchants and emissaries ply many roads, while nomads and sailors seek what lies over the next horizon. Charlatans, criminals, and street urchins carve livelihoods from inhospitable environs. Many fetchlings leverage their natural litheness as swashbucklers or rogues. The Shadow Plane's caress awakens hidden power in many fetchling bards or sorcerers (especially those of the shadow lineage) or drives them to study deeper mysteries as witches or wizards.

ESTLARI

Most of the fetchlings who live in Beacon—better known to those on Golarion as Shadow Absalom—are Estlari, a fetchling sect that traces their origins to the city's founding days. Centered on the light of the Glare, a stable interplanar portal inside a mysterious stonework cathedral, those first fetchlings built the city alongside the insectile d'ziriak. Despite historically unstable alliances, the two groups have made Beacon an interplanar metropolis—if a somber and dangerous one. The masked umbral dragon Argrinyxia rules with a tight grip, though she loosens it enough to encourage the flow of goods and peoples from across the multiverse. Many Estlari work as merchants and negotiators as a result.

Color and light are hallmarks of Estlari culture, the former influenced by the d'ziriak practice called light weaving. Magical lights or ornate candles mark important occasions. Estlari also see personal fashion as an important means of expression. Popular trends include: angular, d'ziriak-inspired designs; vibrantly dyed hair; and muted outfits that incorporate a single, colorful accessory.

Estlari skin tones tend toward lighter shades like alabaster and ash, and their eyes are usually shades of yellow. Their hair is predominantly straight, fine, and pale. Many are slender and long-limbed, appearing almost stretched.

Estlari's crisp-edged shadows often look darker than would be expected for prevailing light conditions.

RIKMIRIT

Rikmirit fetchlings dwell in the forested hollows and sheltered valleys of the southeastern Five Kings Mountains, near the borders of Andoran, Taldor, and Galt. Folk tales relate how an ancient "Surgeon's Spire" drew Rikmirits from the Shadow Plane and into the mountains. Their communities are nestled behind wooden palisades, and they arrange their steep-roofed, gray- and green-tiled buildings to take advantage of what little sunlight reaches these locations.

Family, community, and hospitality are key cultural values for the insular Rikmirits. Almost all settlements feature a central all-hearth—a large building with room for communal work, socialization, and guest lodging. Most regional travelers know they can count on the hospitality of the wary but welcoming fetchlings. Refugees and expatriates from surrounding countries, particularly Galt, have become increasingly long-term residents of Rikmirit towns.

Rikmirits have complexions from slate to charcoal and tend to shape their thick hair with intricate bindings. Their eyes usually shine in misty shades of gray or white. Rikmirit shadows bend subtly toward the sun.

SHAREDAR

Fetchlings living in Nidal are called Sharedars. The Nidalese are bound to and deeply fear Zon-Kuthon, the Midnight Lord, and this fear extends to the shadowy Sharedars, particularly in rural areas. Many of these fetchlings dwell in Nidal's major cities: Nisroch, Pangolais, and Ridwan.

These cities are no less unkind to fetchlings. The ruling Umbral Court enforces strict residency quotas, forcing a portion of the Sharedar population to live near Kuthite temples. The Court provides housing and reagent-laced food. This sustenance ripens Sharedars' supernatural connection to the Shadow Plane, which can then be metaphysically harvested in Kuthite rituals that sap their supernatural vibrancy. Even though this exploitation is known, if not understood, some still opt for the stable livelihood of bigger cities. Other Sharedars fight back. The term "eave" refers to any fetchling who supports their community through clandestine subversion of the state. Eaves smuggle, broker information, or siphon resources from bureaucratic duties. Other eaves help smuggle comrades to freedom abroad. The spoils of

resistance are shared at “the local kayalhi,” gathering places named for a fetchling-majority town in Nidal’s hinterlands.

Sharedars tend toward either the exact middle or the extremes of the monochrome spectrum, and they typically have yellow, gray, or black eyes. Their shadows appear smaller than the bodies that cast them and seem to loom, gaunt and tall, when viewed indirectly.

FETCHLING HERITAGES

Fetchlings’ extraplanar past shaped them in many ways. Choose one of the following fetchling heritages at 1st level.

BRIGHT FETCHLING

Your body proves that shadow can’t exist without light. Perhaps your eyes glow brighter or your veins occasionally pulse with light. You emit dim light within 5 feet of you. You can activate or suppress this ability as an action, which has the concentrate trait. Additionally, you can force fragments of your shadow to glow and cast *dancing lights* and *light* as occult innate cantrips. Cantrips are heightened to a spell level equal to half your level rounded up.

DEEP FETCHLING

Your predecessors dwelled in the Shadow Plane’s deepest, most treacherous regions. You might cast a denser shadow, have a slower pulse, or find comfort in the embrace of darkness. You gain cold or negative resistance equal to half your level (minimum 1), chosen when you gain this heritage.

LIMINAL FETCHLING

You come from a line of fetchlings with a closer connection to the Ethereal and Shadow Planes, and you share those realms’ affinity with the in-between and unseen. You gain a +1 circumstance bonus to locate undetected creatures within 60 feet when using the Seek action. Your flat check to target concealed creatures is DC 3 instead of DC 5, and your flat check to target undetected creatures is DC 9 instead of DC 11.

RESOLUTE FETCHLING

Your ancestors have long dealt with the horrific—in the Shadow Plane or elsewhere—and you bear their mental fortitude. When you roll a success on a saving throw against an emotion effect, you get a critical success instead.

WISP FETCHLING

Your ancestors’ exposure to the Shadow Plane wrought great physical changes. Your hair or skin sometimes appears insubstantial, and you’re slighter and more agile than other fetchlings. You’re Small instead of Medium. You gain the trained proficiency rank in Acrobatics, the Quick Squeeze skill feat, and a +1 circumstance bonus to Acrobatics checks to Tumble Through. If you would automatically become trained in Acrobatics (from your background or class, for example), you instead become trained in a skill of your choice.

FETCHLING ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a fetchling, you select from among the following ancestry feats.

1ST LEVEL

FETCHLING LORE

FEAT 1

FETCHLING

You’ve learned obscure lessons about your fellow fetchlings. You’re trained in Occultism and Stealth. If you would automatically become trained in one of those

FETCHLING SETTLEMENTS

Many fetchlings congregate in these two cities.

Beacon (Shadow Absalom): Estlaris ignore their city’s official name on Golarion and instead call their home Beacon. Velstracs and intelligent undead prowl the city’s sparsely traveled streets, but business thrives behind closed doors and in towering d’ziriak hives. Ships cross the parched Bay of Dusk to bring diverse wares that fuel warring factions, while the Glare at Beacon’s heart can send visitors back to the exact spot from which they entered the Shadow Plane.

Candlease: This island of terrace farms, natural spires, and colorful woven bridges floats in the sky beneath Shadow Golarion’s moon. In the Tallow amphitheater, the timely gleaming of obsidian standing stones helps predict the Lacrimosas that both take and replace Somal’s Tears. Candlease also hosts storytelling contests and Brightsorrow moots.

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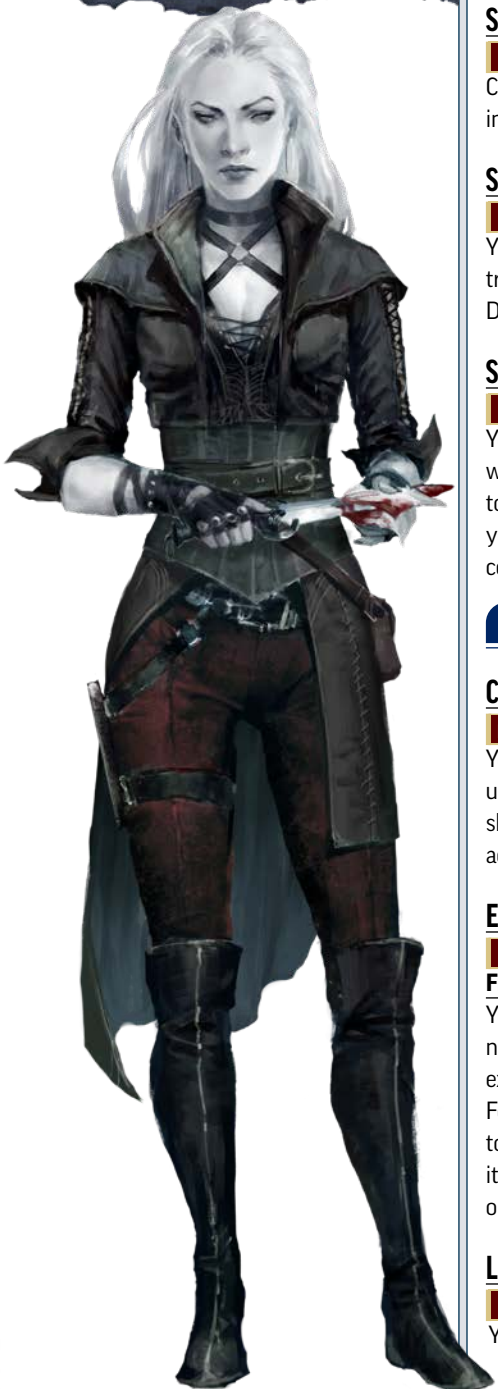
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KAYAL

Many fetchlings refer to themselves as kayals, an Aklo-derived word with a meaning akin to "shadow people." Most kayals reject the term fetchling, which they see as imposed on them by individuals bound too closely to the Material Plane. The word has uncertain origins, but its use is widespread in Nidal. To kayals in Nidal, their name grounds and uplifts them as a worthy people forging their own paths, not as servitors of darkness. Skeptics consider kayal to be a superficial affectation.



skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Shadow Plane Lore.

HARD TO FOOL

FEAT 1

FETCHLING

You're accustomed to seeing through shifting darkness and bewildering magic. You gain a +1 circumstance bonus on Perception checks against illusions as well as to Will saves against illusions and shadow effects.

SHADOW BLENDING

FEAT 1

FETCHLING ILLUSION OCCULT SHADOW

Trigger A creature attempts a flat check to target you while you're concealed or hidden due to dim light or darkness.

You draw shadows close to create a shroud. Increase the DC of the flat check by 2.

SHROUDED MAGIC

FEAT 1

FETCHLING

Choose one cantrip from the occult spell list. You can cast this cantrip as an occult innate spell at will, heightened to a spell level equal to half your level rounded up.

SHROUDED MIEN

FEAT 1

FETCHLING

You're used to dealing with dangerous situations and sinister creatures. You become trained in Deception (or another skill of your choice, if you're already trained in Deception), and you gain the Lengthy Diversion skill feat as a bonus feat.

SLINK

FEAT 1

FETCHLING

You can move through gloom with the speed of darkness. You can move 5 feet farther when you take the Sneak action, up to your Speed. In addition, as long as you continue to use Sneak actions and succeed at your Stealth check, you don't become observed if you end a Sneak action in dim light or darkness, as long as you have cover or greater cover or are concealed at the end of your turn.

5TH LEVEL

CLEVER SHADOW

FEAT 5

EVOCATION FETCHLING OCCULT SHADOW

You can perform simple Interact actions with your shadow, such as opening an unlocked door. Anything your shadow Interacts with must be within your reach. Your shadow can't perform actions that require significant manual dexterity, including any action that would require a check to accomplish, and you can't use it to hold items.

EXTINGUISH LIGHT

FEAT 5

DARKNESS EVOCATION FETCHLING OCCULT

Frequency once every 10 minutes

You wrap shadow around a single unattended light source within 120 feet that's no larger than a torch. Any non-magical light source you target is automatically extinguished. For magical light sources, attempt a counteract check using your Fortitude or Thievery modifier against the target's DC. Your counteract level is equal to half your level rounded up. Successfully counteracting the light source suppresses its ability to produce light for 1 minute, but not any other effects. If you're in dim light or darkness when you Extinguish Light, its range is 240 feet.

LIGHTLESS LITNESS

FEAT 5

FETCHLING

Your body is almost as flexible as your shadow. When you critically fail at Squeezing, you get a failure instead. Additionally, when you roll a success at an Escape check,

you get a critical success instead; if you roll a critical success, you can Step instead of Striding up to 5 feet.

SHADOWY DISGUISE

FEAT 5

FETCHLING

You wrap yourself in shadow to change your appearance. You can cast *illusory disguise* as a 1st-level occult innate spell once per day. This spell gains the shadow trait.

9TH LEVEL

HEFTING SHADOW

FEAT 9

CONJURATION FETCHLING OCCULT SHADOW

Prerequisites Clever Shadow

Your shadow can contain objects. You can Interact with your shadow to store or retrieve objects, just like you would a mundane container (meaning you spend two Interact actions total to store and then retrieve the object, for example). Your shadow can contain 2 Bulk of objects, which don't count toward the Bulk you're carrying. The items remain solid but take on a shadowy patina while stored this way. Though the items are in your shadow and can be detected normally, you gain a +2 circumstance bonus to Stealth checks to Conceal the Objects unless someone knows to check your shadow for items.

SCULPT SHADOWS ◆◆◆

FEAT 9

CONJURATION FETCHLING OCCULT SHADOW

You coax nearby shadows into the shape of a simple weapon or a simple tool or item, using a tiny piece of your shadow to make it solid; in doing so, you lose 1 Hit Point. You can create only level-0 common, non-consumable weapons, or adventuring gear with no intricate parts, written text, or other complicated components. The item lasts until used for a single activity, until you Sculpt Shadows again, or for 1 minute, whichever comes first. Once the duration expires, the object dissipates, and you regain the lost Hit Point unless the item was Broken or Destroyed. As the object holds a tiny sliver of your shadow, you can't recover the lost Hit Point until after the object dissipates.

SHADOW SIGHT ◆

FEAT 9

FETCHLING OCCULT TRANSMUTATION

Frequency once per hour

You draw on your connection with the Shadow Plane to see through all but the deepest darkness. You gain greater darkvision for 1 minute.

13TH LEVEL

SHADOW'S ASSAULT

FEAT 13

FETCHLING

Your shadow assaults your foes. You can cast *shadow blast* as a 5th-level occult innate spell once per day. At 17th level, your *shadow blast* is heightened to 6th level.

SKIRT THE LIGHT

FEAT 13

UNCOMMON FETCHLING

You can travel the border between the Material and Shadow Planes and even bring others along. You can cast *shadow walk* as an occult innate spell once per day.

17TH LEVEL

PIERCE THE LIGHT

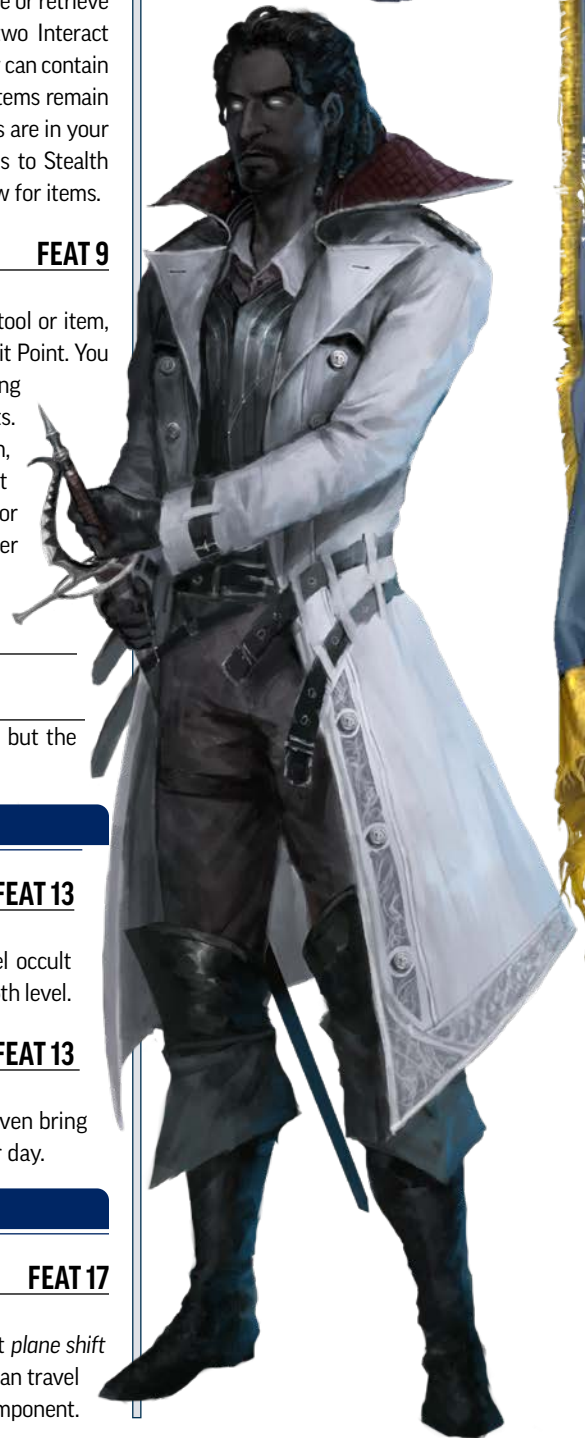
FEAT 17

UNCOMMON FETCHLING

You tear the veil between the Material Plane and its shadow. You can cast *plane shift* twice per week as an occult innate spell that can only target yourself; you can travel only to the Material or Shadow Planes, and your body serves as the focus component.

THE WIDOW

The Widow was one of the Forsaken—sinister demigods who once watched over the Shadow Plane. It heard an Azlanti call for rescue, lifted its shivering sickle, and tore a passage into darkness; those it ushered into the Shadow Plane became the first fetchlings. Few remember anything beyond the Widow's name, and fewer still offer it prayers. It grants power to no fetchling priests.



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FLESHWARP (RARE)

Fleshwarps are people whose forms were created or radically transformed by magic, alchemy, or unnatural energies. Their unorthodox appearance can make it difficult for them to find a place for themselves in the world.



Magic and science that can warp bone and twist sinew are all too common on Golarion. Fleshwarps are those who have been permanently altered by such methods—sometimes a sapient being created whole cloth from inanimate flesh, but often a victim unwillingly transformed by strange energies or sadistic creators.

The ancestry name “fleshwarp” is an umbrella term, since on Golarion the actual fleshwarping process is more infamously well-known than are alterations caused by uncontrolled magic, technology, or fringe science. Whether practiced by Thassilonian wizards, Nexian fleshcrafters, or the drow of the Darklands, fleshwarping is the craft of reshaping flesh and mind in vats of foul magical reagents. This has led some scholars of monsters to argue that only those beings created by traditional fleshwarping should be considered fleshwarps. Regardless of the source of their altered forms, fleshwarps bear their new shape forever, transformed beings living a wild and strange existence beyond what was possible for their original ancestry.

Although fleshwarps are humanoid, no two look the same. One might possess limbs in unusual places and skin as smooth as glass, while another might have a thick matting of spiny fur. Some might have animalistic features, like a boar snout, scales, or cloven hooves. Others have entirely alien appearances, such as bulging eyes on the backs of their hands. Some may have only subtly uncanny features that differentiate them, such as glowing teeth, smoking eyes, or fingernails made of bone. The only commonality among fleshwarps is their mismatched nature. Let your imagination run wild when creating a fleshwarp character!

If you want a character who is tough and hardy, can change their form as they grow, and can use their wholly unique appearance to inspire awe or fear in others, you should play a fleshwarp.

You Might...

- Embrace your unusual appearance to inspire respect or fear.
- Be used to relying on yourself.
- Distrust large groups of people, particularly mobs, based on past experiences.

Others Probably...

- Find your physiology fascinating or terrifying.
- Assume you are an expert on strange creatures or occult phenomena.
- Consider you an enigmatic and unpredictable—and perhaps even dangerous—outsider.

PHYSICAL DESCRIPTION

Fleshwarps are humanoids, ranging from 5 to 7 feet tall and from just under 100 pounds to more than 300 pounds. The proportion and appearance of their limbs and features differ widely, but fleshwarps functionally have two legs, two arms, and a single head; a fleshwarp with more limbs than this should consider an appropriate ancestry feat to reflect this variance, or one of their limbs might be vestigial and mostly nonfunctional. Fleshwarps differ widely in their appearance due to the unique circumstances of their creation. Even fleshwarp siblings or two people transformed through the same procedure might look wildly different.

SOCIETY

Fleshwarps are so few in number that congregations of them are rare. They most often live on their own, with a small family group, or at the outskirts of a community. Some thrive in cities, however, where they can remain anonymous among the crowds while pursuing careers that allow them to avoid contact with people who might fear or persecute them.

Fleshwarps value endurance and are quick to learn from others, so those who come into contact with others of their kind usually share stories that help each other survive, hide, or thrive more effectively. How a fleshwarp formed can be a painful or horrifying subject, one they consider rude to discuss with anyone besides close friends or loved ones.

ALIGNMENT AND RELIGION

Fleshwarps have little to gain from the broader society, and therefore rarely work to support society in turn, beyond perhaps helping other fleshwarps. They need to be able to adapt quickly to survive on their own. As a consequence, few fleshwarps are lawful. Although bigoted or short-sighted people view fleshwarps as monsters, fleshwarps are no more or less prone to evil than any other people, and most seek only to live their lives without trouble. Most are neutral in alignment, for while alienation doesn't force a fleshwarp to feel contempt for others, neither does it encourage a fleshwarp to avoid it. This is especially true for fleshwarps living in the societies that gave birth to their traumatic transformation. Fleshwarps aren't often casually religious; most either have little to do with faith at all (viewing themselves as scorned by the gods or simply seeing faith as impractical for survival) or are exceptionally devout. Religious fleshwarps often revere Arazni, Calistria, Desna, or Gozreh; evil fleshwarps typically turn to Lamashtu, finding consolation in the Mother of Monsters.

NAMES

Fleshwarps can come from—and thus have names from—any culture or ancestry, but some give themselves new names after being transformed, whether to celebrate the change, recognize a new phase of their lives, or conceal their past identity. Many fleshwarps also carry a descriptive nickname granted to them by others, such as “Triple Handed,” “Barkfoot,” or “Many-Mouth.” Fleshwarps don't keep nicknames they find personally offensive, but they tend to keep ones that describe their distinctive appearances or that are given by people they care about.

SAMPLE NAMES

Borble, Dag, Feff, Hurn, Kemp, Omber, Ostro, Shurni, Surm, Wumpin

FLESHWARPS ON GOLARION

The eldritch magic and aberrant alchemy used to create fleshwarps are rare but not unique. A number of different organizations and effects in Golarion produce fleshwarps, and one of a fleshwarp's most important aspects—beyond appearance or attitude—is their origin, which influences both their form and their attitude toward the world.

HIT POINTS

10

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Constitution

Free

LANGUAGES

Common

Additional languages equal to your Intelligence modifier (if positive). Choose from Aklo, Draconic, Dwarven, Elven, Goblin, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Aberration

Humanoid

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

UNUSUAL ANATOMY

Your unorthodox body resists physical afflictions meant for other creatures. You gain a +1 circumstance bonus to saves against diseases and poisons.

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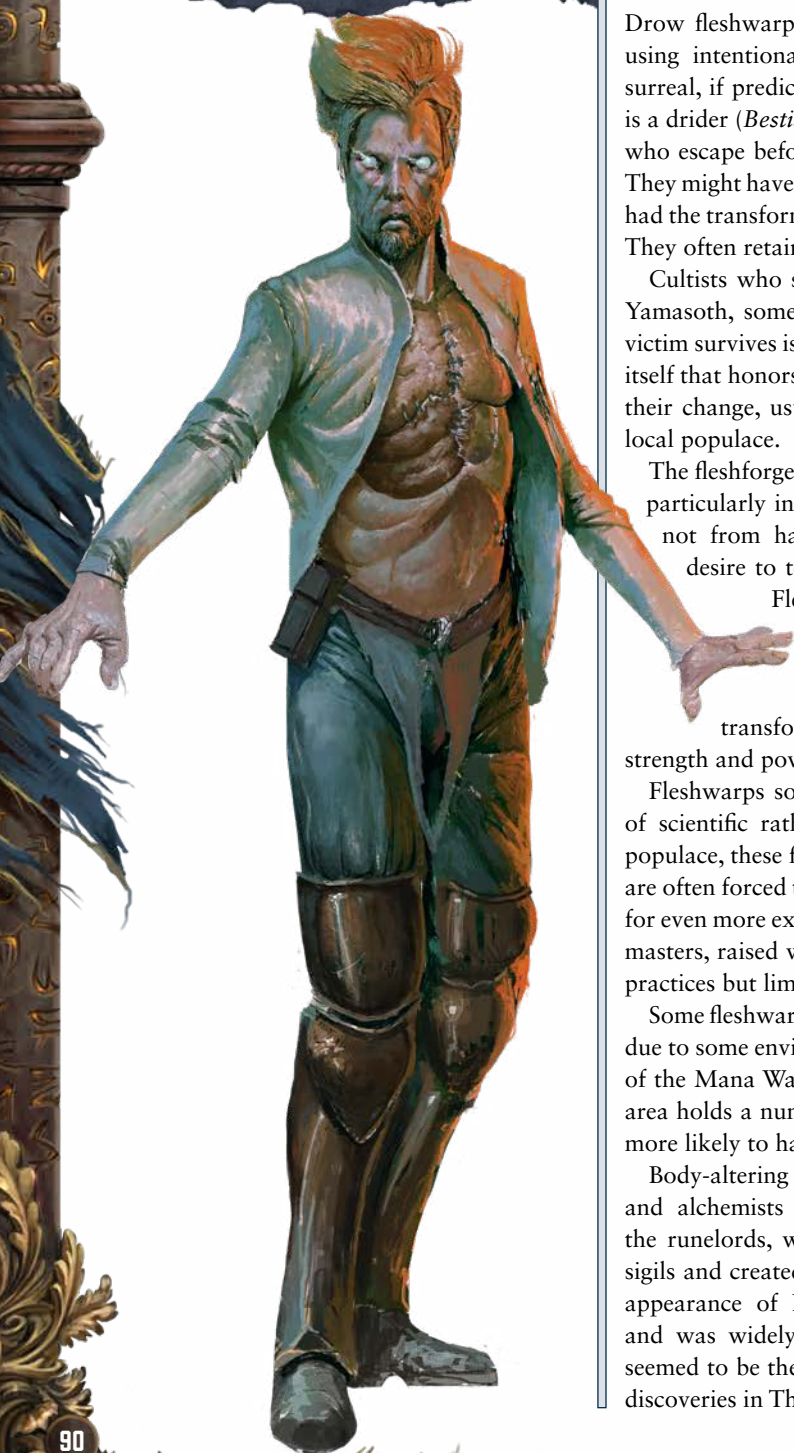
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FLESHWARP ADVENTURERS

Fleshwarps often live on the margins of society. The hermit, hunter, nomad, or street urchin backgrounds work well for many fleshwarps; others might be criminals, entertainers, or prisoners. The need to defend themselves leads many fleshwarps to become barbarians, fighters, rogues, or rangers. Champions and druids are common callings among fleshwarps who seek to defend and better the lot of others of their kind.



Fleshwarps fall into two major groups: those born a member of a different ancestry and transformed into a fleshwarp or those born as a fleshwarp, knowing no other existence. The former sometimes hide their new forms, seeking shelter among their prior society with those open-minded enough to shield them from the less understanding—though unfortunately, there are no guarantees that their friends and family members will be protectors, rather than persecutors. These fleshwarps know best how to blend into their erstwhile societies and might go undiscovered for a long period of time. Fleshwarps born into their warped forms generally have a more difficult upbringing and were likely often forced to fend for themselves, particularly if rejected by parents who considered their form blasphemous or ill-fated. They're likely to accept their own bodies, as they've never known another.

