HERBS
Medicinal herbs, including those used to relieve pain and stanch bleeding, are key parts of healer’s kits. Druids and other nature-based healers often have a wider selection of healing herbs in their kits.

INSTRUMENTS
Most healers carry an array of clamps, forceps, lancets, scalpels, and other tools to treat serious wounds quickly. They often carry these instruments in handy cloth or leather rolls.

OINTMENTS
Healing and soothing ointments, unguesets, and tonics help healers deal with an array of ailments, especially when treating abrasions, internal illnesses, and discomfort.

HEALER’S KIT
Healer’s kits’ contents are as varied as those who use them. In general, though, they contain at least the items shown. Most are kept in sturdy bags that can withstand adventuring.

BANDAGES
No healer’s kit is complete without cloth bandages of all shapes and sizes, which keep open wounds clean, as well as needles and thread to ensure that healers can quickly close gaping lacerations.

SPLINTS
When bones crack or shatter altogether, wooden splints encourage proper healing just as a thick woolen blanket ensures that patients in shock stay warm.
This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world’s oldest fantasy roleplaying game.

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**REFERENCE**

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

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**ON THE COVER**

In this dramatic cover art by Ramon Puasa Jr, Kyra applies healing energy to a grievously wounded Feiya, who, to her horror, has spotted a stalking taniniver.
Among the most astonishing feats of magic that can be worked upon Golarion is the healing of a mortal wound and the restoration of a life that should by all rights be lost. Anything becomes possible for great heroes and villains when death itself is just another wily foe to overcome, and the end of an enemy’s blade or the blast of a mage’s spell looks markedly different when certain death may not actually be so certain.

Outside of adventurers, healers skilled enough to bring the dead back to life are rare. However, priests or trusted village apothecaries use magic or medicine to treat common, less dramatic injuries and illnesses, and mundane healing is present in large doses almost everywhere on Golarion. In fact, even magical healing has many different faces throughout the world. The more talented a healer, the more prestige she typically acquires—a problem should she run afoul of nefarious organizations such as the Red Mantis assassins or the Whispering Way, which might seek to abuse or eliminate the curative power she wields.

Indeed, from the revered priests of Sarenrae, the Healing Flame, to herb-mixing wise women of ancient Osibu to the Thuvian creator of the life-extending sun orchid elixir, many of the most respected figures in Golarion’s history have been those who strike against suffering and death.

HEALERS ON GOLARION

Healers across Golarion use widely different curative methods, both magical and mundane, and specialize in treating different injuries and maladies. Listed below are a number of regions with distinctive healing traditions. Each includes a regional trait for characters trained in that tradition who are from there or who have lived there for at least 1 year.

Cheliax
Healing in Cheliax is often a complex affair. Some well-compensated Asmodean priests loyal to House Thrune are capable of weaving healing magic, and in the nation’s larger cities, these priests typically hold positions of high status as well as potential leverage against the church’s enemies. Elsewhere in the nation, healers associated with Abadar, Erastil, or other deities quietly practice their arts, earning enormous respect from those who remember the diabolic nation’s older traditions.

**Prestigious Healer (Cheliax):** Once per day as an immediate action when you cast a spell of the healing subschool, you can attempt a Diplomacy check to improve the attitude of your target or anyone within 30 feet who can see you before the end of your next turn. You gain a +2 trait bonus on this check.
Although Chu Ye has languished under the domination of oni for decades, it once trained the most renowned healers in Tian Xia. These healers served the elite of the continent-spanning empire of Lung Wa until its disastrous fall just over a century ago. To this day, nonmagical healing arts such as acupuncture, massage, and medicine are passed on by human slaves and by families that escaped the oni coup by fleeing to other nations across Tian Xia and beyond.

**Heir of Chu Ye (Tian Xia):** If you would take a penalty for using the Heal skill to treat deadly wounds without one or more uses of a healer’s kit, that penalty is reduced by 2 (minimum no penalty). Additionally, a creature can benefit from you treating its deadly wounds if you do so within 48 hours of its injury instead of within 24 hours.

**Iobaria**

Long beset by plagues—many resistant to magical cures—Iobarians who survive are those most naturally resistant or those most skilled at unconventional treatments. These healers include druids and scholars of all magical traditions, some developed in the panic to survive the ravaging plagues.

**Iobarian Survivor (Iobaria):** Whenever you are exposed to a disease while you are trying to treat an afflicted creature, you gain a +4 trait bonus on your Fortitude saving throw to resist contracting the disease yourself.

**Irrisen**

The rulers of the Land of Eternal Winter are witches who, despite their vicious nature, often demonstrate considerable skill in the healing arts. They practice this sort of magic largely to prolong the suffering of victims of their torturous amusements, would-be revolutionaries, and defeated rivals. As a result, Irriseni rulers and their subjects rarely view healing as a mercy or a virtuous calling.