FLESHWARP ORIGINS

Drow fleshwarpers practice their horrid arts in subterranean laboratories, using intentionally painful methods to transform unwilling victims into surreal, if predictable, shapes. The most common final result of this process is a drider (*Bestiary* 159). Shapewrought fleshwarps are the lucky exceptions who escape before the process is complete or who survive a faulty process. They might have some features of the fleshwarp they were destined to become, had the transformation been completed, or might have other features entirely. They often retain an intense fear of dark, underground places.

Cultists who serve wicked deities of transmutation, such as Haagenti or Yamasoth, sometimes forcibly transform victims in vile rites. Whether the victim survives is of little consequence to these cultists; it's the transformation itself that honors their malevolent gods. Their victims are often released after their change, usually from indifference but sometimes to instill terror in a local populace.

The fleshforgers of the magic-infused nation of Nex also create fleshwarps, particularly in the cities of Ecanus and Oenopion. These processes spring not from hatred or debased worship, but from a clinical, academic desire to test the limits of magic with little disregard for sapient life.

Fleshwarps created in the fleshforges of Oenopion are more likely to have others that resemble them, as some of the processes used there are time-tested and replicable. These fleshwarps are the most likely to have undergone their transformation willingly, accepting enormous risks to gain greater strength and power.

Fleshwarps sometimes originate from the laboratories of Ustalav, results of scientific rather than magical experiments. Hidden from a suspicious populace, these fleshwarps are rarely coddled by their scientist creators; they are often forced to serve as laborers and may be cast out as the scientists push for even more extreme discoveries. A few are taken as pupils by their secretive masters, raised with a startlingly deep knowledge of alchemical or scientific practices but limited experience with the wider society.

Some fleshwarps have no mortal hand in their creation at all, but are formed due to some environmental accident or catastrophe. The erratic primal magic of the Mana Wastes region is widely known to give rise to fleshwarps. This area holds a number of small fleshwarp settlements, so fleshwarps here are more likely to have a stable home community.

Body-altering magic was practiced in ancient times as well. Many mages and alchemists of ancient Thassilon practiced fleshwarping, particularly the runelords, who regularly bound magic to flesh in the form of arcane sigils and created magically imbued creatures whole cloth. Until the sudden appearance of New Thassilon, this knowledge was at best fragmented and was widely considered lost; *sinspawn* (*Bestiary* 296) and *fleshdregs* seemed to be the only remaining vestiges of this once-extensive lore. Recent discoveries in Thassilonian ruins such as Hollow Mountain and Xin-Shalast,

as well as records brought forth by the denizens of New Thassilon, have created something of a resurgence in sin magic used to transform flesh. These practitioners are, as in the days of ancient Thassilon, almost universally amoral alchemists or sin-obsessed wizards, and efforts to tamp down their renewed practices have met with little success. Most Thassilonian fleshwarps bear twisted runes that hint at their transformation.

Perhaps the least common and least understood origin of fleshwarps on Golarion is found in Numeria. Foul and eldritch fluids of many types collect in pools and puddles throughout this harsh land, and the desperate or foolish sometimes drink them. Imbibing these fluids transforms the people who drink them into fleshwarps in entirely new ways unconnected to magic or alchemy. Instead, their transformation is the result of advanced chemical interactions or reconstructive nanites. Those unhappy with the result tend to be more hopeful than other fleshwarps of finding some way to reverse the change, perhaps by refining and imbibing yet more Numerian fluids. That these experiments usually lead to further transformations, or even death, doesn't always stop them from continuing their trials on themselves—or others.

FLESHWARP HERITAGES

The circumstances of each fleshwarp's creation are different, but they can be grouped into heritages based on the nature of their origin. Choose one of the following fleshwarp heritages at 1st level. Although any fleshwarp may have any appearance you desire, each heritage provides typical characteristics.

CREATED FLESHWARP

You were created through occult or alchemical processes, such as being grown in a vat or stitched together from the body parts of other creatures by a scientist in Ustalav. Your manufactured body is durable; you don't need to eat and can't starve. You gain a +2 circumstance bonus to saving throws against diseases.

MUTATED FLESHWARP

Transformed by uncontrolled magic, you originated in the Mana Wastes or another region similarly devastated by uncontrolled magic. Due to your toughened or redundant organs, the DC for your checks to recover from persistent bleed damage is 10 instead of 15, and it's reduced to 5 instead of 10 if you have particularly effective assistance recovering from the persistent damage.

SHAPEWROUGHT FLESHWARP

A victim of fleshwarping, you likely bear loose flesh, bony spurs, or features of inhuman creatures sprouting from your skin. You have nevertheless turned the psychic toll of your transformation into a strength. You gain resistance to mental damage equal to half your level (minimum 1).

TECHNOLOGICAL FLESHWARP

Your transformation is due to manipulation by advanced technology, like that found in Numeria. Your emotions are dulled and hard to influence. When you roll a success on a saving throw against an emotion effect, you get a critical success instead.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a fleshwarp, you select from among the following ancestry feats.

FLESHWARP SETTLEMENTS

No settlements consisting entirely of fleshwarps exist openly outside of the Mana Wastes; elsewhere, citizens keep the secret so well that their community's existence isn't known to the world at large. Fleshwarps are more likely to live on the fringes of other settlements, working in industries where their hardy constitution is an advantage and their uncanny appearance isn't a liability. Some are herbalists or trappers, working in the wilderness and interacting with others only rarely. Locals might come to consider a fleshwarp their equal or friend, and take umbrage at outsiders who make a big deal out of the "monster" in their midst. Sentiment might turn quickly upon supernatural events or strange attacks, however, and, tragically, more than a few fleshwarps have been turned out of homes they've occupied for decades when faced with a misguided mob.

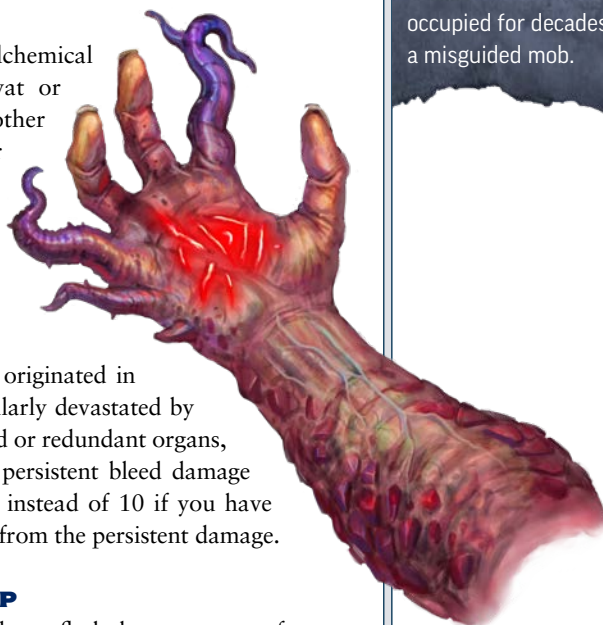
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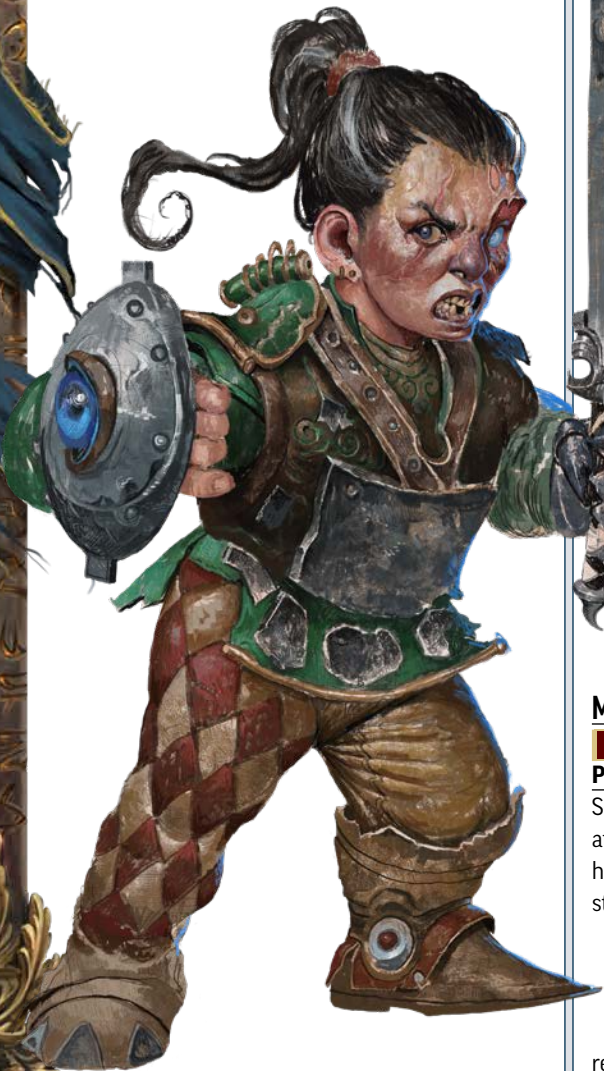
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FLESHWARP MOTIVES

Fleshwarps have a variety of reasons for taking up the life of an adventurer. Some are turned out of their homes by an uncaring parent or a suspicious mob. Other fleshwarps travel to learn more about their own transformation or to seek out others of their kind. A few even actively seek the means—either technological or magical—to undo their transformations or adopt a new form that won't incite repulsion or fear in common people. Still others understand that a good way to earn respect is to solve a community's problems—then quickly leave the area—and therefore fall into the role of itinerant adventurers-for-hire.



1ST LEVEL

ABERRATION KINSHIP

FEAT 1

FLESHWARP

Your mind resonates with the inscrutable thought processes that inhuman aberrations use to communicate. You can cast *mindlink* as an innate occult spell once per day, but you can target only aberrations.

DEEP VISION

FEAT 1

FLESHWARP

Your vision is suited for night or the underground. You gain darkvision.

LIVING WEAPON

FEAT 1

FLESHWARP

You've learned to use part of your form as a weapon. When you select this feat, you gain a claws unarmed attack that deals 1d4 slashing damage and has the agile and finesse traits; a horn, jaws, or tusk unarmed attack that deals 1d6 piercing damage and has the versatile S trait; or a tail unarmed attack that deals 1d6 bludgeoning damage and has the backswing trait. Each of these unarmed attacks is in the brawling weapon group.

Your features are mutable; you can select this feat at any level, and you can retrain into or out of this feat or change the type of attack you gain.

Special You can take this feat multiple times. Each time you do, select a new attack from the options above.

STARTLING APPEARANCE

FEAT 1

FLESHWARP

You are trained in Intimidation (or another skill of your choice, if you were already trained in Intimidation) and gain the Intimidating Glare skill feat as a bonus feat.

5TH LEVEL

FINNED RIDGES

FEAT 5

FLESHWARP

The ridges and flaps of your skin steer you through the water. You gain a swim Speed of 15 feet.

GAPING FLESH

FEAT 5

FLESHWARP

Frequency once per day

Trigger A creature you are aware of damages you with a melee Strike.

Your wound yawns open, appalling your attacker. The attacker must succeed at a Fortitude saving throw against your class DC or spell DC, whichever is higher, or become sickened 1 (sickened 2 on a critical failure). It can't recover from the sickened condition while it's adjacent to you.

MUTATE WEAPON

FEAT 5

FLESHWARP

Prerequisites Living Weapon

Select one unarmed attack you gained with Living Weapon. The damage die for that attack increases by one step until the end of your turn. In addition, choose to either have the attack gain a reach of 10 feet until the end of your turn or for you to gain a +1 status bonus to attack rolls with the chosen unarmed attack until the end of your turn.

POWERFUL GUTS

FEAT 5

FLESHWARP

Your stomach is particularly durable. When you succeed at a Fortitude save to reduce your sickened value, you reduce it by 2 (or by 3 on a critical success).

UNCANNY AWARENESS

FEAT 5

FLESHWARP

You have a keen sense of movement around you. You gain motion sense as an imprecise sense out to 30 feet. Motion sense allows you to detect nearby motion through vibration and air movement.

9TH LEVEL

CAPTIVATING CURIOSITY

FEAT 9

FLESHWARP

You can snare the attentions of onlookers with your unique appearance. You can cast *enthrall* as a 3rd-level occult innate spell once per day.

COATING OF SLIME

FEAT 9

FLESHWARP

An acidic ooze coats your limbs. Your unarmed attacks deal an additional 1d4 persistent acid damage on a critical hit.

EERIE COMPRESSION

FEAT 9

FLESHWARP

Your limbs and even your torso can collapse in on themselves, allowing you to fit through tight spaces as though you were a Small creature. You can move at full Speed while Squeezing.

GRIPPING LIMBS

FEAT 9

FLESHWARP

Nodules, hooks, or claws on your limbs allow you to cling to surfaces with ease. You gain a climb Speed of 15 feet.

SLIP THE GRASP

FEAT 9

FLESHWARP FLOURISH

Requirements You are grabbed, immobilized, or restrained.

You have some feature that allows you to quickly evade effects that restrain you. Attempt a check to Escape. If you succeed, you can Stride, Step, or make a Strike with a melee unarmed attack targeting the creature you Escaped from. If you fail, you instead attempt to Escape a second time.

You increase your multiple attack penalty as appropriate for the actions you took, but only after completing both actions.

13TH LEVEL

AUGMENT SENSES

FEAT 13

FLESHWARP

You open vestigial eyes, unfurl tympanic flaps of skin, or otherwise enhance your senses. Until the start of your next turn, you gain the following benefits: you can't be flanked; when you Seek for creatures, you can scan a 60-foot cone or a 30-foot burst instead of the normal area; and when you Seek for hidden objects, you can search a 15-foot square instead of the normal area.

SPEW TENTACLES

FEAT 13

FLESHWARP

You can open your mouth to an immense size and spew forth an impossibly large field of tentacles. You can cast *black tentacles* once per day as an innate occult spell, though when you do so, you spew them from your mouth out to the appropriate range, where they take root and begin Grappling creatures as usual. The tentacles recognize you as a part of them and don't attempt to Grapple you, even if you are in the area.

FLESHWARP LEGENDS

Legends of famous fleshwarps travel quickly amid fleshwarp communities.

Lady Kedley: A wealthy noble in a life she doesn't remember, Kedley emerged transformed from deep below Westcrown. She uses her family's vast fortune to aid other fleshwarps.

Spinhead Vanluk: This Mana Wastes warlord brings mutants and fleshwarps under his banner. He (literally) has eyes in the back of his head.

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GANZI

Children of chaos, ganzis are born of the roiling effervescence of the untamable Maelstrom, the primal sea of all creation. Their blood crackles with the promise of change and the raw power of creation unshackled.

While some ganzis are born of mortals who mingled with the inchoate beings of the Maelstrom, and some are descended from those who sailed that cerulean void, many others are born in places where the Material Plane frays toward chaos. Whatever their roots, all ganzis share the same potent essence.

More than any other planar scions, ganzis are prone to appearing in otherwise stolid and unremarkable bloodlines. While this is sometimes cause for scandal in less open-minded communities, most ganzis children grow up as happy and loved as any other child. Ganzis children often exhibit irrepressible energy and good-natured mischief. A few even grow out of these tendencies eventually.

If you want a character that channels the spontaneous and the unpredictable, that defies categorization while still finding commonality with other nonconformists, you should play a ganzis.

You Might...

- Express your individuality through fashion and other personal choices.
- Behave in dramatic or exuberant ways and refuse to get discouraged easily.
- Look for creative or unique solutions to problems.

Others Probably...

- Expect you to behave unpredictably or impulsively.
- Fear that you possess magic beyond your control.
- Assume you're related to proteans.

Physical Description

While ganzis resemble other members of their ancestry, it's rare for chaos to manifest with any degree of subtlety. No two ganzis are wholly alike and there are no universal traits, yet there is more commonality among ganzis than a layperson might expect.

While some ganzis have links to other creatures of chaos, like valkyries or einherji, and some to no known beings, a narrow majority manifest as "protean kin" ganzis. Whether actually related to proteans or not, these ganzis possess serpentine tails with colorful scales and feathers, as well as patches of feather and scale in other places. Bilateral symmetry of such features is ubiquitous, despite their chaotic origins.

Given their dramatic physical features, most ganzis are accustomed to drawing attention. Some lean into this, dressing in daring outfits and developing exuberant personalities, while the more introverted use concealing clothing to hide their heritage. Regardless of social preferences, many ganzis share a passion for works of craft or artistry; ganzis often seek out craftworks as fashion statements, from bracelets to necklaces to brooches.

Society

As a highly individualistic and geographically scattered heritage, ganzis have few widespread traditions. The most common, though, is the heart-name. While ganzis are no more likely than others to take issue with their gift-name (as ganzis call given names), the vast majority of ganzis choose names for themselves, selecting or inventing names that better describe their true selves. Some use their gift- and heart-names interchangeably; some share a name only with close friends



or lovers; and some discard their gift-name entirely. Heart-names aren't static, and a ganzi might change their heart-name a day or a decade later.

ALIGNMENT AND RELIGION

Unsurprisingly, ganzis lean heavily towards chaos, favoring organizations like the Firebrands. This is hardly universal, however—even a few suits of Hellknight armor accommodate a feathered serpent tail. Likewise, many ganzis find themselves suited to the service of Desna, Cayden Cailean, and other powers that value freedom and individuality.

GANZIS OF THE INNER SEA

In regions familiar with couatls, proteankin ganzis often get associated with the feathered serpents, whether through ignorance or out of reverence. Many proteankin in such areas lean into this theory. Such ganzis often seek to master wisdom and serenity, finding meaning in emulation of the couatl.

Among dwarves, ganzis occur most often among the deep-dwelling Grondaksen and other isolated communities. Identifiable by their polychromatic hair or beards, ganzi dwarves are often seen as threats to tradition and encouraged to become adventurers or emissaries. Some dwarf communities, however, celebrate their ganzis as a divine reminder not to become overly set in their ways.

Ganzi elves arise most often in Kyonin, as well as among the Mordant Spire elves and the Kallijae of the Mwangi Expanse. While Kyonin's non-ganzi elves almost never treat their ganzi kin as lesser, many see the large number of ganzis as a worrying sign of Tanglebriar influence. By contrast, the Spiresworn consider ganzis to be sacred emissaries of the Voice of the Spire, while Kallijae simply accept ganzis as kin. Ganzi elves are especially quick to act, with many experiencing significant wanderlust as well; in addition, ganzi elves often physically adapt to new regions more quickly than other elves.

Ganzi gnomes, most common in Nex and Cheliox, can be difficult to distinguish from other gnomes. Identifiable ganzis are celebrated as beacons of creativity and excitement, though this puts great pressure on young ganzi gnomes to live up to expectations; it's common for such ganzis to take up adventuring to escape the pressure.

Ganzi goblins, most common in the Sarkoris Scar and Varisia, deviate from traditional ganzi characteristics thanks to their often asymmetrical physiology, with limbs or features on one side appearing different from the other. They are celebrated among Lamashtu-worshipping goblins for their appearance.

Ganzi halflings often have feathers instead of hair, especially on their feet. Most common in Ravounel and Andoran, such ganzis are called featherfoots by other halflings, with many taking the sobriquet as their surname. Commonly seen as both champions of freedom and disruptors of the peace, ganzi halflings are often encouraged to become adventurers or to join the Silver Ravens or Eagle Knights.

Ganzi humans of the Inner Sea are most common in Jalmeray, Nex, and most prominently Sarkoris and its surrounding lands. Beyond the Inner Sea, the nations of Holomog in southern Garund, Nalmeras in Arcadia, and Tianjing in Tian Xia all have sizable ganzi populations. Ganzi humans most often manifest their heritage with tails, feathers, and scales; the few that develop horns are often mistaken for tieflings in Avistan. Ganzis in Vudra or Arcadia, however, are more commonly presumed to be aasimars (kin of garudas or couatl, respectively), and honored as such. Kellids of the Broken Lands consider proteankin ganzis to possess a "dinosaur spirit" and, with it, immense heroic potential.

GANZI ADVENTURERS

Ganzis come from all walks of life. Some find joy entertaining others and learn the skills of acrobats, entertainers, or gladiators. Others focus on creative pursuits as artists or tinkers, or as charlatans. The rogue and bard classes suit ganzis' love of chaos and mischief, while those looking for the thrill of combat often become swashbucklers^{APG} or even liberator champions. Ganzis might study illusion magic as wizards or witches^{APG}.



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GANZI SETTLEMENTS

Since ganzi births tend to be unexpected and ganzis themselves prone to wanderlust, very few ganzi settlements appear on Golarion. Until

recently, the best-known locus of ganzi activity was the city of Anuli in southern Garund; ganzi creativity has contributed a great deal of art (and the occasional crater) to the celestial-blessed city.

Even before the fall of Sarkoris, that region's thin planar boundaries resulted in more ganzi births than normal. In the wake of the Worldwound's closure, many ganzis have journeyed there. Some seek to wipe out the area's demons and restore the land to its people, while others wish to explore the blasted realm or even settle in the region. Today, the Sarkoris Scar hosts more ganzis than anywhere else in Avistan.

GANZI (UNCOMMON HERITAGE)

Your blood is touched by primal chaos. You gain the ganzi trait in addition to the traits from your ancestry. You gain resistance to a single damage type equal to half your level; at the beginning of each day, determine randomly whether this resistance applies to acid, electricity, or sonic damage. You also gain a +1 circumstance bonus to saving throws against effects that would cause you to gain the controlled condition. You can choose from ganzi feats and feats from your ancestry whenever you gain an ancestry feat.

GANZI FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). You can choose from ganzi feats and feats from your ancestry whenever you gain an ancestry feat.

1ST LEVEL

CREATIVE PRODIGY

FEAT 1

GANZI

You have a powerful creative drive, useful for prevarication and performance. You gain the trained proficiency rank in Deception and Performance. If you are already trained in either of these skills, you become trained in a skill of your choice in its place. You also become trained in Art Lore.

GANZI GAZE

FEAT 1

GANZI

You have unusual sensory abilities passed down from your chaotic forebears. You gain low-light vision. If you already have low-light vision, you gain darkvision instead.

Special You can select this feat a second time to gain darkvision in addition to low-light vision.

IRREPRESSIBLE

FEAT 1

GANZI

Your contrary nature means you bounce back with prejudice. When you roll a success on a save against an emotion or fear effect, you get a critical success instead.

SMASHING TAIL

FEAT 1

GANZI

You have a tail that serves as a potent weapon. You gain a tail unarmed attack that deals 1d6 bludgeoning damage, has the sweep trait, and is in the brawling weapon group.

VESTIGIAL WINGS

FEAT 1

GANZI

You possess small, weak wings that aid in balance. You gain the Steady Balance and Cat Fall skill feats as bonus feats, even if you aren't trained in Acrobatics.

5TH LEVEL

AMORPHOUS ASPECT

FEAT 5

GANZI

Your body is supremely flexible. You gain a +1 circumstance bonus on checks to Escape or Squeeze, and when you critically fail when Squeezing, you get a failure instead.

SKILLFUL TAIL

FEAT 5

GANZI

You have a tail or similar body part that is always willing to lend a hand (so to speak). You can perform simple Interact actions with your tail, such as opening



an unlocked door. Your tail can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish, and you can't use it to hold items.

9TH LEVEL

ANARCHIC ARCANA

FEAT 9

GANZI

The magic in your blood is unpredictable. When you make your daily preparations, roll 1d12 twice and consult the following list. 1: *acid arrow*; 2: *blur*; 3: *hideous laughter*; 4: *humanoid form*; 5: *illusory object*; 6: *mirror image*; 7: *resist energy*; 8: *see invisibility*; 9: *shatter*; 10: *sound burst*; 11: *spider climb*; 12: *telekinetic maneuver*. You can cast each of those two spells once during the following day (or one spell twice if you rolled doubles) as 2nd-level divine innate spells.

GLORY AND VALOR! ✦

FEAT 9

AUDITORY GANZI HEALING NECROMANCY PRIMAL

Frequency once per day

You are descended from the einherji, the worthy warriors of chaos. You call upon your ascendant blood with a mighty cry that fills you with a revitalizing energy for 1 minute or until you critically fail a Strike, whichever comes first. For the duration, the first time each round you successfully Strike a creature of your level or higher, you regain Hit Points equal to half your level.

LARCENOUS TAIL

FEAT 9

GANZI

Prerequisites Skillful Tail

Your tail's chaotic and independent nature causes it to perform mischief even when you don't intend it, and it can somehow steal things it shouldn't be able to handle. You can use your tail to Steal an object, though your tail still can't hold onto it at the end of your action. If you have a hand free, you can transfer the stolen object to your hand. Otherwise, your tail surreptitiously drops it on the ground in your space, where you can grab it later. Observers other than your target who haven't witnessed you stealing something with your tail are usually distracted, meaning the GM will usually decrease their Perception DCs, as normal for Stealing something.

13TH LEVEL

ALTER RESISTANCE ↻

FEAT 13

GANZI

Frequency once per hour

Trigger You take acid, electricity, or sonic damage.

You focus on your protean forebears to change your energy resistance. The energy resistance you gain from your ganzi heritage changes to match the triggering damage. This change occurs after the damage is dealt.

ARISE, YE WORTHY!

FEAT 13

GANZI

You are descended from the valkyries who protect worthy souls, and can hold back death's grasp. You can cast *breath of life* as a divine innate spell once per day.

MISCHIEVOUS TAIL

FEAT 13

GANZI

Prerequisites Skillful Tail

Your tail can bedevil your foes. You can Disarm and Trip creatures with your tail, even if you don't have a free hand. All restrictions of Skillful Tail otherwise continue to apply. If you have Smashing Tail, your tail unarmed attack gains the disarm and trip traits.

GANZI FEATURES

The features that distinguish ganzis from their mundane kin are extremely varied, as befits their chaotic nature. Proteankin ganzis are the most iconic, with feathery hair, iridescent scales, and long serpentine tails. Ganzi tails are notoriously full of mischief, with even their attached ganzi sometimes baffled by their antics.

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GENIEKIN

The elements themselves flow through the veins of geniekin, mortals who carry the proud legacy of their elemental ancestors.

The strength of mountains, the swiftness of wind, the heat of flame, and the fluidity of tides—geniekin are made of elemental energy as much as they are flesh and blood. They are planar scions, the descendants of unions between mortals and otherworldly creatures from beyond Golarion. For geniekin, these planar ancestors are elementals, most often genies, who have altered their

families and physiologies forever. Because the category encompasses a wide range of elemental heritages, geniekin vary greatly in appearance. All geniekin clearly read as members of their humanoid ancestry, but some supernatural element always sets them apart.

Occasionally, a geniekin child is born to wholly mortal parents who were exposed to powerful elemental forces, or their extraplanar traits might skip one or several generations. Geniekin who grow up without the benefit of an elemental mentor can sometimes have trouble navigating mortal society or understanding what makes them different.



GENIEKIN OVERVIEW

The following are the most common kinds of geniekin. More information on each kind of geniekin is found in the following sections from pages 100–119.

IFRIT

Ifrits are geniekin descended from fire elementals, like efreet and salamanders. If you want a character who embodies the intensity, energy, and hunger of elemental fire, you should play an ifrit.

OREAD

Oreads are geniekin descended from earth elementals, like shaitans and zaramuuns. If you want a character who embodies the strength, stubbornness, and resilience of elemental earth, you should play an oread.

SULI

Sulis are geniekin descended from jann, genies that walk Golarion, though they are sometimes also born as the children of geniekin parents tied to opposing elements. If you want a character who embodies the complex relationships between elemental energies, with an innate planar connection to both the elemental planes and Golarion, you should play a suli.

SYLPH

Sylphs are geniekin descended from air elementals, like djinn and invisible stalkers. If you want a character who embodies the freedom, caprice, and speed of elemental air, you should play a sylph.

UNDINE

Undines, the water elemental geniekin, are descended from planar creatures like brine dragons and marids. If you want a character who embodies the adaptability, mystery, and power of elemental water, you should play an undine.

GENIEKIN FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a geniekin you can choose from among the following ancestry feats, in addition to those available to your specific geniekin heritage and your ancestry.

1ST LEVEL

ELEMENTAL EYES

FEAT 1

IFRIT OREAD SULI SYLPH UNDINE

Prerequisites low-light vision

You can see in the darkness as easily as an elemental. You gain darkvision.

Special You can select this feat only at 1st level, and you can't retrain into or out of this feat.

ELEMENTAL LORE

FEAT 1

IFRIT OREAD SULI SYLPH UNDINE

You've devoted yourself to researching the secrets of the Inner Sphere. You gain the trained proficiency in your choice of Survival and either Arcana or Nature. If you would automatically become trained in Survival (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in the Lore associated with your Elemental Plane of origin (such as Plane of Fire Lore).

GENIE WEAPON FAMILIARITY

FEAT 1

IFRIT OREAD SULI SYLPH UNDINE

You've trained with weapons used by your genie ancestors. You are trained with falchions, ranseurs, scimitars, and tridents. In addition, you gain access to all uncommon geniekin weapons. For the purpose of determining your proficiency, martial geniekin weapons are simple weapons and advanced geniekin weapons are martial weapons.

5TH LEVEL

GENIE WEAPON FLOURISH

FEAT 5

IFRIT OREAD SULI SYLPH UNDINE

Prerequisites Genie Weapon Familiarity

Whenever you critically hit using a falchion, ranseur, scimitar, trident, or a geniekin weapon, you apply the weapon's critical specialization effect.

SKILLFUL TAIL

FEAT 5

IFRIT OREAD SULI SYLPH UNDINE

You were born with a tail, and with practice you've learned how to perform simple Interact actions with it, such as opening an unlocked door. Your tail can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish, and you can't use it to hold items.

13TH LEVEL

GENIE WEAPON EXPERTISE

FEAT 13

IFRIT OREAD SULI SYLPH UNDINE

Prerequisites Genie Weapon Familiarity

Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in falchions, ranseurs, scimitars, tridents, and all geniekin weapons in which you are trained.

COMMON TERMINOLOGY

The term geniekin came into common parlance mostly thanks to tales from Casmaron and, in particular, the Padishah Empire of Kelesh. Many of these folk stories, songs, and other common tales include great figures who have genie parentage. The prominence and legacy of these stories, along with the fact that the most common geniekin are those with genie ancestors, have cemented "geniekin" as a common term for any individual who manifests elemental traits. This is true even when genies are not part of a person's lineage, such as individuals descended from elementals or sorcerers with the elemental bloodline. Scholars have pushed to use the more accurate descriptor of "elemental scion," but the term has yet to permeate the common lexicon.

ELEMENTAL PERMUTATIONS

While other planar scions have lineages that reflect the specific fiends, celestials, or monitors from which their families descend, geniekin lineages are better described as permutations of elemental expression. Elements sometimes manifest in unique and unusual ways within a line of geniekin, regardless of the elemental they descend from. These permutations and their lineages are as follows.

Air: fumesoul (miasma sylph), smokesoul (haze sylph), stormsoul (lightning sylph)

Earth: dustsoul (soil oread), gemsoul (crystal oread), miresoul (mud oread)

Fire: brightsoul (radiant ifrit), cindersoul (ash ifrit), lavasoul (magma ifrit)

Water: brinesoul (saltwater undine), mistsoul (vapor undine), rimesoul (frost undine)

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IFRIT

Ifrits descend from creatures such as efreet, salamanders, and magma dragons. Their spark of ancestral flame gives them a reputation for being passionate, if not capricious.

Ifrits often build up personal relationships between themselves and the idea of fire, feeling as though they embody it mentally or spiritually, in addition to physically. Some ifrits relate to fire's mutable energy, illuminating properties, or destructive nature.

Some ifrits share a connection from birth to specific aspects of elemental fire, such as radiance, ash, or lava; this is called an ifrit lineage. Ifrits often have the same lineage as their parents, though sometimes ifrits are born with lineages different from their families, or to parents without one. Lineages can appear in ifrit children as a reflection of where they were born—for example, cindersoul ifrits sometimes originate from being born in areas prone to forest fires. They can also occur as a reflection of the ifrit's planar ancestry, such as a brightsoul ifrit having a fire-themed celestial ancestor like a peri. Magma ifrits with the lavasoul lineage are most often born the descendants of magma dragons or other lava-themed fire elementals.

YOU MIGHT...

- Relate your personal identity to elemental fire and believe fire represents core aspects of your personality.
- Always keep yourself moving and busy, traveling to new places or trying new things, for fear that slowing down may dim your inner fire.
- Take great pride in your elemental lineage, especially if you believe you are related to the mighty efreeti nobles, the maliks.

OTHERS PROBABLY...

- Look to you as an authority on fire magic or the elemental planes.
- Think of you as a never-ending well of passion and inspiration, with an inner spark that never dies.
- Assume you must be hot-headed and reckless, acting before you think.

PHYSICAL DESCRIPTION

Just as their elemental origins can vary, so too can ifrits' otherworldly appearances. Red, orange, and brass are all common skin colors, while others have charcoal-gray, ash-brown, or radiant white, yellow, or blue hues. Ifrit hair often falls in untamable coils of flame that grow over the ifrit's lifespan. Salamander-descended ifrits can have lizard-like scales, while those descended from efreeti may have huge, red horns curling up from their skulls.

Many ifrits keep their skin uncovered and open to the air, favoring loose or breathable clothes made in light fabrics like silk and chiffon. Their styles often feature bright colors and bold patterns paired with metallic jewelry.

SOCIETY

Ifrits are typically born into societies built by others, where they comprise minority populations. Most ifrits place a high value on their freedom, and though they might live within societies and cultures dominated by humans, elves, or dwarves, many carve out peaceful, productive, and fulfilling places for themselves. Because most ifrits aren't bothered by high temperatures, many gravitate toward workplaces that get uncomfortably hot for other mortals, like forges.

ALIGNMENT AND RELIGION

Ifrits are fiercely independent, sometimes valuing their personal freedoms above those of others around them. Though frequently accused of lacking morals by their



detractors, ifrits who tend toward mischief are rarely motivated by malice. The most common alignments among ifrits are lawful neutral and chaotic neutral, with the rest typically falling into true neutrality, neutral good, or neutral evil.

Ifrits are rarely inclined to venerate Golarion's deities, typically resenting the strictures and rules of an organized faith, but those who do most often worship deities of fire or the sun, such as Sarenrae and Shizuru, or one of the Elemental Lords of Fire, like Ymeri or Atreia.

IFRITS OF THE INNER SEA

Geniekin populations usually concentrate around geographical anomalies, and ifrits are no exception. The Inner Sea's volcanoes, like Droskar's Crag, Blackpeak, and Mount Kaltafarr, are hotbeds for ifrit births, especially lavasouls. Ifrits of all ancestries also live in higher concentration in Qadira and Kelesh, though many are met with scorn and fear due to Qadira's legacy of slavery.

Ifrits of dwarven ancestry often resemble azers, dwarves from the Plane of Fire with flaming hair and beards.

Ifrit elves exemplify their ancestry's passion. Ifrits are more common than other geniekin among the Vourinoi elves of Garund's deserts. Vourinoi, already very talkative, respect their ifrit brethren as creative storytellers who fill every silence with conversation.

Ifrit gnomes are disproportionately born with the brightsoul lineage. They often have skin and hair that glows and shifts colors, and many believe the radiant energy that suffuses these gnomes makes them more resilient against the Bleaching. A number of ifrit gnomes live in Andoran near Droskar's Crag in the fey-haunted Darkmoon Vale, especially in the service of the Queen of Darkmoon Vale, Syntira, one of the Eleven Eternal Monarchs.

Goblins love fire, and this love for fire leads to the birth of many ifrit goblins, most of whom are drawn to fire magic or alchemy. Ifrit goblins are often born with obsidian teeth, ears constantly licked by flames, or skin covered in a thin coating of ash, which causes them to leave charcoal fingerprints and dark, sooty trails everywhere they go.

Ifrit halflings never seem to keep still, a trait exaggerated among the anxiety-prone Iobarian Mihrini ifrits, whose fidgeting hands sometimes cause enough friction to create tiny sparks between their fingers.

Ifrit humans vary dramatically between cultures across the Inner Sea region. In northern Avistan, ifrits live among the semi-nomadic Varki of Icemark. Cindersoul ifrits live among the Shoanti and Varisians of the Cinderlands, born with eyes that crackle like the last embers of a fire; birthmarks and tattoos that flicker with their own flames; and dark, ashy breath.

IFRIT HERITAGE (UNCOMMON)

You descend from fire elementals or bear the mark of the Inner Spheres, and your features illustrate the influence that elemental fire has over you. You gain the ifrit trait, in addition to the traits from your ancestry. You gain resistance to fire equal to half your level (minimum 1), and you treat environmental heat effects as if they were one step less severe (incredible heat becomes extreme, extreme heat becomes severe, and so on). You can choose from ifrit feats and feats from your ancestry whenever you gain an ancestry feat.

IFRIT ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an ifrit, you can choose from among the following feats in addition to those available from your ancestry.

IFRIT ADVENTURERS

Ifrits who choose to set out as adventurers usually have backgrounds as artisans, artists, entertainers, and merchants. Ifrits who choose to become champions are often redeemers, especially when they enter the service of Sarenrae, and ifrit clerics tend to worship deities who hold fire in their areas of concern, such as Shizuru, Atreia, and Ymeri.



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IFRIT SETTLEMENTS

The City of Brass, the largest city on the Elemental Planes, has a population that overshadows even the greatest cities on Golarion. More ifrits are born here than anywhere else, though they are born second-class citizens. Cinderveil, an ifrit city on the Plane of Shadow, was founded 100 years ago when a mountain corresponding to the location of the Eye of Abendego on the Material Plane erupted in ash and dust.



1ST LEVEL

BRIGHTSOUL

FEAT 1

IFRIT LINEAGE

The fire inside you asserts itself as beaming, radiant light. Your body is naturally luminescent, glowing with the effects of a primal *light* cantrip. A cantrip is heightened to a spell level equal to half your level rounded up. The light is involuntary and constant; if counteracted, it returns in 1d4 rounds. You suffer a -2 circumstance penalty on Stealth checks to Hide or Sneak and gain a +1 circumstance bonus on saves against light effects and effects that inflict the blinded or dazzled conditions.

CINDERSOUL

FEAT 1

IFRIT LINEAGE

The fire of your elemental ancestor manifests like dying embers of a blaze, and your inner charcoal helps staunch bleeding, purify simple poisons, and absorb acid. The DC for you to recover from persistent acid, bleed, and poison damage is 10 instead of 15 (or 5 if you have particularly effective assistance).

EMBER'S EYES

FEAT 1

IFRIT

Your eyes blaze with inner flame. You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision.

Special If your ancestry has neither low-light vision nor darkvision, you can take this ancestry feat a second time to gain darkvision. You can't retrain out of this feat.

INNER FIRE

FEAT 1

IFRIT

You can call the fire inside you into the palm of your hand. You can cast the *produce flame* cantrip as an innate primal or arcane spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

LAVASOUL

FEAT 1

IFRIT LINEAGE

Your elemental lineage manifests as magma and molten rock, and you can focus the magma into your hand to attack your foes. You gain a magma spike unarmed attack, which requires a free hand to use. This is an agile, finesse, unarmed attack in the brawling weapon group that deals 1d4 piercing damage, as well as 1 additional fire damage. Instead of the normal critical specialization effect, the target takes 1d6 persistent fire damage; you gain a bonus on this persistent damage equal to your item bonus to attack rolls on unarmed attacks.

SINISTER APPEARANCE

FEAT 1

IFRIT

You possess horns, a tail, or red eyes, or could otherwise be mistaken for a tiefling. You gain the trained proficiency rank in Intimidation. If you would automatically become trained in Intimidation (from your background or class, for example), you instead become trained in a skill of your choice. You gain the Intimidating Glare skill feat, as well as a +2 circumstance bonus on Deception checks to Impersonate when pretending to be a version of yourself who is a tiefling.

5TH LEVEL

FIRE SIGHT

FEAT 5

IFRIT

You can see through the haze of flame. You automatically succeed at the flat check to target a concealed creature if that creature is concealed only by smoke and fire.

HEAT WAVE ↻

FEAT 5

IFRIT

Trigger An effect would deal fire damage to you, even if you resist all the damage.

Frequency once per 10 minutes

You harness the oncoming flames and twist them into a screen of heat and smoke, granting you concealment until the beginning of your next turn.

9TH LEVEL

CHARRED REMAINS ✦

FEAT 9

FIRE IFRIT METAMAGIC

Frequency once per day

Your next fire spell leaves embers in its wake. If your next action is to Cast a Spell with an area and the fire trait, for 1 minute, your spell's area becomes difficult terrain as well as hazardous terrain, dealing 1 fire damage for each square a creature moves through.

EFREETI MAGIC

FEAT 9

IFRIT

The magic of your efreeti ancestors flows through you. You can cast *enlarge* and *illusory object* once per day each as 2nd-level arcane innate spells.

SCORCHING DISARM ✦

FEAT 9

FIRE IFRIT

Frequency once per day

You make a weapon unbearable to hold. Attempt an Athletics check to Disarm a target creature. You don't need to have a hand free to make this Disarm attempt. If the Disarm attempt succeeds, the target takes 4d6 fire damage unless it drops the weapon, and on a critical success, it takes 4d6 fire damage and drops the weapon. If you're legendary in Athletics, this increases to 8d6 fire damage.

13TH LEVEL

RADIANT BURST ⇨⇨

FEAT 13

FIRE IFRIT INCAPACITATION LIGHT VISUAL

Frequency once per day

Your skin glows with intensity. Creatures within 10 feet who can see you must succeed at a Fortitude save against your class DC or spell DC, whichever is higher.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round and dazzled for 4 rounds.

Critical Failure The creature is blinded for 4 rounds and dazzled for 10 minutes.

SUMMON FIRE ELEMENTAL

FEAT 13

IFRIT

You can summon an elemental ally. Once per day, you can cast *summon elemental* as a 5th-level primal innate spell, but the elemental summoned must be a fire elemental.

17TH LEVEL

BLAZING AURA ↻

FEAT 17

CONCENTRATE EVOCATION FIRE IFRIT PRIMAL

Frequency once per day

Trigger Your turn begins.

You explode in flame. Enemies in a 20-foot emanation take 7d6 fire damage (basic Reflex save using your class DC or spell DC, whichever is higher). Allies in the area are quickened for 1 round and can use the additional action to Strike or Stride.

FAMILY RELATIONS

The most common elemental ancestors for ifrits are efreet, the fire genies native to the Plane of Fire, but they have many possible otherworldly progenitors. Salamander-descended ifrits are usually born with tails and forked tongues. When magma dragons mate with mortals, their children are sometimes born as ifrits with draconic tails and vestigial wings.

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OREAD

The Plane of Earth's influence runs through an oread's family, most often from a shaitan or crystal dragon ancestor. Oreads tend to be stoic, steadfast, and dependable, but they contain depths not seen on the surface.

Oreads can be slow to reveal their true selves, or perhaps more accurately, have enough depth and mystery inherent to their beings that they can reveal new and unexpected facets of themselves every day. They usually feel that they personify certain aspects of earth, stone, or other sediments or minerals, such as a cliff's tenacious resilience against erosion, the generosity and nourishment of fertile soil, or the versatile utility of metal and stone.

Oreads born with a special connection to a specific subset of elemental earth, such as crystal, dust, or mud, might have an oread lineage. A lineage can be inherited along a family bloodline, or it can manifest spontaneously in oread children. They can be caused by where an oread's ancestors lived, frequently seen in dustsoul oreads, many of whom are born in a desert or to a family that has farmed for generations. Lineages can also be the result of specific planar heritages. Gemsoul oreads often have a crystal dragon in their lineage, and miresoul oreads descend from the more sodden creatures of elemental earth.

You Might...

- Relate your personal identity with elemental earth and believe stones or mountains represent core aspects of your personality.
- Value moments of peace and quiet seclusion where you can be alone with nature.
- Take great pride in your elemental lineage, especially if you believe you are related to the austere shaitan pashas.

Others Probably...

- Look to you as an authority on earth magic or elemental planes.
- Think you are wise and cautious, moving into action only after you have considered a problem from all angles.
- Assume you are stoic and quietly strong, keeping your thoughts and feelings to yourself.

PHYSICAL DESCRIPTION

Oreads have the same diversity in height, body type, and physical characteristics as any other member of their mortal ancestries, alongside a handful of other traits that distinguish them as geniekin. Their skin is often gray or brown, but can also resemble metals and precious stones, with copper and iron veining or crystals that grow out of their skin. Instead of hair, oreads often have crystals or rocks that grow from their heads; regardless, most oreads sculpt, decorate, or otherwise maintain the appearance of their hair, whatever form it takes.

Almost all oreads have shimmering gemstone eyes, beautiful and multifaceted.

Oreads usually dress in sturdy clothes that can withstand physical labor and exposure to the elements, like wool and leather. Many choose clothing that will expose their unique characteristics, tailored to show off any crystals embedded in their rocky skin.

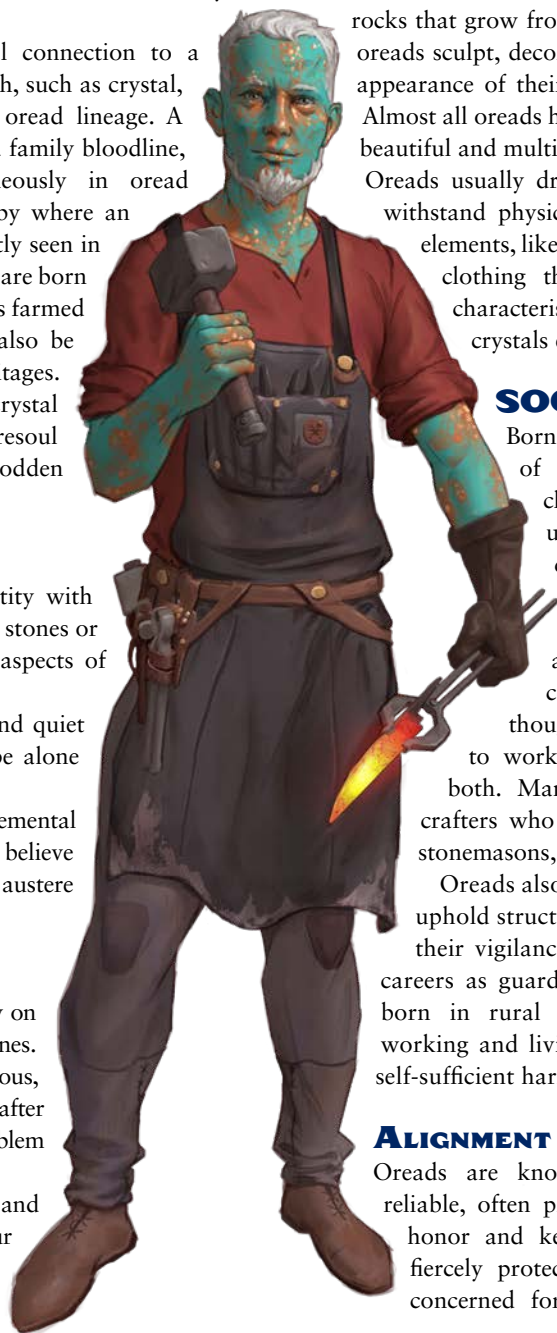
SOCIETY

Born and raised within the societies of their mortal families, oread children are often (though not universally) described as shy and quiet, growing up to be patient, observant, and clever. They gravitate toward careers that allow them to work in peaceful contemplation with their thoughts, present opportunities to work with their hands, or ideally, both. Many oreads become miners or crafters who work with the earth, such as stonemasons, metalworkers, or gem cutters.

Oreads also tend to enjoy opportunities to uphold structures or systems, and many find their vigilance and patience well-suited for careers as guards, wardens, or clerks. Oreads born in rural communities find fulfillment working and living on the land in a peaceful, self-sufficient harmony with nature.

ALIGNMENT AND RELIGION

Oreads are known for being steadfast and reliable, often placing high value on personal honor and keeping their word. Many are fiercely protective of their friends but less concerned for the safety of those outside



their circle. The most common alignments among oreads are true neutral and lawful neutral, with the rest typically falling into other neutral alignments like neutral good or neutral evil.

Religious oreads find that lives of silence, contemplation, or seclusion suit them well, and most dedicate themselves to the worship of earth and nature deities like Torag, Ashukharma—the Vudran deity of canyons and cliffs—or one of the Elemental Lords of Earth, Sairazul and Ayrzul. The nature-focused philosophy of the Green Faith also appeals to many oreads, especially those who become druids of the stone order. An oread's contemplative nature also aligns well with the teachings of Irori and Gruhastha.

OREADS OF THE INNER SEA

Oreads of all ancestries are most numerous in Jalmeray, Qadira, and the Darklands, though they can be born among any ancestry anywhere in the Inner Sea region. Like all geniekin, oread births are mostly concentrated around geographical anomalies linked to their element, like the Emerald Spire in the River Kingdoms (which reaches all the way down to an ancient Orvian vault), the Crystal Womb in the Darklands, and Crystalrock in the Mindspin Mountains.

Oreads are the most common geniekin among dwarf populations, especially among the Grondaksen: underground dwarves who live deep among the stones. The greatest concentration of gemsoul oreads live in the Darklands near the Crystal Womb, which has the power to transform creatures into oreads and is believed to contain a portal to the Plane of Earth. Holtaksen (or mountain dwarves) living in the Mindspin Mountains above the site also feel its planar influence, as well as the influence of Crystalrock, near the dwarven Sky Citadel of Janderhoff. These oread dwarves often grow crystals from their faces instead of beards and have sharp, squared features. They sometimes chisel traditional dwarven patterns into their bodies as a form of stone tattooing.

Among elf ethnicities, oread Mualijae in the jungles of the Mwangi Expanse tend to have long brown hair made of nutrient-rich soil, able to support small plants like flowering ivy, and skin like the bark of jungle trees.

Oread gnomes reflect the strange, oversaturated lushness of the earth from the First World, sometimes presenting stone or sediment in colors never seen on the Material Plane.

With earthen features that grow, change, and fall off more often than other oreads, oread goblins track dirt wherever they go. Those with crystalline features often make art from their shed crystals to give to those most important to them.

Jaric halflings living in the Barrier Wall mountains of northern Garund host a large oread population, with some groups that are entirely oread, making the Jarics among the only groups with wholly oread communities on Golarion. Oread Jaric halflings often have rocky fingertips or nails and veins of metal on the tops of their feet.

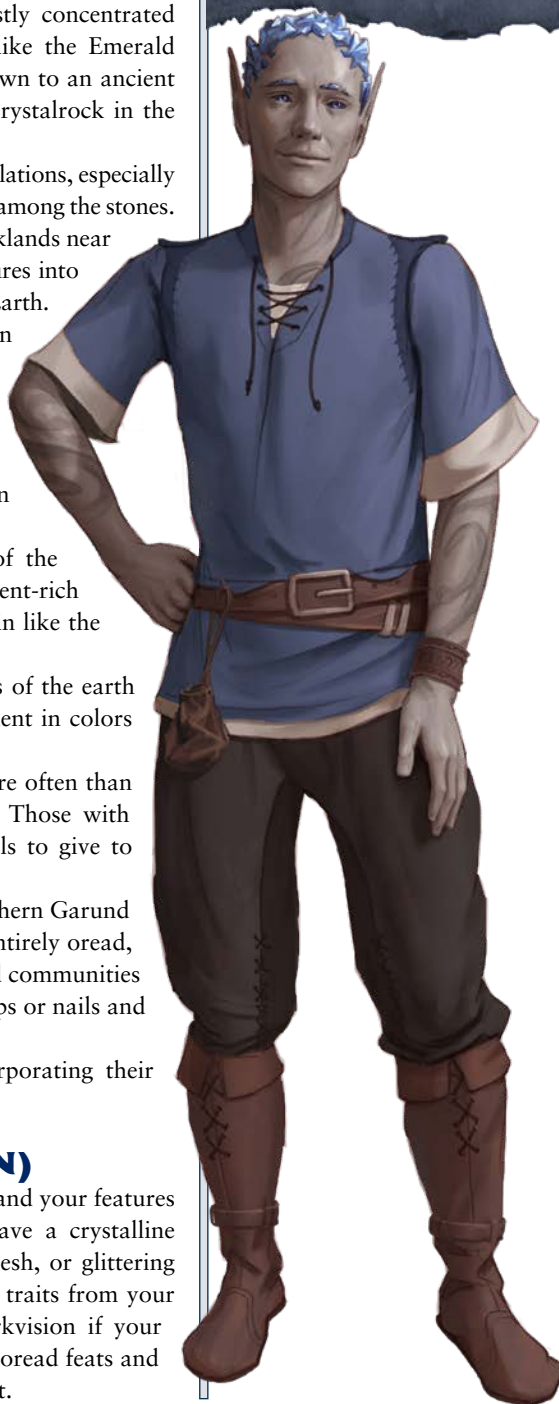
Few oread humans look alike, with their bodies incorporating their earthen features in extremely diverse ways.

OREAD HERITAGE (UNCOMMON)

An earth elemental ancestor has influenced your bloodline, and your features highlight this elemental planar connection. You might have a crystalline or metallic sheen to your skin or hair, rough and stony flesh, or glittering gemstone eyes. You gain the oread trait, in addition to the traits from your ancestry. You also gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from oread feats and feats from your ancestry whenever you gain an ancestry feat.

OREAD ADVENTURERS

Oread adventurers usually come from artisan, herbalist, and miner backgrounds. Many oreads work with their hands as craftspeople, creating their work out of stone, metal, gems, or other forms of their ancestral element. Oread clerics tend to worship one of the Elemental Lords of Earth (Ayrzul or the still-imprisoned Sairazul) or the dwarven god Torag, or follow the path of the Green Faith. Druid and ranger oreads are common, with most druid oreads following the stone order.



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OREAD SETTLEMENTS

Most oreads prefer to integrate into the communities of their birth rather than settle their own cities, but over time, oread communities naturally develop and grow in areas with concentrated oread births. The dwarven Sky Citadel Janderhoff in southwestern Varisia has a large oread population. Dwarf elders speculate that its proximity to Crystalrock, a cavern in the Mindspin Mountains where crystal formations pulse with a heartbeat, is responsible.



OREAD ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an oread, you can choose from among the following ancestry feats in addition to those available to your ancestry.

1ST LEVEL

DUSTSOUL

FEAT 1

LINEAGE OREAD

Your earth elemental ancestor's influence manifests in you as dust and dirt, like the soil of a field or the hot desert sands. You gain the trained proficiency rank in Survival. If you would automatically become trained in Survival (from your background or class, for example), you instead become trained in a skill of your choice. You can sustain yourself on dirt and ash instead of normal food and water.

ELEMENTAL TRADE

FEAT 1

OREAD

You have a strong connection with stone and metal. You gain the trained proficiency rank in Crafting. If you would automatically become trained in Crafting (from your background or class, for example), you instead become trained in a skill of your choice. You gain the Specialty Crafting skill feat for both Stonemasonry and Blacksmithing.

GEMSOUL

FEAT 1

LINEAGE OREAD

The earth inside you asserts itself as crystallized gemstones or metals, like a cluster of quartz or veins of iron and gold. This shimmering presence inside you being inspires you to flashy and flamboyant performances. You gain the trained proficiency rank in Performance. If you would automatically become trained in Performance (from your background or class, for example), you instead become trained in a skill of your choice. You gain the Impressive Performance skill feat.

MIRESOUL

FEAT 1

LINEAGE OREAD

You have a connection to the muddier denizens of the Plane of Earth from its border with the Plane of Water, and your elemental lineage manifests as clay or mud, reflecting that bond. Your body's mudlike quality makes it easy for you to compress and squeeze yourself through smaller areas. You gain the trained proficiency rank in Acrobatics. If you would automatically become trained in Acrobatics (from your background or class, for example), you instead become trained in a skill of your choice. You gain the Quick Squeeze skill feat.

STEADY ON STONE

FEAT 1

OREAD

Your connection to the earth makes natural uneven surfaces less of a hindrance for you. You can ignore difficult terrain caused by rubble and uneven ground made of stone and earth. In addition, when you use the Acrobatics skill to Balance on narrow surfaces or uneven ground made of stone and earth, you aren't flat-footed, and when you roll a success at one of these Acrobatics checks, you get a critical success instead.

5TH LEVEL

FORTIFY SHIELD

FEAT 5

OREAD

Prerequisites Shield Block

Frequency once per day

You reinforce your shield with a rocky outgrowth of metal and stone. You Raise your Shield. If you use the Shield Block reaction before your next turn, add your character level to your shield's Hardness when determining how much damage is blocked.

TREACHEROUS EARTH

FEAT 5

OREAD

Frequency once every 10 minutes

You have the power to shatter the earth into a shape of your devising. You crack the ground beneath you, creating difficult terrain in a 5-foot burst centered on one corner of your space.

9TH LEVEL

EARTHSENSE

FEAT 9

OREAD

Your connection to earth and stone allows you to feel the slightest displacement that disturbs them, down to the shift of a pebble. You gain tremorsense as an imprecise sense with a range of 30 feet.

SHAITAN MAGIC

FEAT 9

OREAD

The magic of shaitans runs through your blood. You can cast *glitterdust* and *resist energy* once per day each as 2nd-level arcane innate spells.

13TH LEVEL

METAL-VEINED STRIKES

FEAT 13

OREAD

Metallic veins grow throughout your body, giving your unarmed attacks a metallic sheen. Choose either cold iron or silver. Your unarmed attacks are treated as the chosen type of metal.

ONE WITH EARTH

FEAT 13

OREAD

You've learned to harness your connection to the earth to travel through it. You gain a burrow Speed of 15 feet.

SHAITAN SKIN

FEAT 13

OREAD

When in danger, you can harden the stone in your skin into armor, much like a shaitan. You can cast *stoneskin* on yourself only, 3 times per day as a 4th-level arcane innate spell.

SUMMON EARTH ELEMENTAL

FEAT 13

OREAD

You have a connection to the Inner Sphere, allowing you to summon an elemental ally. Once per day, you can cast *summon elemental* as a 5th-level primal innate spell, but the elemental summoned must be an earth elemental.

17TH LEVEL

STONE FORM

FEAT 17

OREAD

You can transform your body into a pure primal manifestation of earth, an elemental. Once per day, you can cast *elemental form* as a 7th-level primal innate spell, but you can only choose the earth elemental form.

FAMILY RELATIONS

Most oreads are descended from shaitans, genies native to the Plane of Earth, but other planar creatures, especially other earth elementals, can also have oread descendants. The children of earth and mud mephits are typically born smaller than their mortal parent, with modest vestigial wigs or nubs in their backs where a mephit's wings would have been. When a crystal dragon bears oread offspring, they almost always have the gemsoul lineage in addition to draconic features like wings or a tail. Xorns are the least common elemental ancestors for an oread, as they seldom have relationships with mortals.

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SULI

Sulis are geniekin who embody a mixture of elements, most commonly air, earth, fire, and water. They are typically the descendants of jann, genies of all four elements that wander the Material Plane instead of making a home on the Elemental Planes.

At birth, a sulis resembles their mortal ancestry, not manifesting their otherworldly heritage until adolescence, when they awaken into their elemental power. Strong in body and will, sulis are dynamic and ever-changing, and most feel they embody either all the elements together at once or the traits of different elements at different times. Some see themselves as having multiple aspects or faces to their personalities—one for each element—that they cycle through over the course of days or weeks.

YOU MIGHT...

- Relate your personal identity with the mixture of elements within you, believing you have sides that benefit each element.
- Work to harmonize or broker peace and understanding in the world around you.
- Be prone to bragging, both about your own accomplishments and those of your family or allies.

OTHERS PROBABLY...

- Rely on you for your elemental abilities and expertise.
- Think you must be descended from a janni, if they recognize that you are a geniekin at all.
- Assume your position at the nexus of opposing elements means you are a neutral diplomat.

PHYSICAL DESCRIPTION

Of all geniekin, sulis most closely resemble their mortal ancestries, and many could be easily mistaken for a non-suli. As children, they appear wholly mortal; a sulis's otherworldly characteristics only begin to develop when they awaken into their power in adulthood, which some refer to as a second puberty. Most adult sulis have eyes that glow with a supernatural light or shift color depending on the element they are attuned to at that moment. Adult sulis are also prone to asymmetry or physical traits manifesting only on one side of their bodies, such as developing heterochromia, beauty marks, freckles on one side of the face but not the other, or vitiligo on half of the body. Their skin often takes on a metallic (especially bronzy) sheen after their awakening, as well.

Most sulis choose utilitarian clothes, expressing themselves through jewelry that highlights their glowing eyes or metallic skin, or with tattoos that symbolize their journey through life.

SOCIETY

Most sulis can conform to the societies they're born into. They tend to be highly social and gravitate toward jobs or societal roles where they will be seen by or interact with the public, whether working in restaurants or performing on a stage. Sulis often prize fame and recognition, wanting themselves or the people close to them to be known and remembered, and many take up artistic hobbies like songwriting, poetry, or painting to memorialize people and places they hold dear.

Some sulis-jann try to seek out their immortal ancestors, but the nomadic jann rarely invite sulis to



live among them. Instead, jann encourage sulis to enter mortal societies, hopefully working to influence the Empire of Kelesh from the inside and end the enslavement of genies. Many sulis become drawn into this conflict; some do so to impress their immortal ancestors, but most simply abhor slavery.

ALIGNMENT AND RELIGION

Most sulis are intense but adaptable people, valuing inner strength and truth over conformity or peace, often respecting others for living their personal truths more than for sharing common values. Sulis usually have a neutral component to their alignment; true neutral is the most common alignment among them, with lawful neutral, chaotic neutral, neutral good, and neutral evil suiting most other sulis.

Sulis are typically only religious if raised in a religious society, but those that heavily invest in their faiths or become clerics tend to follow gods of duality like Nethys and Gozreh, gods of creation and alchemy like Qi Zhong and Brigh, or gods of travel like Desna and Alseta. Shelyn is also popular among sulis who identify themselves with the process of artistic creation, seeing themselves as a beautiful whole made of disparate parts.

SULIS IN THE INNER SEA

The largest populations of sulis live on the continent of Casmaron, where clans of suli-jann families live as nomads in the Windswept Wastes. Those that leave the desert for Kelesh or Qadira often become agents of revolution and change, fighting for freedom and the rights of genies and geniekin. Sulis in the Thuvian city of Merab are valued for their connection to the four elements of creation, and suli alchemists and elementalists are sought out for their expertise and abilities. In Varisia, dualborn sulis are found among the Shoanti quahs, typically those with connections to air.

Suli dwarves frequently collect gemstones representing the various elementals in their heritage, and those who cast elemental magic use these gems as a focus.

Dualborn suli elves with a connection to fire and either air or water are born among the Vourinoi in the Osirion desert's oases. Vourinoi sulis often have eyes or skin that glow like flame, and bright blue or white hair.

Suli gnomes' hair, skin, and eye color match with far less regularity than typical gnomes and feature more natural tones like the blue green of the sea, the earthen brown of soil, or the multifaceted red, orange, blue, and white colors of fire.

Suli goblins revel in the freedom and chaos of their unpredictable and many-faceted heritage. They may have radically different senses of style from day to day, corresponding with the element they feel most connected to at that moment.

Many Othoban suli halflings emerged into the modern age alongside New Thassilon with strange, archaic features. These dualborn halflings' ancestors were often strongly associated with a particular runelord and are usually born with a connection to a combination of elements that best fits that runelord's area of magical focus.

Suli humans are most common among the nations of the Golden Road. Signs of suli heritage are less obvious among humans, as they bear particularly subtle suli traits.

SULI ADVENTURERS

Sulis often come from artisan, bounty hunter, emissary, or nomad backgrounds before becoming adventurers. Sulis' elemental manifestations in adolescence cause many of them to seek answers about their heritage; these sulis typically train as acolytes or scholars. Classes that focus on creation or the combination of elements, such as alchemists and wizards, appeal to the multi-elemental nature of many sulis, while others pursue classes like bard that combine martial and magical disciplines. Suli monks often focus their attention inward, harnessing the elemental potential within themselves and exploring their inherent connection to the elements through their martial art.

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SULI SETTLEMENTS

Like their jann ancestors, sulis tend to wander or live nomadic lives more often than settle down in a single city. Golarion's largest populations of jann wander the Windswept Wastes of Casmaron, and many families of suli-jann can also be found there. In the city-state of Merab in Thuvia, sulis' skill with mixing and understanding elements is held in high esteem by the local alchemists and magicians, and some suli elementalists move there, at least for a time.



SULI HERITAGE (UNCOMMON)

You are descended from a janni or otherwise embody a dichotomy of opposing elemental planar forces. You gain the suli trait, in addition to the traits from your ancestry. You also gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from suli feats and feats from your ancestry whenever you gain an ancestry feat.

SULI ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a suli, you can choose from among the following ancestry feats in addition to those available to your ancestry.

1ST LEVEL

DUALBORN

FEAT 1

LINEAGE SULI

Your suli heritage can be traced back to two geniekin ancestors of opposing elements, or to an elemental ancestor that embodied two combined elements. Choose two of the following elements: air, earth, fire, and water. Once made, this choice can't be changed. You gain resistance equal to half your level (minimum 1) to all damaging effects with the traits of either of your chosen elements.

Special If you take the Elemental Assault or Elemental Bulwark ancestry feats, you can use them only with your chosen elements. You can add your resistance from this feat to the resistance you gain from Elemental Bulwark against effects with your elements' traits, for a total of 5 + half your level, or 10 + half your level with Improved Elemental Bulwark. If you take the Tetraelemental Assault feat, you can choose each of your two elements twice each, instead of choosing each of the four elements once each.

ELEMENTAL ASSAULT

FEAT 1

ARCANE CONCENTRATE EVOCATION SULI

Frequency once per day

You shroud your arms and held weapons in elemental magic. Choose one element. Until the end of your next turn, your Strikes deal an additional 1d6 damage of the indicated type and have the trait corresponding to the element: electricity for air, bludgeoning for earth, fire for fire, or cold for water.

ELEMENTAL EMBELLISH

FEAT 1

SULI

You can summon a harmless but impressive elemental display. You become trained in Intimidation. If you would automatically become trained in Intimidation (from your background or class, for example), you instead become trained in a skill of your choice. When you Demoralize a foe, if you choose to Demoralize via an elemental display, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language.

SCHOLAR'S INHERITANCE

FEAT 1

SULI

Your parents devoted themselves to alchemical experiments involving elemental energy. You gain the trained proficiency rank in Crafting. If you would automatically become trained in Crafting (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Alchemical Crafting skill feat.

SULI-JANN

FEAT 1

LINEAGE SULI

Your elemental ancestor was a janni, genies that walk the mortal world and embody all four elements together. You inherited a janni's nature as a wanderer and ability to

survive in many types of environment, from the hottest desert to the coldest tundra. You gain the trained proficiency rank in Survival. If you would automatically become trained in Survival (from your background or class, for example), you instead become trained in a skill of your choice. You gain the Forager skill feat as a bonus feat.

5TH LEVEL

ELEMENTAL BULWARK

FEAT 5

SULI

Trigger An enemy is about to damage you with cold, electricity, or fire, or with a spell that has the air, earth, fire, or water trait.

You call upon the corresponding elements of your suli heritage to resist the effect. You gain resistance 5 against the triggering damage.

9TH LEVEL

JANNI HOSPITALITY

FEAT 9

SULI

You can use magic to show others desert hospitality. You can cast 2nd-level *create food* once per day and *create water* twice per day as arcane innate spells.

JANNI MAGIC

FEAT 9

SULI

The magic of jann runs through your blood. You can cast *enlarge* and *speak with animals* once per day each as 2nd-level arcane innate spells.

TETRAELEMENTAL ASSAULT

FEAT 9

SULI

Prerequisites Elemental Assault

Your Elemental Assault cycles through all four elements. When you use Elemental Assault, instead of choosing a single element, you can choose an element from the list when using the action, and then choose a different element at the beginning of each of your next 3 turns without spending an action; once you have chosen an element, you can't choose it again during this Elemental Assault, meaning you must select all four elements over the course of 4 turns. Each time you choose an element, until the beginning of your next turn, your Strikes deal an additional 1d6 damage of the indicated type and have the trait corresponding to that element.

13TH LEVEL

CONTINUOUS ASSAULT

FEAT 13

SULI

Prerequisites Elemental Assault

You can use Elemental Assault once per hour instead of once per day.

IMPROVED ELEMENTAL BULWARK

FEAT 13

SULI

Prerequisites Elemental Bulwark

You gain resistance 10 from Elemental Bulwark instead of 5.

SULI AMIR

FEAT 13

UNCOMMON SULI

You have power connected to the powerful jann amirs. You can cast *read omens* and 4th-level *invisibility* each once per day as arcane innate spells, and you can cast *detect magic* at will as an arcane innate cantrip, heightened to a spell level equal to half your level rounded up.

FAMILY RELATIONS

Most suli are descended from jann, a type of genie that embodies the connection and interaction between the four elements. These suli are known as suli-jann, though the fact that a suli could have any ancestor other than a janni is often lost on non-sulis. Other sulis are the children of creatures that encompass multiple elements, or are the children of two geniekin tied to different elements (such as an oread and an undine).

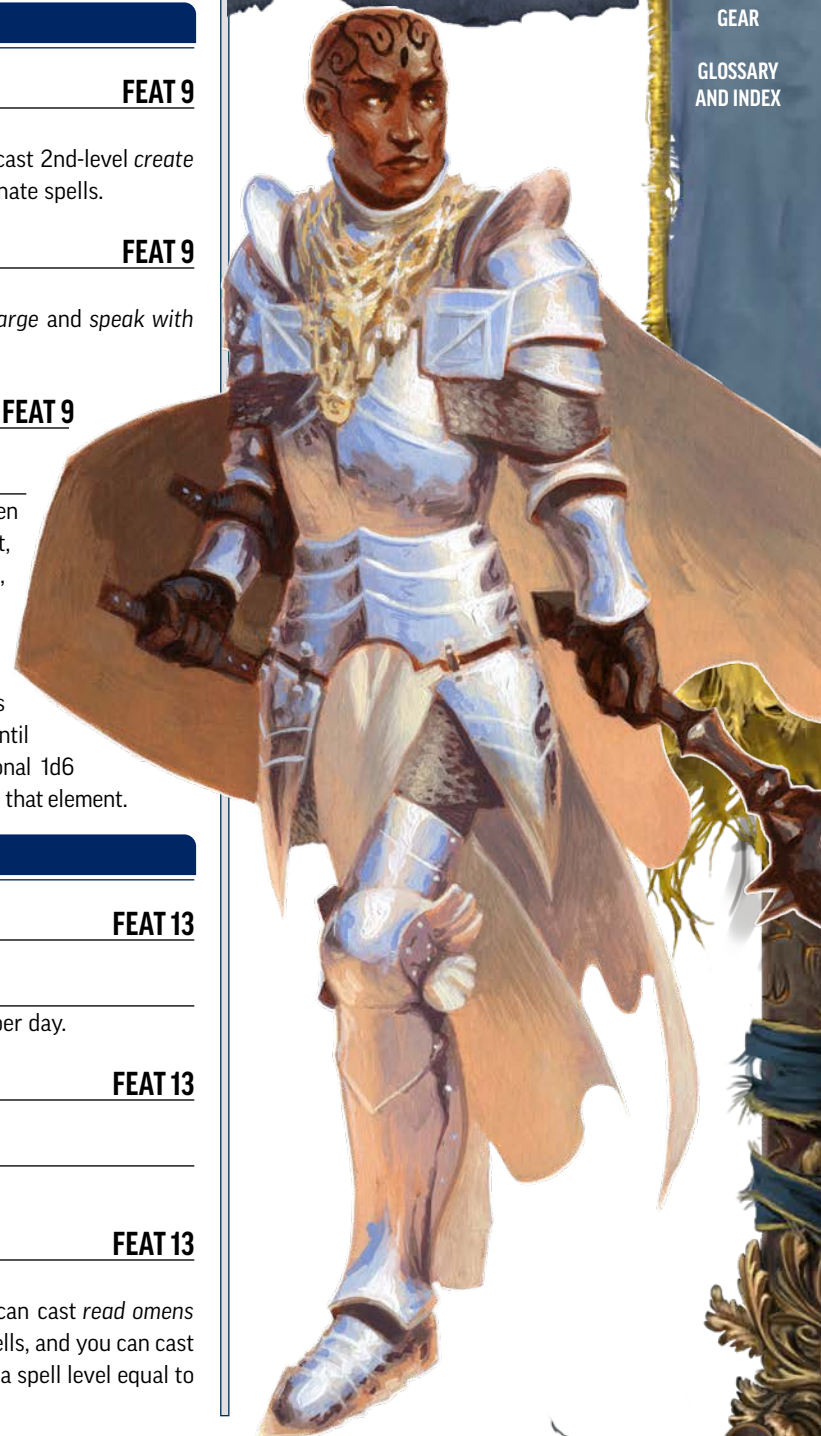
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SYLPH

Sylphs are an intense and lively people, flighty and tempestuous. These planar scions have kinship to beings of elemental air such as djinn, invisible stalkers, and cloud dragons.

Sylphs enjoying following their own tempos, shifting between wild energy that draws all eyes to embodying the spirit of unseen breezes that slip away without note. They often build their identities around their perceived personal connection to the element of air, relating to a gentle breeze, a sudden flash of lightning, or an uncontrollable storm.

Some sylphs are born with a connection to an extremely focused aspect of elemental air, such as smoke, storms, or toxic gas. While it does happen, a child is rarely born with a lineage that differs from their parents', as geniekin typically pass these unusual gifts on to their offspring. Lineages can manifest in sylph children as a result of where they're born, such as when stormsoul sylphs are birthed in regions prone to tornadoes or windstorms. A lineage can also reflect a sylph's elemental heritage like in smokesoul sylphs, who often descend from belkers. Fumesoul sylphs, on the other hand, are associated with poisonous and otherwise unbreathable gases.

You Might...

- Relate your identity with the element of air and believe the wind and storms represent core aspects of your personality.

- Enjoy traveling and exploring high, secluded places where you can observe the world beneath you.
- Take pride in your elemental lineage, especially if you believe you are related to the gregarious djinn viziers.

Others Probably...

- Look to you as an authority on air magic or the elemental Plane of Air.
- Believe you easily flow through all aspects of society, while listening to those around you.
- Assume you must be airheaded or capricious, prone to irresponsible behavior without regard for consequence.

Physical Description

Like all geniekin, sylphs are recognizable as members of their ancestries with unique characteristics that identify their planar heritage. Their skin and hair can be any color of the sky, ranging from cloudy whites to the twilight tones of dawn and dusk. Complex, swirling marks dance across the skin of many sylphs, resembling shifting summer clouds. Some have skin cool to the touch, while others are surrounded by a constant static. Their hair can move with a life of its own, and they're often accompanied by light breezes that follow them everywhere they go.

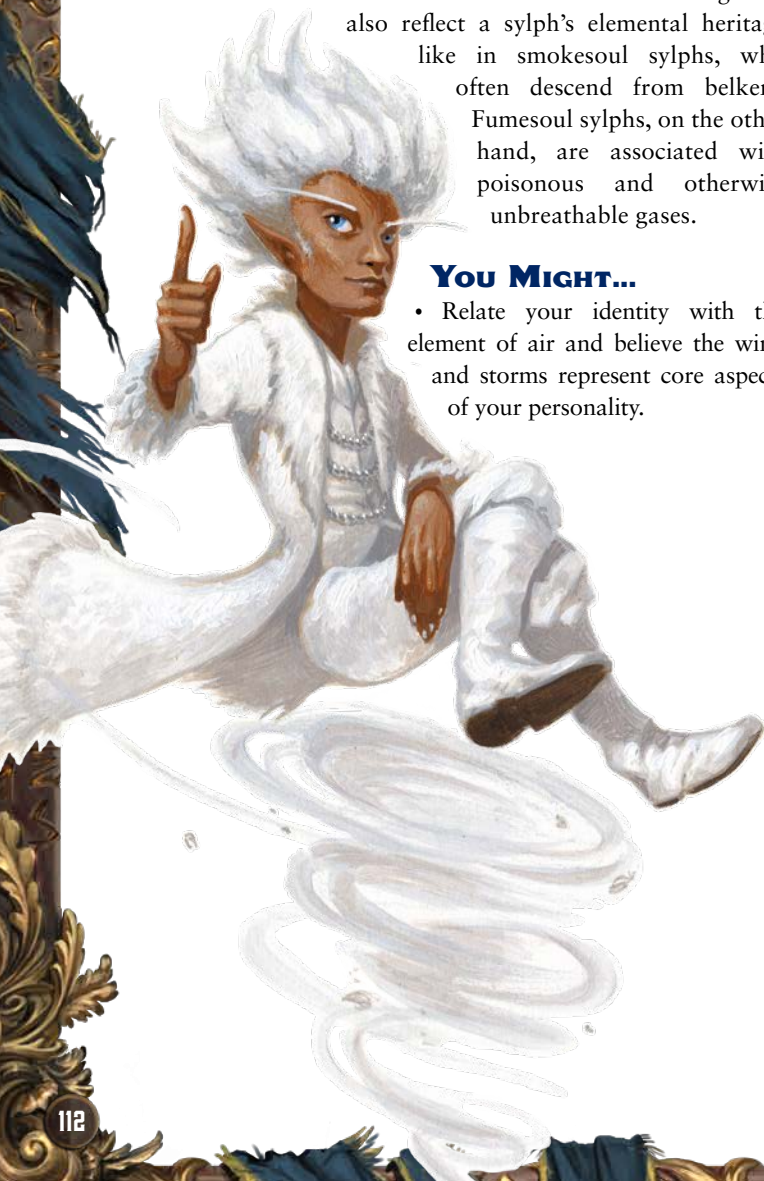
Sylphs typically prefer clothing in light, airy fabrics such as silk and linen, cut in loose and voluminous styles that flow in the breeze. Many of them deliberately wear chimes and jewels that jingle in the wind, though more stealthy geniekin endeavor to keep everything pinned down.

Society

Sylphs exist within the societies of other ancestries, usually that of their mortal families, and it's incredibly common for them to have a sense of never quite belonging. Most sylphs engage in a practice known as "listening to the wind," keeping their eyes and ears open to all that happens, often making their companions uncomfortable in the process. For sylphs, this habit of vigilance and information-seeking helps them feel connected to the world around them. A curious and restless bunch, many sylphs seek out occupations and lifestyles that allow them to travel and explore.

Alignment and Religion

Most sylphs place little value on laws and tradition, preferring to forge their own paths and go where



the wind blows, especially as many have a great love for subterfuge and trickery, placing them at odds with nearly all laws and social norms. Overall, they tend toward neutrality, pursuing the most expedient avenues toward accomplishing their goals, regardless of legality.

Sylphs often find themselves drawn toward the mysteries of secretive cults, worshipping outsider demigods like the elemental lords of air Hshurha and Ranginori, or the empyreal lords of detectives and vigilance Zohls or Tanagaar. Those who worship conventional deities tend to favor gods of travel like Desna, gods of secrets such as Norgorber, or the obvious gods of air, Gozreh and Hei Feng.

SYLPHS IN THE INNER SEA

Sylph populations are highest in areas with concentrations of elemental energy and eternal or regular storms. Many sylphs are born in the deserts of Osirion where windstorms called khamsins, believed to be caused by warring elementals, bury entire cities. Sylph births are influenced among all ancestries in Ustalav by the mistgales, in Katapesh by the great Trackless Storm, and in northwestern Garund by the Eye of Abendego. Stormsoul sylphs are born in Katapesh and Nex near the Lightning Stones, menhirs that range across the southern reaches of the Barrier Wall. The stones are said to mark the site of battles between air and earth elementals, and to this day, they still attract elemental attention.

While sylph dwarves are uncommon, they're less unusual than most non-dwarves believe. They can be found among the Mbe'ke and Taralu dwarves in the Mwangi Expanse and are regarded in those cultures as blessings from cloud dragons; indeed, many have cloud dragon ancestors. Smokesoul sylphs live among the Pahmet dwarves of the Osirion Desert. Sylph dwarves often grow wispy, insubstantial beards of cloud or mist, or beards streaked with lightning and crackling with static.

Culture and traditions blend particularly seamlessly for sylph elves, allowing them to feel more at home among other elves. Sylph elves have even longer ears than their non-geniekin brethren and tend to have eyes that glow with colors of the sky or flicker with the power of the storm.

Sylph gnomes are just as curious as other gnomes and tend to have less trouble handling the Bleaching. Their bright, sky-colored hair, eyes, and skin tones don't stand out quite as much among the outlandish coloration of their gnome kindred, and they might be mistaken for chameleon gnomes early in life before it becomes clear that their colorations can't shift.

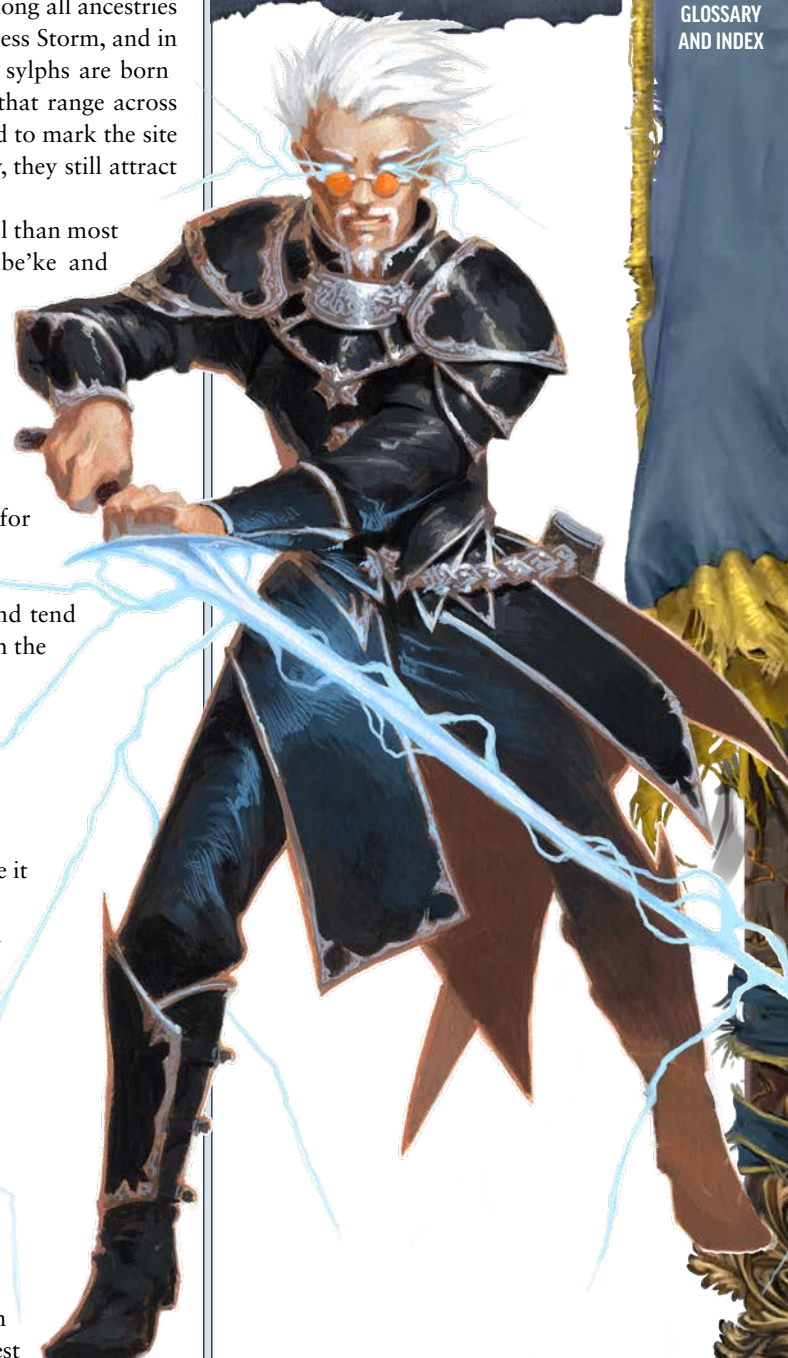
Sylph goblins tend to leap from cliffs and other high places to feel the winds as they fall. Those who survive long enough earn deep respect from their fellow goblins for their aerial powers.

The Chelaxian city of Corentyn, one of the largest halfling settlements in the Inner Sea, also has the highest concentration of sylph halflings. Typically born in families of free halflings, these sylphs often become involved with the city's trade and crime. Sylph halflings are especially quick and nimble, with thin, wispy fingers and a light layer of downy feathers on their cheeks, ears, and feet.

Sylph humans often have swirling air patterns on their skin from birth, making them easy to identify early on. The largest

SYLPH ADVENTURERS

Sylphs who become adventurers often have backgrounds as acrobats, entertainers, nomads, and scouts. Traveling beneath an open sky or exploring the highest mountains is irresistible, and this drive to always reach for the sky drives many to pursue a life of adventuring. Sylph champions are most often liberators, and clerics typically serve gods of air such as Hei Feng or the elemental lords of air. Many sylphs are sorcerers with draconic or elemental bloodlines or wizards that focus on elemental magic.



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SYLPH SETTLEMENTS

Because sylphs are fond of travel, there are few true sylph settlements on Golarion. In the Shackles, many are born near the Eye of Abendego, and those Shackles sylphs are often drawn to the chaotic mysteries of Ilizmagorti, an enigmatic city run—and largely obfuscated from outsiders—by the Red Mantis. In the Terwa Uplands of the western Mwangi Expanse, Mbe'ke sylphs who pass through use their people's Sky Citadel as a temporary or seasonal home.

concentration of sylph humans arise from those Mwangi descended from the ancient Shory civilization, which used unbridled air magic to create flying cities.

SYLPH HERITAGE (UNCOMMON)

You are descended from air elementals or were born under the element's influence. You gain the sylph trait, in addition to the traits from your ancestry. You also gain low-light vision or darkvision if your ancestry already has low-light vision. You can choose from sylph feats and feats from your ancestry whenever you gain an ancestry feat.

SYLPH ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a sylph, you can choose from among the following ancestry feats in addition to those available to your ancestry.

1ST LEVEL

FUMESOUL

FEAT 1

LINEAGE SYLPH


The air inside you asserts itself as a toxic miasma, inuring you to most poisons. You gain resistance to poison equal to half your level (minimum 1).

SMOKESOUL

FEAT 1

LINEAGE SYLPH

You have a connection to smoke and haze. You gain the Smoke Blending reaction.

Smoke Blending  (sylph) **Trigger** A creature attempts a flat check to target you because you're concealed or hidden due to fog, haze, mist, or smoke; **Effect** You shroud yourself in smoke, making it harder for your foe to hit you. If you're concealed, the DC of the flat check increases from 5 to 7; if you're hidden, it increases from 11 to 13.

STORMSOUL

FEAT 1

LINEAGE SYLPH

Your elemental ancestor's influence manifests in you as tumultuous, thundering storms, with dark clouds and bolts of lightning. You gain resistance to electricity equal to half your level (minimum 1).

SWIFT

FEAT 1

SYLPH

You move with the wind always at your back. Your Speed increases by 5 feet.

Special The Speed increase from this feat isn't cumulative with any Speed increase from your ancestry feats (such as Nimble Elf).

WIND TEMPERED

FEAT 1

SYLPH

You are at home in tempestuous weather and accustomed to even the harshest winds. You gain a +1 circumstance bonus to saves against air and electricity effects. If you roll a success on a save against an air effect, you get a critical success instead.

5TH LEVEL

CLOUD GAZER

FEAT 5

SYLPH

Your connection to air allows you to see through obscuring mists. You can see well enough through fog, mist, and clouds that would normally cause creatures to be concealed that you don't need to succeed at a flat check to target creatures benefiting from such concealment.

SLIP WITH THE BREEZE

FEAT 5

SYLPH

Prerequisites expert in Athletics

You create gusts of wind when you jump, allowing you to carry yourself across greater distances. You gain the Quick Jump and Powerful Leap skill feats as bonus feats.

9TH LEVEL

DJINNI MAGIC

FEAT 9

SYLPH

The magic of djinn runs through your blood. You can cast *gust of wind* and *invisibility* once per day each as 2nd-level arcane innate spells.

INNER BREATH

FEAT 9

SYLPH

Your body is capable of recycling its own air. When you hold your breath, you can do so for an additional hour. At the end of this hour, your body needs to rest before it can recycle air again. This rest requires 10 minutes of exposure to breathable air.

WINGS OF AIR

FEAT 9

MORPH PRIMAL SYLPH TRANSMUTATION

Frequency once per day

You can strain to call forth feathered or cloudy wings from your back. Once manifested, these wings remain for 10 minutes. You gain a fly Speed equal to your land Speed while you've manifested your wings.

13TH LEVEL

AIRY STEP

FEAT 13

SYLPH

Frequency once per day

Trigger A creature targets you with an attack or other targeted effect, and you can see the attacker.

You create a blanket of fog in a 5-foot burst centered on one corner of your space. All creatures within that area are concealed, and all others are concealed to them. This concealment applies to the triggering effect, and the fog lasts for 1 minute or until dispersed by a strong wind. After resolving the triggering effect, you Step. If an effect prevents you from Stepping, you attempt to Escape the effect and Step if you succeed.

SUMMON AIR ELEMENTAL

FEAT 13

SYLPH

You have a connection to the Inner Spheres, allowing you to summon an elemental ally. Once per day, you can cast *summon elemental* as a 5th-level primal innate spell, but the elemental summoned must be an air elemental.

17TH LEVEL

ETERNAL WINGS

FEAT 17

SYLPH

Prerequisites Wings of Air

Your wings are now a permanent part of your body. You gain the effects of Wings of Air at all times rather than just once per day for 10 minutes.

STORM FORM

FEAT 17

SYLPH

You can transform into an elemental. Once per day, you can cast *elemental form* as a 7th-level primal innate spell, but you can only choose the air elemental form.

FAMILY RELATIONS

Djinn, air genies native to the Plane of Air, are the most common elemental ancestor for sylphs, but they are not the only possibility. Invisible stalkers look down on corporeal creatures, but occasionally they take mortal lovers, especially illusionists who share their appreciation for the unseen. Cloud dragons sometimes have sylph descendants, born with draconic features like tails or horns.

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UNDINE

These dynamic, fluid mortals trace their ancestry to creatures from the Plane of Water, such as marids, water mephits, and brine dragons.

Undines often go through life in a series of shifting phases, their interests waxing, waning, or sometimes morphing altogether as old loves are discarded for new interests. Structure provides a much-needed focus to undines' lives, and without strong goals or support from those around them, undines can find themselves stagnating in feelings of despondence. Most undines feel they personify specific aspects of water, some seeing themselves with the strength and power of the waves, the speed and tenacity of a river current, or the

calm of a peaceful lake or pond. Others identify with all these aspects and more, their demeanors shifting like the tides from one situation to the next.

Undines born with a connection only to a specific subtype of elemental water, such as ice, brine, or mist, might have a specific undine lineage. These are typically passed down from parent to child, as with other geniekin, but on occasion, a child is born with a lineage never seen in their family. Sometimes lineages are the result of where an undine's ancestors lived, such as rimesoul undines being born in the cold northern countries or at the tops of mountain peaks. At other times it can be related to the undine's elemental heritage, as is often the case with brinesoul undines, who usually descend from brine dragons. Mistsoul undines might have a distant but powerful connection to elemental water, or might even have a bit of elemental air mixed into their ancestry.

You Might...

- Relate your identity to elemental water and believe the streams and tides represent core aspects of your personality.
- Be equally comfortable above the waves as you are beneath them.
- Take great pride in your elemental lineage, especially if you believe you are related to the formidable marid shahzadas.

Others Probably...

- Look to you as an authority on water magic or the elemental planes.
- Think you can speak with aquatic creatures.
- Assume you are easily swayed by others, with few real opinions of your own.

Physical Description

With all the same diversity in height, body type, and physical characteristics as any other member of their ancestries, undine coloration runs a vast breadth of variation. Most commonly, an undine's skin and hair mimic the colors of the lakes, seas, or oceans near where they were born, ranging from the palest of blues to sea greens and navies. A rare few undines may even take on the bioluminescence of deep-sea fish, the bright colors of corals and anemones, or the pale bone hues of seashells. More unusual traits can include fin-like ears, thin layers of shimmering fish scales covering their bodies,



coral growths at their joints or temples, tails with caudal fins, and even webbed hands and feet.

SOCIETY

Unlike other geniekin, undines create and congregate within their own tightly knit communities near water or floating on top of it. Undine neighborhoods that develop within larger cities, typically near the docks or directly on the water, are informally known as flotillas. Because undines deliberately create and seek out these communities, their children usually have healthy childhoods focused on the values of fellowship and harmony. This stands in contrast to many other planar scions, who all-too-often grow up feeling like outsiders.

Undines typically gravitate toward occupations that allow them to live and work near water, and many of them excel at fishing and sailing thanks to their love and understanding of the sea.

ALIGNMENT AND RELIGION

Undines are flexible and community-minded, often valuing the overall health of their communities above that of any one individual. Usually of a neutral alignment, their moral concerns are often centered around their societies rather than their actions.

Religion isn't a major part of most undine's lives, but they often have strong spiritual connections to their supernatural ancestors or to water itself. Some undines worship deities of water, such as Gozreh or Hei Feng, while others might offer their prayers to Lysianassa, the lost elemental lord of water.

UNDINES IN THE INNER SEA

Undines can be born anywhere in the Inner Sea region, to anyone of any ancestry or culture that chooses to have dealings with a genie or elemental creature. Still, like all geniekin, their numbers are concentrated around geographical anomalies like the eternal winter of Irrisen and the Eye of Abendego, the never-ending hurricane in the Arcadian Ocean. Undines of all ancestries are thus most numerous in the Shackles, the Sodden Lands, and the Crown of the World. In the unending winter landscape of Irrisen, nearly all are born as rimesoul undines.

The Taralu dwarves of the Mwangi Expanse build their homes in the fog-shrouded jungle lowlands and sometimes give birth to mistsoul undines. In Rahadoum, undines are born among the Vahrid surface dwarves native to the marshlands of the Eternal Oasis, with sandy skin and blue or green hair that flows like a gentle stream.

Rimesoul and mistsoul undine elves manifest most often among the Ilverani people, better known as the snowcasters, at the Crown of the World. Ilverani already have frost-white skin and hair, and this is also common for the undines born among them.

Undine gnomes consider the land and the sea to be two different worlds of possibility, doubling their potential for new experiences. Their bright hair and eyes tend toward the blues and greens of the ocean.

Undines among Irrisen's frost goblins rarely have the light blue fur of their relatives, instead growing thin coats of frost or quill-like icicles on their skin. Undines among other goblins occasionally have tiny suckers on their lower body, reminiscent of those on grindylow tentacles.

Known to travel across the land like a flowing river, undine halflings tend to make their homes in riverside communities. They often have patches of fish scales across their bodies and hair in either a deep green or muddy color.

Undine humans reflect the biodiversity of the oceans, with watery or aquatic features that differ greatly between each, though family lines tend to share common traits.

UNDINE ADVENTURERS

Undines often come from the animal whisperer, artist, and sailor backgrounds before becoming adventurers. The artist background is especially common among undines descended from marids, and undines raised on the Plane of Water in their parent's courts often develop their skills as bards. Undine clerics usually serve water deities, while most undine sorcerers possess the elemental or genie bloodlines.



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UNDINE SETTLEMENTS

Undines are the geniekin most likely to form their own settlements and communities, whether on Golarion or the Plane of Water. Many undines live in Outsea, a semi-aquatic River Kingdom with a powerful, primal connection to elemental water. In Tian Xia, the Wanshou state was struck by a series of storms that flooded the land; now, many of Wanshou's children are born as undines.



UNDINE HERITAGE (UNCOMMON)

A water elemental ancestor influences your bloodline. You gain the undine trait, in addition to the traits from your ancestry. You gain a swim Speed of 10 feet and the amphibious trait. Like all creatures with the amphibious trait, you can breathe both water and air. You can choose from undine feats and feats from your ancestry whenever you gain an ancestry feat.

UNDINE ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an undine, you can choose from among the following ancestry feats in addition to those available to your ancestry.

1ST LEVEL

AQUATIC EYES

FEAT 1

UNDINE

As your connection to water grows, you can see more easily in places with less light, such as the depths of the ocean. You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision.

Special If your ancestry has neither low-light vision nor darkvision, you can take this ancestry feat a second time to gain darkvision. You can't retrain out of this feat.

BRINESOUL

FEAT 1

LINEAGE UNDINE

Your elemental ancestor's legacy asserts itself as brackish water, like the seawater of the ocean. You gain the Salt Wound reaction.

Salt Wound ☞ (undine) **Frequency** once per day; **Trigger** A creature that has blood and is not at its maximum Hit Points hits you with a melee Strike; **Effect** You channel salt and brine from your blood into the creature's wounds. The creature must attempt a Fortitude save using your class DC or spell DC, whichever is higher. On a failure, the creature takes 1d6 persistent acid damage and is sickened 1 by the pain. On a critical failure, it instead takes 2d6 persistent acid damage and is sickened 2.

MISTSOU

FEAT 1

LINEAGE UNDINE

You have a connection to vaporous forms of water, such as fog and mist. You gain the Mist Blending reaction.

Mist Blending ☞ (undine) **Trigger** A creature attempts a flat check to target you because you're concealed or hidden due to fog, haze, mist, or smoke; **Effect** You shroud yourself in mist, making it harder for your foe to hit you. If you're concealed, the DC of the flat check increases from 5 to 7; if you're hidden, it increases from 11 to 13.

RIMESOUL

FEAT 1

LINEAGE UNDINE

The water inside you is cold and frozen, like sheets of ice and frigid glaciers. You gain resistance to cold equal to half your level (minimum 1), and you treat environmental cold effects as if they were one step less severe (incredible cold becomes extreme, extreme cold becomes severe, and so on).

TIDE-HARDENED

FEAT 1

UNDINE

You're at home in the unpredictable tides. You gain a +1 circumstance bonus to saves against cold and water effects. If you roll a success on a save against a cold or water effect, you get a critical success instead.

5TH LEVEL

FLUID CONTORTIONIST

FEAT 5

UNDINE

You can ignore difficult terrain caused by moving through tight spaces that aren't tight enough to force you to Squeeze. When you roll a critical failure on a check to Squeeze, you get a failure instead, and when you roll a success, you get a critical success instead.

STEAM SPELL

FEAT 5

CONCENTRATE METAMAGIC UNDINE

You transform your fire spells into steam, making them more effective underwater. If your next action is to Cast a Spell with the fire trait, you can cast it underwater. When you do so, it takes the form of scalding steam. Underwater creatures do not gain the normal fire resistance for being underwater against this spell, but they don't light things on fire or cause persistent fire damage, nor do they add other effects that would apply to fire but not steam (at the GM's discretion).

9TH LEVEL

MARID MAGIC

FEAT 9

UNDINE

You channel the magic of marids. You can cast *hydraulic push* and *obscuring mist* each once per day as 2nd-level arcane innate spells.

STRONG SWIMMER

FEAT 9

UNDINE

Your swim Speed increases to match your land Speed.

13TH LEVEL

SUMMON WATER ELEMENTAL

FEAT 13

UNDINE

You can summon an elemental ally. Once per day, you can cast *summon elemental* as a 5th-level primal innate spell, but the elemental summoned must be a water elemental.

TRANSLUCENT SKIN

FEAT 13

UNDINE

Your body is translucent while underwater. Whenever you are fully submerged in water, you can Hide from other creatures even if you don't have cover against them and aren't concealed from them.

17TH LEVEL

TIDAL SHIELD

FEAT 17

ABJURATION CONCENTRATE PRIMAL UNDINE WATER

Frequency once per day

You conjure the force of the tides to gain a +4 circumstance bonus to AC until the end of your next turn. Any allies adjacent to you during the duration gain a +2 circumstance bonus to AC as long as they remain adjacent to you. You can Sustain the effect to a maximum duration of 5 rounds. When a creature receiving a circumstance bonus to AC from Tidal Shield would take damage from an attack, as a reaction, you can reduce the damage to that creature by 40; after you do so, Tidal Shield ends.

FAMILY RELATIONS

Most undines descend from marids—the water genies native to the Plane of Water—and the mortals they take for lovers. These mercurial genies usually show their favor to musicians, dancers, and other artists, inviting mortals of exceptional talents to live with them. Other planar creatures occasionally have undine progeny as well. The children of water, ice, and salt mephits are often born with small statures, nub-like horns, hooked or beak-like faces, or vestigial wings and tails. Those related to brine dragons are sometimes born with draconic wings and tails and almost always have the brinesoul lineage.

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KITSUNE (UNCOMMON)

Kitsune are a charismatic and witty people with a connection to the spiritual that grants them many magical abilities, chiefly the power to shapechange into other forms. Whether they pass unseen among other peoples or hold their tails high, kitsune are clever observers of the societies around them.



Kitsune are shapechangers with two forms: one of a fox-headed humanoid and one largely depending on where they were raised. Those raised in populated areas typically have what's called a tailless form—a humanoid body without any fox features that resembles a more common ancestry, such as an elf or a human. In wooded or rural areas, their second form is more likely to be that of a fox.

Though all-kitsune settlements exist, most live among people of other ancestries, granting them a degree of external insight into social rules or dynamics that others process only subconsciously. Kitsune enjoy subverting expectations as much as they do going along with them. Their fondness for jokes, stories, and wordplay, especially when the twist of a riddle hinges on the listener's assumptions, reinforces their reputation as tricksters.

With dual forms and a connection to both the material and spiritual worlds, kitsune have diverse concepts of self and identity. Some even view their forms as separate individuals altogether, using them to explore different aspects of their personality.

If you want to play a character with innate magical talents and countless hidden facets, each revealed with a glint of the eye and a twisting grin, you should play a kitsune.

You Might...

- Studiously observe the habits of those around you, taking mental notes on how to imitate them better.
- Delight in jokes, clever wordplay, pranks, or unnecessarily complex plots.
- Present a different, but authentic, side of yourself in each new situation.

Others Probably...

- Are taken in by your magnetic personality and enigmatic nature.
- Marvel at your many supernatural abilities.
- Wonder what you aren't telling them.

Physical Description

Kitsune have alert vulpine ears, pointed snouts, and short, semi-retractable claws on their fingers and toes. Their fur is dense, countershaded, and most often red,

tan, black, or white in color. Kitsune have bushy tails that grow in number as they hone their innate magical abilities, to as many as nine.

SOCIETY

Kitsune are rarely the majority in whatever communities they inhabit, and many go their whole lives without meeting another kitsune beyond their family. Their society, as much as it exists, centers primarily around the commonalities that kitsune find as they pass among other peoples. The same social perspective that helps them imitate others also makes them quick to notice signs that someone may need help or a kind word. Due to this, kitsune often form strong interpersonal relationships and tend to anchor their social circles.

When two kitsune do meet, they may find themselves exchanging light verbal repartee, enjoying the sport of trying to outwit each other. While it's considered a grave offense to outright give away another kitsune's shapechanging nature, kitsune relish surreptitiously forcing another to "break character," shocking the other into disrupting their transformation through a well-placed comment.

ALIGNMENT AND RELIGION

Kitsune often have neutrality in their alignment from balancing their dual natures, though their instinct for stirring up trouble leads many to lean slightly toward chaos. Some possess the ability to control or bend the will of others, but even among those that do, only the vilest use these arts flippantly or selfishly.

The patron kitsune deity is Daikitsu, the goddess of crafting and agriculture. Though not all kitsune necessarily worship Daikitsu, most respect her as the purported source of their powers. Kitsune in Tian Xia often revere both Shizuru and Tsukiyo, seeing the duality of the sun and moon in their own multifaceted nature. A small sect of Avistani kitsune worship Sivanah, the goddess of illusion, respecting her position between perception and reality and believing the goddess's true form to be that of a kitsune—hidden behind not seven veils, but nine.

NAMES

While kitsune have some traditional names, they're more likely to use names that are unremarkable in their local society, the better to pass unnoticed. Some have different names for each form: a kitsune name for their kitsune form, a regional name for a tailless form, and possibly no name at all for a fox form.

SAMPLE NAMES

Hamako, Haohiko, Kitsukou, Kon, Kwan-la, Talaro

KITSUNE ON GOLARION

Kitsune originated in Tian Xia, though they've tagged along as other peoples have moved across Golarion. As a result, they can now be found across the globe. Kitsune tend to establish few ancestral enclaves, instead blending in with the various national and ethnic groups in the lands where they reside.

ANGEN

Angen is a kitsune settlement in the Inner Sea region, located in the Verduran Forest of Taldor. Angen kitsune don't represent an ethnicity of kitsune, but a group of kitsune from many regions who have formed a collective society. Angen kitsune are among those most invested in bridging communications between kitsune and other peoples, as well as in forging a common kitsune identity out of the traditions of all kitsune.

Where other kitsune often view their forms as different facets of themselves, Angen kitsune tend to view their kitsune form as their true self. Angen kitsune feel that showing their "true forms" to the people of the Inner Sea ensures kitsune visibility and dispels the negative stereotypes of trickster kitsune. As a cosmopolitan people, Angen kitsune are equally likely to have any heritage. They tend to have a more fluid sense of what it means to be a kitsune and

HIT POINTS

8

SIZE

Medium

SPEED

25

ABILITY BOOSTS

Charisma

Free

LANGUAGES

Common

Additional languages equal to your Intelligence modifier (if positive). Choose from Elven, Gnomish, Goblin, Halfling, Dwarven, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Humanoid

Kitsune

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

CHANGE SHAPE

As a kitsune, you gain the Change Shape ability.

Change Shape ◆ (concentrate, divine, kitsune, polymorph, transmutation)

You transform into a specific alternate form determined by your heritage. If your heritage doesn't list a form, your alternate form is a tailless form, which is a common Medium humanoid ancestry prevalent where you grew up (typically human). This form is the same age and body type as your true form and has roughly analogous physical traits, such as hair color. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. You lose any unarmed Strikes you gained from a kitsune heritage or ancestry feat in this form. You can remain in your alternate form indefinitely, and you can shift back to your true kitsune form by using this action again.

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KITSUNE ADVENTURERS

Kitsune who live among others often have the charlatan, emissary, entertainer, fortune teller, merchant, noble, or nomad backgrounds. Those kitsune who strike out alone favor the acolyte, bandit, or hermit backgrounds.

Kitsune often excel as rogues, investigators^{APG}, and bards. Kitsune who hone their magical abilities lean more toward sorcerers or oracles, and those who forge a stronger connection to the spirits may become witches.

greater familiarity with living in a world of shapeshifters, often represented by the Myriad Forms and Shapechanger's Intuition ancestry feats.

HWAECO

Hwaeko kitsune live in scattered groups in and around the Chang Lio Jungle in otherwise-peaceful Hwanggot. They tend to have lean builds, bristling dark fur, and golden eyes. Long ago, Imperial Lung Wa drove these kitsune underground and chased them to the edges of society. Many Hwaeko were forced to survive by scavenging vegetables and less desirable cuts of meat like liver. This persecution caused the majority of Hwaeko kitsune to develop an antagonistic and misanthropic view of "civilization," with many reluctant to reveal themselves as kitsune at all. Some with fox forms eschew society altogether, living as foxes in the wilds and coming into town only rarely—perhaps for a harvest festival, at the new year, or as part of a "fox pilgrimage," a practice where they test themselves by living among non-kitsune as long as they can without detection.

Hwaeko kitsune often have the earthly wilds or dark fields kitsune heritage.

RENGO

Every so often, when a caravan crossed the Crown of the World or a ship sailed across the seas to Avistan, a kitsune numbered among the passengers.

Over time, these kitsune established a presence in distant Avistan. Though Irrisen and Varisia have the highest kitsune concentration, some kitsune live sprinkled throughout the large population centers of the Inner Sea, such as Absalom.

Rengo kitsune tend toward dark brown or red fur. Practical skills useful on the frontier are valued more than philosophic meditation, leading Rengo kitsune to focus on trade skills such as farming and artisanship. However, even in the Inner Sea region, kitsune retain a connection to the unseen, incorporating local soothsaying traditions such as harrow reading or tasseography into their customs.

Rengo kitsune often have the frozen wind kitsune heritage.

SOUKO

While all kitsune, on some level, bridge the boundary between the material world and the world of the spirits, Souko kitsune embody this role fully.

From their brightly painted settlement of Kihime in the Forest of Spirits, Souko kitsune serve as couriers, diplomats, and translators between distant kami, especially the ancient kami lords known as jinushigami, who rarely move from the mountains and lakes they protect. Those Souko kitsune who live outside of Kihime walk among the settlements of northern Minkai and eastern Hongal, where they liaise with other mortal peoples on behalf of the spirits. Their cultural emphasis on ambassadorship means Souko kitsune tend to strongly separate their internal and outwardly expressed feelings, modulating their expressions based on the audience. Similarly, Souko kitsune tend to remain in tailless form when among other ancestries out of a desire to present a more familiar face.

Many kitsune believe that Souko kitsune are closest to the Nine Bright Grains—the originators of the kitsune people that legend states Daikitsu sent to the Material Plane—and almost all are faithful Daikitsuns, incorporating many of the Lady of Foxes' rites into their everyday society. Souko kitsune's fur tends toward paler shades, with reddish streaks and patches that grow in unnaturally symmetrical, runelike patterns.

Souko kitsune often have the celestial envoy or empty sky kitsune heritage.

KITSUNE HERITAGES

The form kitsune take varies between individuals, with tales stating that their alternate form represents their connection to magical and spiritual influences. Choose one of the following kitsune heritages at 1st level.



CELESTIAL ENVOY KITSUNE

Whether due to Daikitsu's grace or faithful forebears, you have a strong connection to the divine, affording you certain protections. You gain the Invoke Celestial Privilege reaction. Your alternate form is a common Medium humanoid ancestry prevalent where you grew up (typically human), called a tailless form.

INVOKE CELESTIAL PRIVILEGE

Trigger You attempt a saving throw against a divine effect, but you haven't rolled yet. You rise above the triggering effect, refusing to be harmed by it. You gain a +1 circumstance bonus to the triggering saving throw and to any other saving throws you attempt against divine effects until the start of your next turn.

DARK FIELDS KITSUNE

You can exert your unsettling presence to subtly Demoralize others. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language. You also gain the Invigorating Fear reaction. Your alternate form is a fox, which has the statistics of 1st-level *pest form*.

INVIGORATING FEAR

Frequency once per hour

Trigger A creature within 60 feet gains the frightened condition.

You are invigorated by the shock of a prank or the thrum of terror. You gain temporary Hit Points equal to the creature's level or 3, whichever is higher.

EARTHLY WILDS KITSUNE

You are a creature of the material world, with an affinity closer to the wilds than urban society. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits. Your alternate form is a fox, which has the statistics of 1st-level *pest form*.

EMPTY SKY KITSUNE

Your spirit is open to the secrets of beyond, granting you greater access to kitsune magic. You gain the Kitsune Spell Familiarity ancestry feat. Your alternate form is a common Medium humanoid ancestry prevalent where you grew up (typically human), called a tailless form.

FROZEN WIND KITSUNE

Your ancestors crossed the Crown of the World or resided on snowy peaks. You gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on). Your alternate form is a common Medium humanoid ancestry prevalent where you grew up (typically human), called a tailless form.

KITSUNE FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a kitsune, you select from among the following ancestry feats. Additionally, when you gain a level, you can grow one or more tails. Your maximum number of tails is equal to the level of the highest-level spell you can cast from your spell slots or non-cantrip kitsune innate spells, or 1 + your number of kitsune ancestry feats, whichever is higher, to a maximum of nine tails.

FOX FAMILIES

Due to their shifting nature, kitsune often have mixed-ancestry family units. The children of a kitsune and a non-kitsune can inherit either of their parent's lineages, though many assume that a human baby born to a kitsune is simply a kitsune that has yet to reveal their true form. This has led to the widespread misconception that all offspring of kitsune are themselves kitsune.

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KITSUNE SETTLEMENTS

Though kitsune live all around the world, two major kitsune settlements exist on Golarion: Kihime in Tian Xia, and Angen in the Inner Sea region.

Kihime, the central settlement for Souko kitsune, is located in the Forest of Spirits and consists of low, thatched buildings in an intentionally ancient, though effective, design. Rather than torches, star orbs line the streets and glow with soft foxfire to light the darkness—legends state that these star orbs can be unified to cloak Kihime in illusions and abjurations in times of peril. Angen, in the Verduran Forest of Taldor, represents a more modern and cosmopolitan kitsune town, with buildings made in a variety of styles. Angen customs emphasize unity and collectivism, one of the best known being the Foxes' Wedding. In this yearly festival, which occurs spontaneously on the first autumn day that rain falls from a blue sky, all kitsune who became betrothed in the last year are considered married. In celebration, rainbows formed from the mixed sunlight and raindrops are enhanced by kitsune illusions, becoming truly a sight to behold.

1ST LEVEL

FOXFIRE

FEAT 1

KITSUNE

A crack of your tail sparks wisps of blue energy. Choose either electricity or fire when you gain this feat. You gain a foxfire ranged unarmed attack with a maximum range of 20 feet. The attack deals 1d4 damage of the chosen type (no ability modifier is added to the damage roll). Your foxfire attack is in the sling weapon group. Like other unarmed attacks, you can improve this attack with *handwraps of mighty blows*.

Special If you are a frozen wind kitsune, your foxfire deals cold damage instead of electricity or fire.

KITSUNE LORE

FEAT 1

KITSUNE

You excel at navigating social situations and keeping secrets. You gain the trained proficiency rank in Diplomacy and Deception. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Kitsune Lore.

KITSUNE SPELL FAMILIARITY

FEAT 1

KITSUNE

You've picked up a few magical tricks. During your daily preparations, choose *daze*, *forbidding ward*, or *ghost sound*. Until your next daily preparations, you can cast this cantrip as a divine innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

RETRACTABLE CLAWS

FEAT 1

KITSUNE

You gain a claw unarmed attack that deals 1d4 slashing damage. Your claws are in the brawling group and have the agile, finesse, and unarmed traits.

SHAPECHANGER'S INTUITION

FEAT 1

KITSUNE

A lifetime of experience helps you see through disguises. When you come within 10 feet of a creature that is transformed into another form or is Impersonating a specific creature, the GM rolls a secret Perception check for you to realize that the creature is transformed, even if you didn't spend an action to Seek against that creature.

STAR ORB

FEAT 1

KITSUNE

Your magic has crystallized into a spherical stone. You gain a familiar, except it's a star orb: a Tiny stone of light Bulk. The familiar has no Speeds and must select a Speed familiar ability before it can move, animating in a way appropriate to the chosen Speed and using the statistics of a normal familiar for that day; when it's an immobile stone, it can't select any familiar or master abilities that require it to move. It always has the innate surge master ability (*Advanced Player's Guide* 147).

5TH LEVEL

HYBRID FORM

FEAT 5

KITSUNE

When you Change Shape, you retain elements of your kitsune form, allowing you to speak in a fox form, use kitsune unarmed attacks in a tailless form, or gain a tail in your tailless form to use abilities that require one. You can Change Shape to alter the details of your hybrid form without fully changing into your true form or your alternate form. While in hybrid form, your foxlike features make it obvious that you aren't a normal humanoid.



KITSUNE SPELL MYSTERIES

FEAT 5

KITSUNE

Prerequisites at least one innate spell from a kitsune heritage or ancestry feat
You know more kitsune magic. During your daily preparations, choose *bane*, *illusory object*, or *sanctuary*. You can cast this as a 1st-level divine innate spell once that day.

MYRIAD FORMS

FEAT 5

KITSUNE

With a bit of self-discovery, you find a new form. You gain the alternate form of a kitsune heritage other than your own, adding it to the options for your Change Shape.

SHIFTING FACES

FEAT 5

KITSUNE

Prerequisites tailless alternate form
Frequency once per day

You wear many faces, even those that don't belong to you. When you Change Shape into your tailless form, you gain the effects of 3rd-level *illusory disguise* for 1 hour or until you shift back, except it's a transmutation effect rather than an illusion.

9TH LEVEL

FOX TRICK

FEAT 9

KITSUNE

Frequency once per hour

You always have time for a joke or prank. You Create a Diversion, Conceal an Object, or Hide. All creatures who witnessed your Fox Trick then wise up to it, becoming temporarily immune to your Fox Trick for 24 hours.

13TH LEVEL

KILLING STONE

FEAT 13

KITSUNE

Prerequisites Star Orb

Your star orb hides a deadly miasma. You can cast 5th-level *cloudkill* as a divine innate spell once per day. The spell's normal components are replaced with a focus component (your star orb) and a somatic component to aim the orb towards the location for the spell.

KITSUNE SPELL EXPERTISE

FEAT 13

KITSUNE

Prerequisites Kitsune Spell Mysteries

Your tails show your magical mastery. During your daily preparations, choose *confusion*, *death ward*, or *illusory scene*. You can Cast this Spell as a 5th-level divine innate spell once that day. You become an expert in divine spell DCs and divine spell attack rolls.

17TH LEVEL

RAMPAGING FORM

FEAT 17

KITSUNE

Prerequisites Change Shape with a fox alternate form

Once per day, when you Change Shape into a fox, you can instead gain the effects of both the canine form of 5th-level *animal form* and 7th-level *fiery body* for 1 minute or until you shift back, whichever comes first. You can cast *produce flame* from the *fiery body* effect even though you're in a battle form.

Special If you are a frozen wind kitsune, your form is ice instead of fire. This changes the immunity and damage from the *fiery body* effect to cold, changes the weakness to fire, and changes *produce flame* to *ray of frost*.

THE LADY OF FOXES

Though usually referred to with she/her pronouns, the goddess Daikitsu's nature is fluid; her gender, age, and appearance change at her whim. Kitsune's legends state that they were created when Daikitsu granted her original attendants, fox spirits known as the Nine Bright Grains, one of her own abilities: the power to dance between shapes.

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SPRITE (RARE)

Sprites are diminutive, whimsical, and exuberant creatures from the fey realm known as the First World. They love playing pranks, exploring new things, and embracing everything to do with magic.

When most people picture a fey, chances are they're thinking of a sprite. The majority of sprites remain in the First World, where they are essentially immortal, reincarnating to a new form of fey when their life eventually comes to an end. Some even

meld together with others to form a more substantial body or split apart into multiple smaller fey.

However, sprites are incredibly curious about all forms of magic, leading a significant number to risk the mortal world to explore the new possibilities offered by the unusually static nature of mortal existence. These

creatures mix in with other,

smaller groups of Material Plane comrades, including exiles from the First World, those whose family swore pacts to mortals, and even contemplative individuals curious to enter the mortal cycle of souls.

The first generation of Material Plane sprites were content to guard magical locations or objects, learn music, and play pranks on the unsuspecting. Panic struck when children born in the mortal world didn't form wings upon adulthood—some sprites transitioning to the mortal world likewise lost their wings after a time. Believing this to be a sign that the mortal world was too alien for them to live there, many of the initial sprite explorers returned to the safety of the First World.

However, their wingless children exhibited a potential unmatched by any of their ancestors, as well as a particular magical affinity for the mortal world. They became the mightiest of sprite heroes, but also, on occasion, the most dangerous villains. As they came close to reaching their full strength, many of them did grow their wings at long last: larger, unique, and more vibrant than any from the First World had seen before, a sign of their limitless potential.

If you want a character who is tiny, mercurial, and curious, you should play a sprite.

YOU MIGHT...

- Play good-natured pranks on those around you, intended to teach a lesson, aid in locating a lost item, or even help find love.
- Become sidetracked by something new and eye-catching before you have fully followed through on your previous plan.
- Find something magical that's so important to you, you can't help but protect it with every ounce of your strength.

OTHERS PROBABLY...

- Expect you to know strange fey mysteries and perform fantastical primal magic well beyond your actual abilities.
- Consider you the prime suspect whenever unexplained hijinks or serendipity comes their way.
- Misconstrue the way your mind works, seeing your flitting attention as a sign of being scatterbrained.

PHYSICAL DESCRIPTION

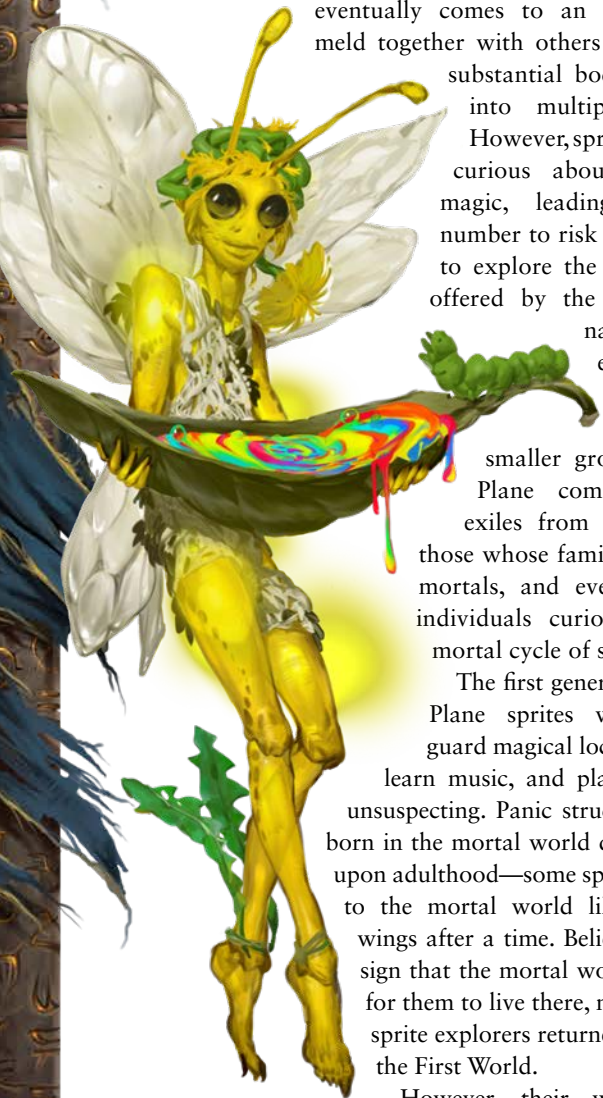
Sprites are tiny faeries whose features vary wildly based on their heritage. The Wingless—those with the potential to become powerful heroes and villains, including all PC sprites—slowly grow their wings over time as their magical potential manifests, though some never grow wings at all. Those sprites with humbler destinies typically grow wings when reaching full adulthood and mastering their innate magic. Sprites reach adulthood at around the same rate as humans do, but a typical fey who can manage to stay out of mischief and danger can live 1,000 years or more. Material Plane sprites who sense their time is coming to an end usually return to the First World to be reborn and start their adventure all over again.

SOCIETY

Sprites habitually live in tiny, reclusive villages in areas with abundant magic, natural beauty, or other curiosities of interest. Other sprites live as loners or with small family or peer groups, traveling across the land in search of excitement.

ALIGNMENTS AND RELIGION

Sprites run the gamut of alignments but are rarely lawful or evil. They are far more likely to worship the Eldest—the peculiar deities of the fey—than those of the mortal world. They have a particular affinity for Shyka, the many-formed Eldest of time, and the Lantern King, the



trickster among their ranks. Among mortal deities, sprites appreciate Desna the most, and due to her iconic depiction as a butterfly-winged woman, some Desnan sprites claim her as one of their own. Sprites also readily comprehend the doctrines of Cayden Cailean and Shelyn, and the goddess of beauty and art is a particular favorite among grigs.

NAMES

Sprite names are based entirely on their parents' whimsy. Sprites often adopt additional monikers later in life or change those assigned to them at birth; this is neither frowned upon nor considered abnormal.

SAMPLE NAMES

Bree, Plumgrass, Cowrie, Flit, Moth, Zephyr, Naatalu, Pinebrush, Zandivar

SPRITES ON GOLARION

Unlike almost any other ancestry, sprites have distinctive heritages that almost always correlate to their societies, and they don't have any consistent ethnicities beyond that. This oddity has led many scholars to classify the various heritages of sprites as different creatures altogether, a fact that endlessly amuses the fey, who don't bother correcting such hilarious mistakes. In truth, these fairies are capable of forming families and kin groups across their various heritages, and the fact of reincarnation in the First World means that they don't see ancestry in quite the same way as mortal creatures. A sprite's parent might die and return as a young dryad, and there wouldn't be anything remotely unusual about that. So too do these tiny fey quickly accept people of every sort who make a genuine effort to know them, even those creatures that mortals tend to find dangerous or distasteful.

Sprites on Golarion who live among their own kind typically form villages near exciting locations. That doesn't mean other sorts of sprites are unwelcome but is rather a reflection of the composition of the group that set off to form the village in the first place. Those sprites of other heritages that come to visit or reside in an area find themselves not only completely welcome by their kin but often especially popular.

DRAXIES

With colorful scales and draconic features, draxies are mischievous dragon sprites, rivaling pixies for the title of ultimate pranksters. The first draxies were reincarnations of Elucredassa, the mightiest faerie dragon of known draxie history, who returned as hundreds of individual draxies when she passed on. Since then, draxies have become more populous and spread to all corners of the First World, as well as areas of Golarion where dragons and fey are common, such as the Lands of the Linnorm Kings. Draxies have the same capricious yet benevolent tendencies as their faerie dragon forebear, but they have one exception to their flighty nature: they bond with their closest comrades for life. Called the elucra, this special bond can form with creatures a draxie is particularly fond of from any ancestry—though typically only those who can take a good joke. Fey folklore holds that the longing for the elucra comes from when draxies were first split from Elucredassa, as each longs to become part of something bigger than themselves.

FIREFLY SPRITES

Those sprites that refer to themselves simply as sprites, sometimes called "common" sprites or firefly sprites by scholars, are the most frequently encountered fey in both the First World and on Golarion. These diminutive explorers are more obsessed with magic than most, and they love studying ley lines and magical locations. Their curiosity, wanderlust, and chaotic nature balance their compulsive urge to protect that which they find most wonderful. Whether it be an object, a creature, or a location, once a sprite decides to

HIT POINTS

6

SIZE

Tiny (see sidebar on page 128)

SPEED

20 feet

ABILITY BOOSTS

Dexterity
Intelligence
Free

ABILITY FLAW

Strength

LANGUAGES

Common
Sylvan
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Celestial, Draconic, Elven, Gnomish, Goblin, Jotun, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Fey
Sprite

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

MAGICAL STRIKES

Your inherent magic pervades your entire being. All your Strikes are magical, whether with unarmed attacks or weapons.

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TINY PCs

PCs are typically Small or Medium size, but most sprite PCs are Tiny instead! Being Tiny comes with its own set of rules about space and reach. Your Tiny sprite can enter another creature's space, which is important because your melee Strikes typically have no reach, meaning you must enter their space to attack them. Like other Tiny creatures, you don't automatically receive lesser cover from being in a larger creature's space, but circumstances might allow you to Take Cover. You can purchase weapons, armor, and other items for your size with the same statistics as normal gear, except that melee weapons have a reach of 0 for you (or a reach 5 feet shorter than normal if they have the reach trait). Remember to adjust the Bulk of items and your Bulk limit for Tiny size (*Core Rulebook* 295).

appoint itself guardian, they pursue this task with remarkable dedication. It takes a tremendous magical mystery or discovery to shake a sprite's vigil.

GRIGS

Grigs are artistic, musical, and passionate sprites with the hind body of a cricket. They often use their legs as stringed instruments, fiddling along with their songs in the same way most folk might clap their hands or snap their fingers. Cunning and courageous, grigs are always ready to protect those they love, and even strangers, from the forces of evil, but they tend to get themselves into trouble by biting off more than they can chew. Thus, adventuring with comrades suits a grig well, as friends can help them overcome otherwise unbeatable odds. Grigs love to collect art objects of all kinds, particularly those with bright colors and vibrant images, decorating their homes with wondrous mementos of their journeys and adventures. Grigs usually make their homes and villages in areas of incredible natural beauty, though they are just as often out exploring and seeking new wonders away from home.

MELIXIES

While most sprites have insectile wings, melixies are closer to insects than other sprites, sharing additional physical qualities—usually with bees, but sometimes with butterflies, moths, ladybugs, or other beetles. Melixies have an incredibly strong sweet tooth, guzzling honey, nectar, and sugar at every opportunity. These tiny sugar collectors occasionally leave such delicacies uneaten long enough to use them as ingredients to create some of the world's finest miniature desserts. When not indulging, they're incredibly industrious, both at innovative tasks other sprites enjoy, like inventing and building new things, and at repetitive tasks most others find odious, such as cleaning. Melixies enjoy dancing over all other leisure activities and are particularly likely to learn a dancelike Sylvan sign language they call Melisylvan.

NYKTERAS

Nykteras, or bat sprites, are gentle and friendly sprites known for their especially affectionate, sharing, and caring nature. Nyktera appearance varies as much as the various species of bats. Some look like insectivorous microbats, while others resemble larger, fruit-eating megabats such as flying foxes. Even more may resemble nectar-eating bats, and even blood-drinking varieties. Nykteras live wherever bats are found, and they tend to congregate near areas with bats similar to their own appearance. Notably, a population of white nykteras from Arcadia, who share features with an Arcadian white bat species, has given birth to the highest number of Wingless anywhere in Golarion.

This has led some to speculate they've been blessed by the gods. Nykteras have an incredible sense of hospitality and are willing to share food with any in need; even a nyktera's greatest enemy might be able to find a reprieve from battle by invoking the bat sprite's hospitality.

PIXIES

Pixies are hyperactive and curious tricksters, never slowing down for a moment and flitting from one topic or scheme to another. Pixies love pranks, and they often compete with draxies over who make the better pranksters. While they lack draxies' patience to perfect a trap over the long term, pixies are improvisational prank maestros. Pixie pranks are typically intended to reveal an overlooked truth, whether by bringing the prideful down to size or matchmaking two people secretly in love with each other. Larger than any other type of sprite, Wingless pixies can sometimes pass for halflings if they disguise their



pointed ears. Their closer size to other ancestries means they are somewhat more likely to be taken seriously by mortals.

SPRITE HERITAGES

Sprite heritages have wide variations in appearance and are considered by some mortal scholars to be different “creatures,” a taxonomy that sprites find adorably naive. Choose one of the following sprite heritages at 1st level.

DRAXIE

You are kin to faerie dragons, tracing your heritage back to the death of the mightiest faerie dragon in the First World. You gain touch telepathy, allowing you to communicate silently and purely mentally with any creature you’re touching, as long as you share a language.

GRIG

You have the hindquarters of a cricket and adore art and music. Your cricket legs grant you a +2 circumstance bonus on Athletics checks to High Jump or Long Jump, and you gain *ghost sound* as a primal innate cantrip.

LUMINOUS SPRITE

You glow with magical luminance. You naturally shed light as a torch; this light has the evocation, light, and primal traits. You can extinguish, rekindle, or change the color of this light using a single action, which has the concentrate trait.

MELIXIE

You have the features of a bee, butterfly, or other insect that loves sweets. You can ask questions of and receive answers from arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals), as well as use Diplomacy to Make an Impression on and Request things of them. Most bees, butterflies, moths, and beetles have an indifferent or friendly starting attitude toward you and give you time to make your case, though other arthropods react to you like any other adventurer.

NYKTERA

You have batlike features, an affinity for batkind, and hearing that is second to none. As long as you can hear normally, you can use the Seek action to sense undetected creatures in a 60-foot cone instead of a 30-foot cone. You also gain a +2 circumstance bonus to locate undetected creatures that you could hear within 30 feet with a Seek action.

PIXIE

You are larger than other sprites. Instead of Tiny, your size is Small.

SPRITE ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a sprite, you select from among the following ancestry feats.

1ST LEVEL

CORGI MOUNT

SPRITE

The smallest of fey have ridden corgis as mounts since time immemorial, leading to a pattern on corgis’ backs called a “faerie saddle.” You have formed a magical connection with a corgi that can serve as your mount. Your corgi familiar is Small

FEAT 1

RIDING PCs

As a Tiny creature, a sprite PC weighs so little and takes up so little Bulk that it doesn’t cause issues to hitch a ride in a sack, shoulder, or other position on another PC. However, the amount of coordination required to ensure you don’t get in each other’s way or jostle each other into losing actions makes this tactic unfavorable for most fellow adventurers during combat. If you’re riding along with another PC or similar non-minion intelligent creature, roll both your initiatives and use the lower of the two results. You act in either order on the same initiative count. While traveling in this way, you each gain two actions at the start of your turn, instead of three, since they spend one action keeping you balanced on their back, and you spend one action maintaining your grip.

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SPRITE ADVENTURERS

While PCs sprites are marked from adulthood as destined for great things, their childhoods before that point vary as widely as any other ancestry. That said, the tendency of most sprites to live either apart from civilization or in small villages means they rarely have backgrounds related to cities or large organizations and more likely were acrobats, animal whisperers, artists, entertainers, gamblers, herbalists, hermits, nomads, or scouts. Sprites are most often bards, rogues, or sorcerers, though sprite rangers and druids do exist and tap into their love of the natural world. Likewise, sprite witches^{APG} and wizards are even more enthusiastic about learning the secrets of magic, and sprite oracles^{APG} approach the contradictions of their mystery from the experience of living the contradictions between the fey and mortal worlds.

rather than Tiny, and it's appropriate for use as your mount, unlike most familiars. It has the scent ability, which counts against your limit for familiar and master abilities as normal. Furthermore, it can never gain a familiar ability that grants it any Speeds other than a land Speed. If you're a pixie, you can't ride a corgi due to your Size, but you can take this feat to gain a corgi familiar.

EVANESCENT WINGS

FEAT 1

SPRITE

You've manifested wings that can flutter for brief spurts. You don't need to spend any additional actions to reach something in your space that a Medium creature could reach. For instance, if you wanted to open a cookie jar located four feet off the ground, you only need to spend a single Interact action to do so. When you use Evanescent Wings to flutter to a higher place in your space, your action gains the move trait.

FEY CANTRIPS

FEAT 1

SPRITE

You've learned the cantrips sprites have used since time immemorial. You gain *dancing lights* and *ghost sound* as primal innate cantrips. If you have the grig heritage, you also gain *detect magic*, and if you have the draxie heritage, you gain *prestidigitation*.

SPEAK WITH BATS

FEAT 1

SPRITE

Prerequisites nyktera heritage

You can ask questions of, receive answers from, and use the Diplomacy skill with bats. You gain a +2 circumstance bonus on all Diplomacy checks to Make an Impression on bats or Request something from bats.

SPRITE'S SPARK

FEAT 1

SPRITE

You can fling a portion of your magic at foes. You gain a ranged unarmed attack in the sling weapon group with a maximum range of 20 feet that deals 1d4 damage. (No ability modifier is added to the damage roll.) The damage type and name of the unarmed attack depends on your heritage, described below; most sprite heritages not presented in this book also use luminous spark. Like other unarmed attacks, you can improve this attack with *handwraps of mighty blows*.

Draxie euphoric spark (mental)

Firefly Sprite luminous spark (fire)

Grig dissonant note (sonic)

Melixie sting shot (poison)

Nyktera ultrasonic pulse (sonic)

Pixie pixie dust (mental)

5TH LEVEL

ANIMAL SPEAKER

FEAT 5

SPRITE

Prerequisites ability to communicate with some type of animals (such as bats or arthropods)

You can speak to all animals, not just a particular subset. You gain a +1 circumstance bonus to Make an Impression on animals (which usually uses the Diplomacy skill).

CATCHY TUNE

FEAT 5

AUDITORY CONCENTRATE EMOTION MENTAL SPRITE

You create a tune so catchy, your foes can't help but dance along. Attempt a Performance check against the Will DCs of all enemies in a 30-foot emanation.

Critical Success The target takes a -10-foot status penalty to its Speed and is flat-footed, both for 1 round.



Success The target takes a -5-foot status penalty to its Speed for 1 round.

Critical Failure The target is temporarily immune for 1 hour.

FEY DISGUISE

FEAT 5

SPRITE

You can disguise yourself with magical illusions. You can cast *illusory disguise* once per day as a 1st-level primal innate spell. At 7th level, the spell is heightened to 2nd level, and every 2 levels thereafter, the spell is heightened an additional spell level.

9TH LEVEL

ENERGIZE WINGS

FEAT 9

CONCENTRATE MORPH PRIMAL SPRITE TRANSMUTATION

Prerequisites Evanescent Wings

Frequency once per hour

You stoke your magic to energize your wings, temporarily transforming them into glowing, majestic forms. For 1 minute, you gain a fly Speed of 30 feet.

FEY MAGIC

FEAT 9

SPRITE

You can use faerie magic to hide yourself and expose hidden foes. You can cast *faerie fire* and *invisibility* each once per day as primal innate spells.

13TH LEVEL

FEY SKIN

FEAT 13

SPRITE

While you are more susceptible to cold iron than most of the Wingless, you also have an incredible resilience and a deeper connection to the healing energies of the First World. Increase your maximum Hit Points by an amount equal to your level. If you rest for 10 minutes, brilliant light from the First World seeps into your form from your wings (or the spot where your wings would be), causing you to regain a number of Hit Points equal to your level; this is cumulative with any Hit Points you regain from Treat Wounds. However, you gain weakness 5 to cold iron.

INVISIBLE TRICKSTER

FEAT 13

SPRITE

You have learned how to become invisible and remain so. You can cast 4th-level *invisibility* as a primal innate spell once per hour.

17TH LEVEL

HERO'S WINGS

FEAT 17

SPRITE

Prerequisites Energize Wings

You have begun the final steps to reaching your full potential. Your wings are always in their majestic form without you needing to use Energize Wings, granting you a permanent fly Speed. Furthermore, sprites recognize you as a powerful hero (or villain) by your unique wings and are appropriately impressed. You gain a +2 circumstance bonus on all Diplomacy and Intimidation checks against sprites and gain the benefits of the Glad-Hand skill feat against other sprites, without taking a -5 penalty to your Diplomacy check.

SPRITES IN SOCIETY

Sprites who mingle openly among mortals find that mortal superstitions about fey regularly color their interactions with sprites, for both good and ill. Mortals often believe half-remembered tales, frequently about a different sort of fey altogether; most sprites find this hilarious and play along. Mortals uninterested in sprites' pranks tend to view them as nuisances and treat them accordingly. Additionally, sprites' small stature and excitable natures sometimes cause mortals to treat them like children. Sprites vary in their reactions to this sort of treatment from annoyance to good humor, and sometimes even a realization that they can get away with more this way.

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STRIX (RARE)

Known as itarii in their own language, strix are reclusive avian humanoids devoted to their homelands and their tribes. They defend their precious communities with broad wingspans and razor talons.



Strix value ferocity, vengeance, and devotion above all else. Their dark, formidable wingspans and long history of taking revenge for their fallen family members have painted them as winged devils in the eyes of neighboring human populations. In contradiction to their misunderstood nature, strix boast a spiritual, artistic, and compassionate culture that is rarely seen outside of their roosts.

As strix populations begin to resurge and spread beyond the mountainous region known as the Devil's Perch, their tribes now speckle the landscape of Cheliox and surrounding nations. Soaring over mountains, forests, and beaches, strix are always brought home by the deep connections they share with their kinfolk.

If you want a character who is loyal yet enigmatic, fierce yet artistic, and who yearns to soar above the world, you should play a strix.

You Might...

- Dedicate and endear yourself to your family, friends, or community.
- Harbor an inherited distrust of humans.
- Keep strangers at arm's length and perhaps exhibit naivete about the world beyond your homeland.

Others Probably...

- Appreciate your dedicated friendship, even if they don't grasp the cultural history behind it.
- Treat you on occasion like a carrier pigeon, asking you to deliver letters or other similar favors.
- Find your appearance frightening due to complete inexperience with strix.

Physical Description

Strix are avian-influenced humanoids with intimidating talons and feathered wings sprouting from their backs. With an average height of 6 feet, strix are taller than most humans but are very light for their size. Strix are considered mature at 14 years of age and have an average lifespan of 40 years. They have pointed ears and large eyes that are typically black from sclera to pupil, but occasionally appear as a piercing golden color. Strix lack the ability to move their eyes independently of their head, resulting in distinctive jerky movements as their gaze snaps between targets. Their bodies are usually taut with defined musculature—a result of the strength necessary to flex their wings.

SOCIETY

Strix are rare and reclusive people who cling to their ancestral territories. They live in modest-sized tribes, but some reside in smaller bands of tight-knit individuals. The largest settlements of strix reside on Devil's Perch, but a small number of their ilk have traveled far across Golarion. Strix feel an intense empathy and attachment to their family and other community members. They prioritize the needs of their community over their individual desires, and their bands and tribes benefit from an easy yet expertly organized division of labor. Strix tribes are led by a rokoa, a female tribal leader.

A long history of conflict with the nearby nation of Chelias has bred into most strix a deep fear and suspicion of humans—who they call kotaara. Strix have struggled to keep hold of their territories and maintain their numbers in the face of constant conflict with these enemies who, in addition to trying to destroy what they believe to be winged devils, vastly outnumber them. Due to their strongly bonded groups, the loss of a single tribe member is devastating.

ALIGNMENT AND RELIGION

Due to their deep respect for the rules of a functioning society, strix are rarely chaotic, but some may be flexible on adopting the rules of outside societies. Strix are typically nonreligious and instead use stories from an epic known as the *Korrsat Akra*, or “The Scattered Nest,” to tell them of their origins and give them direction on their current place in the world. They have a deep investment in the lives of their fellows and experience intense grief at their passing. Pharamasma is a common influence among religious strix due to the popularity of religious and spiritual practices honoring the lives and deaths in their beloved community. Gozreh is also an everyday influence for many strix, who beseech the Wind and the Waves to give them satisfying tailwinds for flight and protect their kin when the sky turns dark with fury. Erastil and even Torag represent two versions of social order and may be unifying deities across entire tribes.

NAMES

Strix names consist of sounds that are reminiscent of chirping, screeches, or trilling by various birds, and their naming conventions are influenced primarily by tradition and spirituality. Strix in small communities might share a common syllable among all their names to express their unity. Due to their deep affection for their family members, naming children after other loved ones is very common, occasionally with an additional syllable or slight change to the pronunciation.

SAMPLE NAMES

Chiit-iir, Cicreeti, Ikatarii, Irkoata, Kaata, Kiilo, Kirii, Rahka, Roatatwiil, Turiilo, Turuk, Twilii

STRIX OF THE INNER SEA

Strix aren't native to the Inner Sea region. According to strix legend, they became permanent residents after being deposited among the steep spires and plunging valleys of Devil's Perch from somewhere distant and unknown by a catastrophic magical storm. Since their arrival at Devil's Perch, a mountainous area in the southwest region of Chelias's Menador Mountains, strix have been in perpetual conflict with nearby human populations. Strix believe that this ongoing slaughter of their precious kinfolk is a continuation of a curse from the gods that banished them to Devil's Perch. The strix of the Inner Sea region have a dark relationship with their history, and mysteries lie obscured somewhere among the vast skies between their current residence in Chelias and their distant relatives in Arcadia and beyond.

Physiologically very similar to humans, strix most notably differ in the 12-foot feathered wingspans spread from their back and curved talons in the place of toes. Strix of the Inner Sea region universally grow white hair.

HIT POINTS

8

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Dexterity

Free

LANGUAGES

Common

Strix

Additional languages equal to your Intelligence modifier (if positive). Choose from Draconic, Giant, Gnome, Infernal, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Humanoid

Strix

WINGS

All strix possess powerful wings. While not all strix focus on honing their flying skills, a strong flap of their wings allows strix to travel longer distances when jumping. When Leaping horizontally, you move an additional 5 feet. You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first. In addition, when you make a Long Jump, you can jump a distance up to 10 feet further than your Athletics check result, though still with the normal maximum of your Speed.

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

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STRIX ADVENTURERS

Adventuring strix most commonly take the emissary, hermit, nomad, scout, or street urchin backgrounds.

Strix are agile combatants and prudent adventurers who excel as druids, fighters, monks, rangers, or rogues.

Their skin tones and plumage most often range from black to gray, while some have brown to amber skin tones that complement the color of their feathers. Large, pointed ears and sharp brows give them very angular, defined features. Their eyes have no pupil and are fixed in their head, with nictitating membranes that blink sideways.

Strix attire is simple. To allow flight, these avian relatives must keep clothing light and minimal and their feet bare to allow for adequate perching. Strix naturally shed their feathers, and much of this material makes its way back into their attire as ornaments; wearing the feathers of loved ones is particularly popular. A tribe's rokoa may wear a full cloak or headdress of her community's feathers, and the downy fluff shed by strix's young provides valuable insulation for winter clothing.

At their core, most strix communities simply wish to be left alone to seek prosperity peacefully. Unfortunately, any acts of self-defense by strix are seen as further justification for violence by their enemies, who are already accustomed to treating strix as a scourge on the mountains and forests. The concept of vengeance is fluid but pervasive among strix groups. Strix generally believe that a certain amount of vengeance is just, but this conflicts with their general understanding of the value of life and kinship. Their itaraak champions, warriors of vengeance sworn to defend their people at all costs, protect their tribe fearlessly to avoid bloodying the wings of more sensitive souls.

Rumors from fearmongering humans claim that itaraak champions habitually slaughter a hundred humans for every one of their kin that falls.

CHELIAXIAN STRIX

Cheliox, location of the famous Devil's Perch, is the primary home of strix in the Inner Sea region. Its dry, arid mountains and tall spires high above the plunging valleys create the perfect craggy locale for strix to put significant barriers between themselves and others. In addition to the mountains, the nearby forests and coastal cliffs also provide an isolated refuge, as well as an enjoyably short flight back to Cirickree, a metropolis by strix standards that counts over 500 residents.

MINDSPIN STRIX

The Mindspin Mountains provide an ideal environment for strix settlements. Giants and trolls—which typically make the mountains a staunch barrier between Varisia and the Hold of Belkzen—tread the ground far below strix homes. If anything, the formidable neighbors are a temperamental amenity in that they deter humans from encroaching on strix territory. However, the presence of fey and drakes that roam the skies has forced smaller tribes into a tenuous alliance with these forces. Strix in the mountains and the surrounding areas of Isgar, Nirmathas, and Molthune sing stories of a tribe that encountered Lamashtu's divine herald in the Mindspin Mountains and became enslaved by the goddess.

NIDALESE STRIX

Nidal's strix population primarily inhabit the western coast of the nation, although these tribes are small and few. This coastal life is

especially isolated from other strix kinfolk, leaving many young strix yearning for larger communities. The nationwide unity of Nidal under Zon-Kuthon's faith speaks strongly to some strix who, isolated by meager numbers of their own kind, have become convinced by the teachings of Zon-Kuthon's faithful. Moved by the willingness of the people of Nidal to accept them with a simple change of faith, strix have begun to leave their distraught families for Zon-Kuthon's faith. These individuals believe that faith in Zon-Kuthon may relieve them of the legendary curse that lingers over their people. The Umbral Court utilizes these young converts as emissaries and spies.

RAVOUNELIAN STRIX

Ravounel hosts the largest population of forest-dwelling strix in the Inner Sea region. The Kitkasiticka tribe is unique not only for its locale but also for being strongly involved and allied with the nearby city of Kintargo. Smaller tribes in Ravounel cling to the country's northern coast and frequently visit Kitkasiticka. The forest tribe has begun to connect strix from the north shores to the Ravounel side of the Menador Mountains.

STRIX HERITAGES

Strix fill a variety of roles in their tight communal groups and have adapted to provide the most they can for themselves and their community. Choose one of the following strix heritages at 1st level.

NIGHTGLIDER STRIX

You are a dedicated nocturnal avian, keeping watch and preying in the most lightless environments. You gain darkvision.

PREDATOR STRIX

You come from a line of strix with exceptionally broad wings and lengthy talons. You gain a talon melee unarmed attack that deals 1d4 slashing damage. Your talon attack is in the brawling group and has the agile, finesse, and unarmed traits.

SCAVENGER STRIX

Your ancestors originated from a land where food was scarce and threats were many. You are trained in Survival. You gain the Forager skill feat as a bonus feat. Your thoroughness when gathering food provides you a +1 circumstance bonus to Survival checks to Subsist.

SHORELINE STRIX

You're the descendant of strix who traveled to the coasts. Your feathers are especially water-repellent and sleekly angled for diving, allowing you to catch fish and other prey in the shallows. You are trained in Athletics, and you gain the Underwater Marauder skill feat as a bonus skill feat.

SONGBIRD STRIX

You descend from a talented line of strix storytellers. From the highest mountains and purest landscapes where your lungs fill with glorious clean air, you trill, whistle, and croon sweet songs. While natural sounds make you predisposed to sing, voices make you predisposed to mimicry. You receive a +1 circumstance bonus on Deception checks to Impersonate a mimicked voice, where the sound of the voice is the only factor; if you are a master in Deception, you gain a +2 circumstance bonus instead. You also gain a +1 circumstance bonus on Performance checks to sing; if you are a master in Performance, you gain a +2 circumstance bonus instead.

STRIX SETTLEMENTS

Strix settlements, called roosts, are lofty dwellings at the highest point of the local landscape. Mountains are a particular favorite, especially if they provide tall spires that make foot traffic impossible. Strix living in forests build their communities around the largest trees available, and seaside dwellers prefer to nestle their dwellings along perilous cliffs.

By far, the largest strix community resides at Cirickree, which translates from the Strix language to "the Shrieking Spire." This tribe of over 500 individuals is the cultural epicenter for the Devil's Perch and the entire Avistani strix population. Additional settlements include the Ikaraka in the Barrowood forest at the base of the Menador Mountains, and the small Blackcove tribe along the shore, who have established a tolerant trading relationship with a nearby fishing village.



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STRIX STORYTELLING

Strix utilize storytelling to convey a verbal history of their people and perform poetic tales that sound like songs when sung in their native tongue. Nestling strix grow up hearing their histories sung to them as lullabies and serenades of daily life.

Powerful moments are punctuated with screeches, and mournful recounts float in the air like soft cooing. One common story tells of a vengeful strix whose wings turned gloriously red, but who hid his face with a mask, ashamed of the actions that led to his glory. Another crooned to nestlings warns of a mysterious parasite that hides in filthy feathers.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a strix, you select from among the following ancestry feats.

1ST LEVEL

NESTLING FALL

FEAT 1

STRIX

You trust the strength of your wings and can spread them to glide safely to the ground. As long as you can act, you take no damage from falling, no matter what distance you fall.

STORY CROONER

FEAT 1

STRIX

You're a talented story weaver and use your voice effectively. You are trained in Performance. If you would automatically become trained in Performance, you instead become trained in a skill of your choice. You also gain the Impressive Performance skill feat and gain a +1 circumstance bonus when Performing for an audience of strix.

STRIX DEFENDER

FEAT 1

STRIX

Your ancestral feud with humans gives you experience dealing with vicious foes, and your vengeance knows no bounds. You gain a +1 circumstance bonus to Intimidation, Perception, and Survival checks against humans, as well as on damage rolls against humans with weapons and unarmed attacks. However, your hatred of humans is immediately obvious, giving you a -2 circumstance penalty to Diplomacy checks against them and usually starting their attitude one step worse towards you.

STRIX LORE

FEAT 1

STRIX

You're well connected to your tribe and perhaps even strix communities beyond your own, where you've learned about the land and techniques of graceful movement. You gain the trained proficiency rank in Acrobatics and Nature. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Strix Lore.

5TH LEVEL

FEATHERED CLOAK

FEAT 5

STRIX

To blend in with the grounded and wingless, you fold your wings just so on your back, creating the illusion of a feathered cloak. You receive a +2 circumstance bonus to Deception checks to Impersonate a version of yourself who is not a strix.

Additionally, your folded wings help you obscure objects on your person, providing a +2 circumstance bonus to Stealth checks to Conceal an Object.

FLEDGLING FLIGHT

FEAT 5

STRIX

Frequency once per round

You can fly through the air in short bursts at half your land Speed. If you don't end your movement on solid ground, you fall at the end of your turn.



STRIX VENGEANCE

FEAT 5

EMOTION MENTAL STRIX

Frequency once per 10 minutes

Trigger You, or a strix ally you can see, are damaged by an enemy's critical hit.

You dedicate yourself to destroying those who harm your kin. Until the end of your next turn, you deal an additional +1d6 damage on Strikes against the triggering enemy. The bonus increases to +2d6 if you use a *striking* weapon or unarmed attack and +3d6 if you use a *major striking* weapon or unarmed attack.

THROWN VOICE

FEAT 5

STRIX

You've learned how to throw your voice through the winds, tricking others as to your location. You can cast *ventriloquism* as a primal innate spell once per day. If you're a songbird strix, you can cast it twice per day instead.

9TH LEVEL

FEROCIOUS GUST

FEAT 9

AIR CONCENTRATE MANIPULATE STRIX

Frequency once per 10 minutes

With heavy wing beats, you whip up a furious gust and direct it at your opponents. This air blast has the effects of *gust of wind* with a DC equal to your class DC or spell DC, whichever is higher.

JUVENILE FLIGHT

FEAT 9

STRIX

Frequency once per day

You unfold your wings for travel and can keep them unfolded for 10 minutes. You gain a fly Speed equal to your land Speed while your wings are unfurled. If you have Fledgling Flight, you gain a +10-foot status bonus to your fly Speed with Juvenile Flight. As normal, since your fly Speed is derived from your land Speed, this status bonus isn't cumulative with a status bonus to your land Speed, if you have one.

ROKOAN ARTS

FEAT 9

STRIX

Ancestral spirits have begun to bond themselves to you, granting you powers characteristic of a rokoa. You can cast *speak with animals* and *status* as primal innate spells once per day each.

WING STEP

FEAT 9

STRIX

With a sharp flap of your wings, you stay light on your feet as you move. You Step twice.

13TH LEVEL

ANCESTOR'S TRANSFORMATION

FEAT 13

STRIX

You can commune with ancestor spirits to assume the form of an enormous primeval strix. You can cast 5th-level *aerial form* as a primal innate spell once per day, but you take the form of a primeval strix, using the statistics for a bird form.

FULLY FLIGHTED

FEAT 13

STRIX

Prerequisites Juvenile Flight

You gain the effects of Juvenile Flight at all times, rather than just once per day for 10 minutes. This includes the status bonus to your Speed if you have Fledgling Flight.

ROKOAS

Strix tribes are led by a spiritual, social, and military leader called a rokoa. Rokoas are elder female leaders who consult a council of other warriors and spiritualists to make decisions for the entirety of the community. Young female strix are selected early as potential successors to the tribe's current rokoa. Often the rokoa herself chooses her favorite protégé to pass along her storytelling recitations, battle stratagems, and spiritual understanding.

ANCESTRY GUIDE

EXPANDED ANCESTRIES AND HERITAGES

NEW ANCESTRIES AND HERITAGES



ANCESTRAL GEAR

Ancestries around the world develop unique equipment to accommodate their own specific physiologies, lifestyles, and needs. The following section features weapons and magical runes representing a small fraction of the accomplishments made by the peoples of Golarion.

ANCESTRAL WEAPONS

The following are a sampling of weapons that many ancestries use to complement their cultures' unique fighting styles.

WEAPON DESCRIPTIONS

Each of the weapons listed in Tables 1–1 and 1–2 are detailed below. Gripplis and conrasus appear in *Pathfinder Lost Omens Mwangi Expanse*.

Adze: A common cutting tool, an adze resembles an axe—but the cutting edge is horizontal, rather than vertical. The adze's shape makes it popular among wood workers, and gripli builders often use them to construct their treetop homes. The tool also serves as an effective weapon, due in part to the immense strength required to swing it.

Buugeng: A blade of conrasu design, a buugeng has a unique, curved shape that allows it to rotate smoothly in the hand of a trained warrior. This spinning motion makes it easier to attack multiple foes at once with the weapon.

Fangwire: This kobold wire is thin and hard to see, making it perfect for an ambush. The wielder wraps the wire around a vulnerable spot, such as the neck, and twists it to inflict potentially fatal lacerations. The name derives from the use of a similar wire in traps, or slow fangs, with the word “slow” removed, as a fangwire gets quick results.

Hand Adze: This is a smaller version of an adze, useful for more delicate woodworking or projects in cramped spaces. Gripplis use the hand adze for crafting and as close quarters weapons.

Rungu: This specialized club is designed for throwing and is useful for both combat and hunting.

Though griplis didn't create the rungu originally, many gripli communities have adopted it as the weapon of choice for hunting creatures that hide high in treetops.

Taw Launcher: Designed by conrasu warriors, this complex device resembles a crossbow and fires small wooden bullets known as taws. A system of blades within the launcher can rapidly reshape a taw as it's loaded, allowing the launcher to fire taws of different shapes, such as fléchettes.

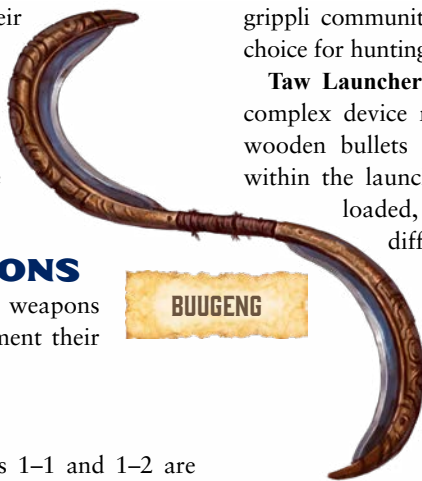
Thunder Sling: Tengu use these specialized slings to fire darts further and with greater force than when thrown by hand, which is particularly effective when attacking from great heights. A thunder sling uses darts as ammunition. It can also hurl blowgun darts as ammunition but deals 1d4 piercing damage instead of 1d6 when used this way.

Tricky Pick: This ingenious kobold pick conceals several hidden traps, which the wielder can activate to trick and befuddle foes with a variety of damaging blades and bludgeoning surfaces.

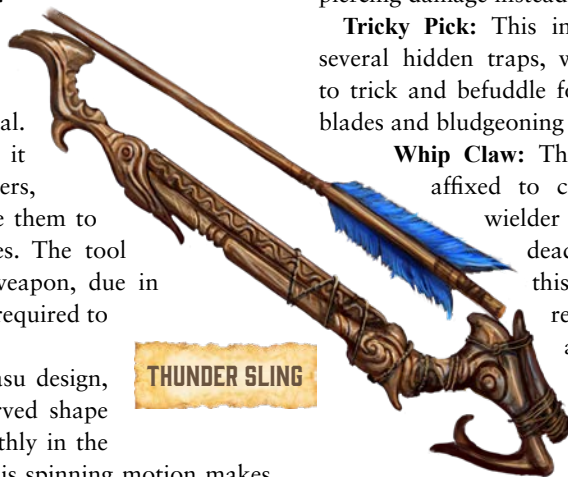
Whip Claw: The whip claw is a long tether affixed to clawlike daggers, allowing the wielder to fling and retract them with deadly precision. Catfolk developed this weapon to provide extended reach when hunting dangerous animals and wield them with unmatched expertise.

Wish Blade: Specialized grooves lined with unique, alchemically treated metals capable of retaining energy score the length of this sword. The first wish blades originated from genie smiths, and the knowledge of these weapons has been passed on to generations of geniekin, earning them the name wish blades.

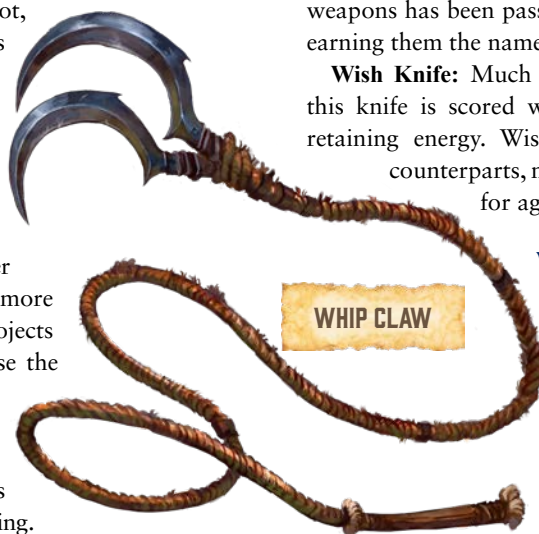
Wish Knife: Much like a wish blade, the length of this knife is scored with intricate grooves capable of retaining energy. Wish knives are lighter than their counterparts, making them the weapon of choice for agile combatants.



BUUGENG



THUNDER SLING



WHIP CLAW

WEAPON TRAITS

The weapons in this section include the following new traits.

Conrasu: Conrasus craft and use these weapons.

Geniekin: Geniekin craft and use these weapons.

Grippli: Gripplis craft and use these weapons.

TABLE 1-1: MELEE WEAPONS

Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Adze	1 gp	1d10 S	2	2	Axe	forceful, gripli, sweep
Adze, hand	5 sp	1d4 S	L	1	Axe	agile, forceful, gripli, sweep, thrown 10 ft.
Rungu	4 sp	1d6 B	L	1	Club	gripli, shove, thrown 30 ft.
Uncommon Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Buugeng	4 gp	1d4 S	1	1	Sword	agile, conrasu, sweep, twin
Fangwire	4 gp	1d4 S	L	1	Brawling	agile, backstabber, deadly 1d8, finesse, grapple, kobold
Wish blade	5 gp	1d6 S	1	1	Sword	disarm, geniekin, resonant, two-hand d10
Wish knife	2 gp	1d4 P	L	1	Knife	agile, disarm, finesse, geniekin, resonant, versatile P
Uncommon Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Tricky pick	10 gp	1d6 modular	1	1	Pick	backstabber, fatal d10, kobold, modular (B, P, or S)
Whip claw	5 gp	1d6 S	1	2	Flail	catfolk, finesse, hampering, reach

TABLE 1-2: RANGED WEAPONS

Uncommon Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Thunder sling	5 gp	1d6 P	50 ft.	1	L	1	Sling	agile, propulsive, tengu
Uncommon Advanced Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Taw launcher	10 gp	1d10 modular	100 ft.	1	1	2	Bow	deadly 1d10, modular (B, P, or S)
10 wooden taws	1 sp							

Hampering: A weapon with the hampering trait is designed to be shaken, cast outward, or whipped about to control space on the battlefield. You can use an Interact action to thrash the weapon in a square within the weapon’s reach. That square becomes difficult terrain until you attack with the weapon, move, or would otherwise stop intentionally thrashing it.

Kobold: Kobolds craft and use these weapons.

Modular: The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between the configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as “modular B, P, or S”), though it’s possible for a modular weapon’s description to list more complicated configurations.

Resonant: This weapon can channel energy damage. You gain the Conduct Energy free action while wielding a resonant weapon.

CONDUCT ENERGY 

ENERGY

Requirements Your last action or spell this turn had the acid, cold, electricity, fire, or sonic trait.

You channel energy into your weapon. The weapon deals 1 additional damage per weapon damage die until the start of your next turn. This damage type matches the trait of the triggering action or spell. If your triggering action or spell had multiple eligible traits, you select one of those traits.

ANCESTRAL RUNES

The following runes are popular among some of the

ancestries found in the Inner Sea region. *Soaring* armor is common among flying ancestries like sprites, strix, and tengu.

CONDUCTING

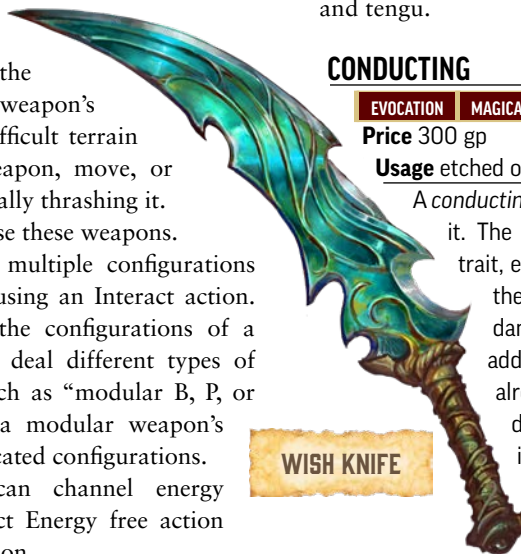
RUNE 7

EVOCATION **MAGICAL**

Price 300 gp

Usage etched onto a weapon

A *conducting* weapon can channel energy through it. The weapon gains the resonant weapon trait, except that when you Conduct Energy, the weapon deals an additional 1d8 damage of the selected type instead of 1 additional damage per die; if the weapon already had the resonant weapon trait, it deals 1d8 damage plus 1 damage per die instead. On a critical hit, the weapon deals 1d8 persistent damage of the same type.



WISH KNIFE

SOARING


RUNE 14

ABJURATION **MAGICAL**

Price 3,750 gp

Usage etched onto armor

A set of *soaring* armor helps you fly faster and protects you and nearby allies from falling. While wearing *soaring* armor, you gain a +10-foot item bonus to your fly Speed, if you have one. As normal, if your fly Speed is based on your land Speed and you already have an item bonus to your land Speed, these bonuses aren’t cumulative.

Activate  command; **Trigger** You or a creature within 60 feet of you is falling; **Effect** You cast *feather fall* on the triggering creature.

GLOSSARY AND INDEX

This appendix contains brief explanations and page references for the content presented in this book, including new rules, locations, deities, organizations, and so on. New rules content is marked with an asterisk (*).

- aasimar*** A planar scion descended from a celestial. 8-11, *Advanced Player's Guide* 34-36
- Abadar** Lawful neutral god of cities, law, and wealth. Known as the Master of the First Vault. *Gods & Magic* 12-13
- Absalom** The largest city in the Inner Sea region, founded by Aroden and located on Starstone Isle. *Absalom, City of Lost Omens*
- Absalom Reckoning** The most commonly used calendar in Avistan and Garund, consisting of 52 weeks across 12 months. The current year is 4721 AR.
- Abyssal** Believed to be the first language developed in the Outer Sphere. Commonly spoken by demons.
- agathion** A type of celestial with bestial features, born of the enlightened soul of a good mortal. Native to Nirvana.
- Age of Darkness** The age following Earthfall, ranging from -5293 AR to -4294 AR. *World Guide* 6
- Age of Lost Omens** The current age, brought about by the death of Aroden in 4606 AR. *World Guide* 8-9
- Akiton** Fourth planet from the sun. Known as the Red Planet. *World Guide* 9
- Andoran** A relatively young nation in southern Avistan known for its adherence to democracy and personal freedom. *World Guide* 122-124
- android*** A synthetic humanoid ancestry created by artificial means. Most common in Numeria. 68-73
- aphorite*** A type of planar scion descended from a being from Axis, the Plane of Law. 74-77
- Arazi** Neutral evil god of the abused, dignity, and unwilling undeath. Known as the Unyielding. *Gods & Magic* 54
- Arcadia** One of Golarion's continents, lying west of the Inner Sea region past the ruins of Azlant. *World Guide* 6-7
- Ascended** The title for the deities who achieved their apotheosis by completing the Test of the Starstone.
- Avistan** One of Golarion's continents. Comprises the northern half of the Inner Sea region. *World Guide* 7
- Axis** A massive planar city known for its adherence to law. Home to the monitors known as aeons. The plane is lawful neutral. *Gamemastery Guide* 142
- azarketi*** Amphibious humanoids who live among the seas of the Inner Sea region, said to have descended from the people of Azlant. Sometimes known as gillmen or Low Azlanti. 12-15
- Azlant** A vast empire during the Age of Legend, destroyed during Earthfall. Its ruins remain as islands in the Arcadian Ocean. *World Guide* 8, 62-63
- Azlanti** The athletic humans of the ancient empire of Azlant. Previously thought lost during Earthfall. *Character Guide* 10
- Barrier Wall** A large mountain range spanning across southern Osirion, Rahadoum, and Thuvia. *World Guide* 50-51
- beastkin*** Humanoids that can partially or fully transform into animal forms. 78-81
- Belkzen** A region in northwestern Avistan, known as the home of several orc clans. *World Guide* 38-40
- Besmara** Chaotic neutral goddess of piracy, sea monsters, and strife. Known as the Pirate Queen. *Gods & Magic* 55
- Bleaching** A process brought on by ennuil that decolors and ages a gnome, typically culminating in their death.
- Boneyard** A plane where the souls of the dead travel in the afterlife, home to the monitors known as psychopomps. The plane is neutral. *Gamemastery Guide* 142-143
- Brevoy** A nation in northeastern Avistan, known for its political uncertainty. *World Guide* 26-28
- Broken Lands** A region in northeastern Avistan consisting of Brevoy, the Lake of Mists and Veils, Mendev, Numeria, Razmيران, the River Kingdoms, and the Sarkoris Scar. *World Guide* 24-35
- Calistria** Chaotic neutral goddess of lust, revenge, and trickery. Known as the Savored Sting. *Gods & Magic* 16-17
- Casandalee** Neutral goddess of artificial life, free thinking, and intellectual apotheosis; known as the Iron Goddess. *Gods & Magic* 57
- Casmaron** One of Golarion's continents, located immediately east of the Inner Sea region. *World Guide* 7
- catfolk*** Humanoids with feline features and a love of discovery. 16-19, *Advanced Player's Guide* 8-11
- Cayden Cailean** Chaotic good god of ale, bravery, freedom, and wine. Also known as the Accidental God. *Gods & Magic* 18-19
- celestial** A creature that hails from or has a strong connection to one of the good-aligned planes.
- changeling*** The offspring of a hag and a member of some other humanoid ancestry. 20-23, *Advanced Player's Guide* 30-31
- Chelifax** A nation in southwest Avistan. Known for its ties to diabolic rule. *World Guide* 98-100
- Common** An alternate name for Taldane, the most widespread language in the Inner Sea region.
- Crown of the World** The northernmost of Golarion's continents that connects Avistan to Tian Xia. *World Guide* 7
- Darklands** The immense area of caverns, vaults, and passages beneath the surface of Golarion. *World Guide* 7-8
- Dead Roads** The metaphysical network connecting the Boneyard to the Material Plane. Used by psychopomps to travel between these planes.
- Desna** Chaotic good goddess of dreams, luck, stars, and travelers. Known as the Song of the Spheres. *Gods & Magic* 20-21
- dhampir*** The immortal offspring of a vampire and a member of another ancestry. 24-27, *Advanced Player's Guide* 32-33
- Draconic** The ancient language of dragons.
- drow** Descendants of ancient elves who live within the Darklands.
- Druma** A nation in southern central Avistan. Known for its prominent trade and great wealth. *World Guide* 124-125
- duskwalker*** A planar scion infused with the supernatural energy of psychopomps. 28-31, *Advanced Player's Guide* 37-38
- dwarf** A stout, industrious ancestry that often lives underground. *Character Guide* 16-21
- Dwarven** The language of dwarves.
- Eagle Knights** A state-funded military sworn to defend Andoran. Some branches work to end slavery in the Inner Sea region. *World Guide* 122-123
- Earthfall** A cataclysmic event in -5293 AR, during which a rain of meteorites fell upon Golarion and caused massive destruction and started the Age of Darkness.
- Eldest** A group of fey deities that focus their attention on the First World.
- Eleder** The capital of former Sargava. Now known as Anthusis.
- Elemental Planes** A set of planes located within the Inner Sphere that surround the Material Plane. Include the planes of air, water, earth, and fire. *Gamemastery Guide* 139-140
- elf** A mysterious ancestry with rich traditions of magic and scholarship. *Character Guide* 22-27
- Elven** The language of elves.
- Elysium** A plane full of unbound wilderness, home to the celestials known as azatas. The plane is chaotic good. *Gamemastery Guide* 143
- Erastil** Lawful good god of family, farming, hunting, and trade. Known as Old Deadeye. *Gods & Magic* 22-23
- Erutaki** A common human ethnicity in the Inner Sea region, Erutaki span the Crown of the World. *Character Guide* 6
- Eye of Abendego** An enormous hurricane nestled between Mediogalti Island, the Shackles, and the Sodden Lands. *World Guide* 63-64
- Eye of Dread** The region in central Avistan consisting of Belkzen, the Gravelands, Lake Encarthan, Molthune, Nirmathas, Oprak, and Ustalav. *World Guide* 36-47
- fell gnome** A gnome ethnicity with an affinity for occult magic. *Character Guide* 29-30
- Fever Sea** The name for the portion of the Arcadian Ocean that lies off the western coast of Garund.

fetchling* A humanoid ancestry that fled to and has been shaped by the Shadow Plane. Typically refer to themselves as kayals. 82–87

fiend A creature that hails from or has a strong connection to one of the evil-aligned planes.

Firebrands A rebellious organization known for its members' daredevil acts and efforts to fight oppression. *Character Guide* 66–75

First World A plane that overlaps the Material Plane, said to be a first draft of existence. Home to vibrant landscapes and fey. *Gamemastery Guide* 141

Five Kings Mountains A region in southeast Avistan that's the center of dwarven civilization in the Inner Sea region. *World Guide* 125–126

fleshwarp* A humanoid transformed so completely by outside forces that they are now a unique ancestry. 88–93

Free Captains The leaders of pirates in the Shackles.

Freehold A small town in central Vidrian.

frost goblin A major goblin subgroup found in frigid climates. *Character Guide* 35–36

Frostkin A major half-orc ethnic subgroup common to the far north of Avistan and the Crown of the World. *Character Guide* 14

Galt A nation in eastern Avistan, known as a land of constant political upheaval and revolution. *World Guide* 126

ganzi* A planar scion descended from a chaotic being of the Maelstrom, such as a protean. 94–97

Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region. *World Guide* 8

Garundi A common human ethnicity in the Inner Sea region spanning the nations of northern Garund. *Character Guide* 6

Geb A nation in eastern Garund that's a haven for undead. *World Guide* 76–77

geniekin* An umbrella term for planar scions descended from beings from the Elemental Planes. 98–119

Gholinom An algholthu city deep beneath the sea off the western coast of Rahadoum. *World Guide* 69

gnome A small ancestry skilled at magic and driven to seek out new experiences. *Character Guide* 28–33

Gnomish The language of gnomes.

goblin A small, scrappy ancestry with a love of songs and fire. *Character Guide* 34–39

Goblin The language of bugbears, goblins, and hobgoblins.

Goka A large city-state in western Tian Xia.

Golarion The primary world in the Lost Omens campaign setting. *World Guide* 6–9

Golden Road This region in northern Garund and part of southeastern Avistan includes Katapesh, Osirion, Qadira, Rahadoum, and Thuvia. *World Guide* 48–59

Gorum Chaotic neutral god of battle, strength, and weapons. Known as Our Lord in Iron. *Gods & Magic* 24–25

Green Faith A neutral philosophy that proclaims natural forces are worthy of attention and respect. *Gods & Magic* 96

Grondarken One of the three major dwarven ethnicities. Typically live underground. *Character Guide* 17

half-orc A prominent heritage in the Inner Sea region, descended from humans and orcs. *Character Guide* 10–11

halfling A small, cheerful ancestry sometimes considered to be inherently lucky. *Character Guide* 40–45

Halfling The language of halflings.

Harrow A method of divination that uses cards known as a harrow deck to tell fortunes. Especially popular in Varisia.

Heaven A plane that embodies order and compassion, home to the celestials known as archons. The plane is lawful good. *Gamemastery Guide* 143–144

Hell A cruel, constructed plane separated into nine distinct layers and home to the fiends known as devils. The plane is lawful evil. *Gamemastery Guide* 144

Hellknights A set of knightly orders with a strict focus on maintaining order and upholding the law. *Character Guide* 76–85

hobgoblin* A sturdy, clever ancestry with a propensity for militaristic order. 32–35, *Character Guide* 48–51

Holtaksen One of the three major dwarven ethnicities. Commonly live atop mountains and along their slopes. *Character Guide* 18–19

House Thrune The ruling noble house of Cheliax.

human A diverse ancestry known for their adaptability. *Character Guide* 5–15

Icemark A territory in the northern part of the Lands of the Linnorm Kings.

ifrit* A type of geniekin descended from a being from the Plane of Fire. 100–103

Iilverani A major elven ethnic group, sometimes known as snowcasters, that live in the Crown of the World. *Character Guide* 23–24

Impossible Lands The region in eastern Garund that consists of Geb, Jalmeray, the Mana Wastes, and Nex. *World Guide* 72–83

Infernal The common language of the denizens of Hell, that often requires very precise enunciation.

Inner Sea The sea cradled between Avistan and Garund. Created by the reshaping of the region during Earthfall.

Inner Sea region The collective name for the continent of Avistan and the northern portion of Garund, surrounding the Inner Sea.

Inner Sphere The center of the Great Beyond, consisting of the Astral Plane, Elemental Planes, Energy Planes, Ethereal Plane, the First World, the Material Plane, and the Shadow Plane. *Gamemastery Guide* 138–140

Iobaria A nation in western Casmaron that has become an unsettled frontier after a number of plagues.

Irori Lawful neutral god of history, knowledge, and self-perfection. Known as the Master of Masters. *Gods & Magic* 30–31

Irrisen A nation in northwestern Avistan known for its constant winter and rule by winter witches. *World Guide* 110–112

Isger A vassal nation to Cheliax located in southern central Avistan. Home to several goblin clans. *World Guide* 100–102

Jalmeray An island nation off the eastern coast of Garund that is home to immigrants from the distant region of Vudra. *World Guide* 77–79

Jaric A halfling ethnic group that mostly dwells in the Barrier Wall mountains of Garund. *Character Guide* 41

Jotun The language of giants and related creatures.

Kallijae One of the three ethnic groups that make up the Mualijae elves; native to the northwestern Mwangi Expanse. *Character Guide* 24

Katapesh A nation on the northeastern coast of Garund known for its markets. *World Guide* 51–53

Keleshite In the Inner Sea region, this human ethnicity is common among the nations of the Golden Road. *Character Guide* 6–7

Kellid A human ethnicity of the Inner Sea region, originating among the mountains and steppes of northern Avistan. *Character Guide* 7

Kintargo The capital of the nation of Ravounel.

kitsune* Shapeshifting humanoids whose true forms resemble foxes. 120–125

kobold* A small, reptilian humanoid ancestry proud of their kinship to dragons. 36–39, *Advanced Player's Guide* 12–15

Kraggodan The dwarven Sky Citadel located in the southern Mindspin Mountains in Nirmathas.

Kyonin A nation in central Avistan, known as the center of elven culture in the region. *World Guide* 127–128

Lake Encarthan A large lake located in central Avistan that facilitates trade throughout the region. *World Guide* 41

Lands of the Linnorm Kings A region in northwestern Avistan known for its harsh environs and fierce leaders. *World Guide* 112–113

leshy* An ancestry of sapient plants animated by primal magic. 40–43, *Character Guide* 52–55

lizardfolk* Extremely adaptable and patient reptilian humanoids. Also known as iruxi. 44–47, *Character Guide* 56–59

Maelstrom The collective term for the uncharted and chaotic areas on the metaphysical borders of the planes of the Outer Sphere. Home to the monitors known as proteans. The plane is chaotic neutral. *Gamemastery Guide* 144

Magaambya The oldest academy of arcane learning in the Inner Sea region, located in the city of Nantambu. *Character Guide* 96–105

Magnimar One of the major city-states in Varisia. Known as the City of Monuments.

Mana Wastes A region located in eastern Garund, known for its areas of dead and wild magic. *World Guide* 79–80

Material Plane The plane located with the Inner Sphere that encompasses the known universe, including Golarion and its solar system. *Gamemastery Guide* 138–139

Mendev A nation located in northeastern Avistan that served as a launching point for crusades against the demons of the Sarkoris Scar. *World Guide* 28–29

Mihirni A halfling ethnic group hailing from Iobaria and eastern Avistan. *Character Guide* 41–42

Minkai A large empire centered in eastern Tian Xia, known for its recently quelled civil instability.

Molthune A nation in central Avistan, dominated by its military and at war with Nirmathas. *World Guide* 42

ANCESTRY GUIDE

EXPANDED ANCESTRIES AND HERITAGES

NEW ANCESTRIES AND HERITAGES

ANCESTRAL GEAR

GLOSSARY AND INDEX

- Mordant Spire** A strange tower located in the Steaming Sea. Home of the secretive Spireborn elves. *World Guide* 66–67
- Mualijae** A major elven ethnic group consisting of three subgroups based in the Mwangi Expanse. *Character Guide* 24
- Mwangi** This is a term for multiple human ethnicities originating in the Mwangi Expanse. *Character Guide* 7
- Mwangi Expanse** The area in northern central Garund consisting of most of the regions in and around the Mwangi Jungle, including the nation of Vidrian. *World Guide* 84–95
- Nantambu** A city-state located on the western edge of the Mwangi Jungle. Home to the Magaambya magic academy. *World Guide* 89–90
- Necril** The language of ghouls and other intelligent undead.
- Nethys** Neutral god of magic. Known as the All-Seeing Eye. *Gods & Magic* 34–35
- New Thassilon** A young nation in northwest Avistan, home to time-displaced Thassilonians. *World Guide* 113–115
- Nex** A nation located on the eastern coast of Garund, known as a center for arcane study. *World Guide* 80–81
- Nidal** A nation along the southwest coast of Avistan watched over by the evil god Zon-Kuthon. *World Guide* 102–103
- Nidalese** A human ethnicity of the Inner Sea region, common in Nidal and the surrounding areas. *Character Guide* 7–8
- Nirmathas** A nation located in central Avistan, known for its vast wilderness and war with Malthune. *World Guide* 43
- Nirvana** A peaceful plane filled with idyllic landscapes and home to the celestials known as agathions and angels. The plane is neutral good. *Gamemastery Guide* 144
- Norgorber** Neutral evil god of greed, murder, poison, and secrets. Known as the Reaper of Reputation. *Gods & Magic* 36–37
- Numeria** A nation in northeast Avistan known for unique technology salvaged from a crashed starship. *World Guide* 29–30
- Oprak** A nation in central Avistan, home to hobgoblins who won the land by force. *World Guide* 44
- orc*** A nocturnal, tough-skinned ancestry driven by conflict and pride. 48–51, *Advanced Player's Guide* 16–19
- oread*** A type of geniekin descended from a being from the Plane of Earth. 104–107
- Osirion** A nation in northeastern Garund that boasts countless tombs and temples from the great empire of Ancient Osirion. *World Guide* 53–54
- Othoban** A halfling ethnic group that lives primarily in New Thassilon and Varisia. *Character Guide* 42
- Paraheen** A group of dwarf artisans based in the Qadiran city of Katheer. *Character Guide* 18
- Pathfinder Society** A globe-trotting organization dedicated to exploration and reclaiming lost relics. *Character Guide* 106–115
- Pharasma** Neutral goddess of birth, death, fate, prophecy, and time. Known as the Lady of Graves. *Gods & Magic* 38–39
- planar scion** A blanket term for a group of versatile heritages representing people descended from a distant planar ancestor or with a strong tie to another plane.
- Plane of Air** An Elemental Plane filled with vast skies, churning storms, and massive clouds. *Gamemastery Guide* 139
- Plane of Earth** An Elemental Plane permeated with solid stone, endless caverns, and rich mineral veins. *Gamemastery Guide* 139–140
- Plane of Fire** An Elemental Plane covered in dancing flames, seas of magma, and clouds of ash. *Gamemastery Guide* 140
- Plane of Water** An Elemental Plane saturated with endless oceans, bogs of mud and silt, and clouds of steam. *Gamemastery Guide* 140
- psychopomp** A family of monitors spawned within the Boneyard to convey souls to the Outer Planes. Most are true neutral. *Bestiary* 270–271
- Qadira** A nation located in southeast Avistan. The westernmost satrapy of the great Padishah Empire of Kelesh. *World Guide* 54–55
- qliphoth** A term for primeval fiends born of the essence of the Abyss. Qliphoth are native to the Abyss. *Bestiary* 2 212–217
- Rahadoum** A nation located in northwest Garund, known for its prohibitions against religious practice of any kind. *World Guide* 55–56
- ratfolk*** An enterprising humanoid ancestry who resemble rats. They commonly refer to themselves as ysoki. 52–55, *Advanced Player's Guide* 20–23
- Ravounel** A young nation in southwest Avistan, known for its successful uprising against Cheliox and continued push for individual freedoms. *World Guide* 104–105
- Realm of the Mammoth Lords** A region in northern Avistan known for its untamed wilderness and dangerous megafauna. *World Guide* 115–116
- Red Mantis** A group of assassins who serve the mantis god Achaekek and reside on Mediogalti Island. *World Guide* 65–66
- River Kingdoms** A region in northeast Avistan where dozens of small kingdoms struggle for dominance. *World Guide* 31–32
- Rovagug** Chaotic evil god of destruction, disaster, and wrath. Known as the Rough Beast. *Gods & Magic* 40–41
- runelord** One of the powerful wizards who ruled in ancient Thassilon. Each runelord is tied to an aspect of sin magic.
- runes*** 139
- Saga Lands** The region in northwest Avistan consisting of Irrisen, the Lands of the Linnorm Kings, New Thassilon, the Realm of the Mammoth Lords, and Varisia. *World Guide* 108–119
- Sarenrae** Neutral good goddess of healing, honesty, redemption, and the sun. Known as the Dawnflower. *Gods & Magic* 42–43
- Sargava** A former colony of the Empire of Cheliox that broke off into an independent state. A recent revolution has led Sargava to become the new nation of Vidrian. *World Guide* XX
- Sarkoris Scar** A region located in northern Avistan. Formerly the site of the demonic Worldwound. *World Guide* 32–33
- Shackles** A collection of islands off the western coast of Garund. Known for rampant piracy. *World Guide* 67–68
- Shadow Plane** A transitive plane that overlaps and serves as a twisted reflection of the Material Plane. *Gamemastery Guide* 141
- Shadowtongue** A language common among creatures from the Shadow Plane, as well as Nidalese people.
- Shelyn** Neutral good goddess of art, beauty, love, and music; known as the Eternal Rose. *Gods & Magic* 44–45
- Shining Kingdoms** The region in southeast Avistan consisting of Andoran, Druma, the Five Kings Mountains, Galt, Kyonin, and Taldor. *World Guide* 120–131
- Shoanti** A human ethnicity common across the Storval Plateau, the frontiers of Varisia, and beyond. *Character Guide* 8
- Shory** An ancient empire prominent in central Garund circa –2500 AR. Famous for its flying cities.
- Silver Ravens** The rebel group that helped liberate the city of Kintargo and establish the nation of Ravounel.
- Sivanah** Neutral goddess of illusions, mysteries, reflections, and secrets. Known as the Seventh Veil. *Gods & Magic* 69
- Sodden Lands** A region on the northwest coast of Garund, ravaged by the Eye of Abendego. *World Guide* 93
- Spiresworn** A major, self-isolating elven ethnic group that lives within the Mordant Spire in the Steaming Sea. *Character Guide* 24–25
- sprite*** An ancestry of diminutive fey that have made their way to the Material Plane. 126–131
- Steaming Sea** The name for the portion of the Arcadian Ocean that lies off the western coast of Avistan.
- strix*** Winged humanoids, most of whom live in and around Cheliox. 132–137
- suli*** A geniekin who embodies a mixture of elements and is typically descended from jann. 108–111
- sylph*** A type of geniekin descended from a being from the Plane of Air. 112–115
- Taldan** This human ethnicity is widespread throughout Avistan, especially in the south of that continent. *Character Guide* 8
- Taldor** A nation located in southeast Avistan. This empire in decline seeks to reclaim former glory. *World Guide* 128–129
- Tanglebriar** A large swamp in southern Kyonin. Domain of the demon lord Treerazer. *World Guide* 128
- Tar-Baphon** A necromancer killed by Aroden who rose again as the lich-king known as the Whispering Tyrant. Threatened the Inner Sea region for centuries before being imprisoned, but broke free in 4719 AR to terrorize the region once more. *Legends* 104–105, *World Guide* 14, 38
- tengu*** Humanoids who resemble birds. 56–59, *Advanced Player's Guide* 24–27
- Thassilonian** The language of the people of Thassilon and New Thassilon.
- Thuvia** A nation located in north-central Garund, known for its production of the sun orchid elixir. *World Guide* 56–57
- Tian** A group of human ethnicities originally hailing from the nations of Tian Xia. Common along major Avistani trade routes, including the Crown of the World. *Character Guide* 8–9
- tiefling*** A planar scion descended from or influenced by a fiend. 60–63, *Advanced Player's Guide* 39–41
- Torag** Lawful good god of the forge, protection, and strategy. Known as the Father of Creation. *Gods & Magic* 46–47

Ulfen A human ethnicity common in the northern reaches of Avistan. *Character Guide* 9

undine* A type of geniekin descended from a being from the Plane of Water. 116–119

Urgathoa Neutral evil goddess of disease, gluttony, and undeath. Known as the Pallid Princess. *Gods & Magic* 48–49

Urgir Unofficial capital of the Hold of Belkzen.

Ustalav A nation located in northern central Avistan that's threatened by countless terrors living and undead. *World Guide* 45

Vahird An ethnicity of monastic dwarves that live in the Eternal Oasis of Rahadoum. *Character Guide* 18

Varisia A region in northwestern Avistan, known as a frontier land and home to ancient Thassilonian ruins. *World Guide* 116–117

Varisian A human ethnicity common throughout Avistan, particularly in and around Ustalav and Varisia. *Character Guide* 9

Varki A human ethnicity related to the Erutaki that live along the mountains of northern Avistan. *Character Guide* 10

Verduran Forest A large forest in southeast Avistan, nestled between Andoran, Galt, and Taldor. *World Guide* 129

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Vidrian A young nation along the western coast of Garund. Formerly called Sargava, its inhabitants recently overthrew their oppressive government. *World Guide* 91–92

Vourinoi A major elven ethnic group that live primarily in Osirion and the surrounding regions. *Character Guide* 25

Vudra This vast peninsula in southeastern Casmaron is home to the Vudrani people. *World Guide 7, Pathfinder Adventure Path* #158 66–73

Vudrani A common human ethnicity in Vudra, Jalmeray, and the surrounding regions. *Character Guide* 9

weapons* 138–139

Whispering Tyrant Another name for the lich Tar-Baphon. *Legends* 104–105, *World Guide* 14, 38

Worldwound An enormous rift that opened in the nation of Sarkoris, allowing the demonic hordes of the Abyss to spill forth and destroy the region until closed by heroes. Its demon-blighted surroundings are now known as the Sarkoris Scar. *World Guide* 26, 32–33

Zon-Kuthon Lawful evil god of darkness, envy, loss, and pain. Known as the Midnight Lord. *Gods & Magic* 50–51

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