**Jadwiga Medicine (Irrisen):** Once per day as an immediate action when you cast a spell of the healing subschool or a hex that produces the effect of such a spell, you can attempt an Intimidate check to demoralize your target or anyone who can see you within 30 feet. You gain a +2 trait bonus on this check.

**Osirion**

With the reopening of some of Osirion’s ruins to explorers, that nation’s healers have quickly found themselves called upon to fight alarmingly inventive curses, forgotten diseases, and stranger problems that intrepid adventurers have encountered in these previously sealed places. Although these hazards have claimed many tomb robbers, some healers have begun to rise to the challenge to help overcome the curses of the past.

**Curse Queller (Osirion):** Whenever a caster level check is required to treat an affliction with magic (such as when casting *remove curse* on a cursed creature or object), you gain a +2 trait bonus on your caster level check. Additionally, you gain a +1 trait bonus on your saving throws against curses.

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**RULES INDEX**

The new rules in this book are located on the indicated pages, alongside several other options found throughout.

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Houses of Healing

Most good and neutral clerics are proficient healers by way of their connection to positive energy’s life-giving light. However, not all gods and religions equally encourage healing. Although the god Nethys is sometimes depicted casting healing spells, he is interested in it as only one magic type among many. Clerics of Abadar are well known for selling healing services, but most do it solely as a means to build and protect society. Only certain deities are invested in healing for its own sake, and all have their own perspectives on the healing arts.

Described here are some of the best-known deities of Golarion who have the Healing domain, the regions where they are most popular, their teachings regarding healing, and the ways that their servants approach that practice. Each includes a character option appropriate to that faith, but many of these options are also available to followers of other deities with compatible portfolios.

BOLKA
The dwarven goddess Bolka teaches dwarves, especially those in Brevoy, the Five Kings Mountains, and Varisia, that healing is an expression of love that strengthens and sustains a community. The goddess of marriage, Bolka encourages her priests—who are often sacred attendant clerics—to embrace physical healing, support weary spirits, comfort the heartbroken, and reveal the inherent desirability and value to be found in anyone regardless of any society’s standards of beauty.

Sacred Attendant (Cleric Archetype)
Sacred attendants bring out the varied beauty in everyone they help, and they typically worship deities of beauty, love, and sex.

Channel Beauty (Su): Whenever a sacred attendant channels energy to heal, she can opt to reduce the number of dice she rolls by 1 or more. For every die the sacred attendant subtracts, each of the targets of the channeled energy is healed of 1 point of Charisma damage.

This ability alters channel energy.

Domains: The sacred attendant can choose only one domain from those belonging to her deity.

This ability alters domains.

Nimble (Ex): The sacred attendant gains a +1 dodge bonus to AC and CMD when unarmored, unencumbered, and not denied her Dexterity bonus to AC (regardless of whether she has a Dexterity bonus). At 2nd level and every 4 cleric levels thereafter, the dodge bonus increases by 1 (to a maximum of +6 at 18th level).

This ability replaces the cleric’s proficiency with light and medium armor.

Nurture Grace (Su): The sacred attendant can coax forth the charm and beauty within a willing, touched creature as a standard action. For 1 round, the subject gains an enhancement bonus equal to 1/2 the sacred attendant’s cleric level (minimum +1) on Charisma checks and Charisma-based skill checks. The sacred attendant can spend two uses of this ability to instead counsel a subject for 10 minutes; in this case, the ability’s duration lasts for 1 day. The sacred attendant can use this ability a number of times per day equal to 3 + her Wisdom modifier.

Inspiring Camaraderie (Sp): At 8th level, as a swift action whenever a sacred attendant casts a cure spell (a spell with “cure” in its name) that targets a single ally, the sacred attendant can infuse that ally with inspired vigor. For a number of rounds equal to 1/2 the sacred attendant’s cleric level, the ally’s attack rolls gain a competence bonus equal to the sacred attendant’s cleric level. These rounds begin as soon as the sacred attendant uses this ability and elapse consecutively. The sacred attendant can use this ability once per day at 8th level, and an additional time per day for every 4 cleric levels beyond 8th.

IRORI
Irori teaches that healing, whether it’s of the body or the mind, can move the subject closer to wholeness and perfection. Iroran priests, many of whom are disciples of wholeness monks, help align patients’ chakras to heal injuries as well as to overcome other personal challenges. Their traditions are known throughout the Inner Sea region but are most prominent in Absalom, Jalmeray, Osirion, and Qadira. Additionally, many more Irorans interested in healing can be found in Vudra and Tian Xia, and in those regions they often hold positions of great influence or prestige.

Disciple of Wholeness (Monk Archetype)
Disciples of wholeness train to bring themselves and others closer to physical and spiritual perfection.

Healing Ki (Su): At 4th level, a disciple of wholeness can touch a creature as a swift action and spend 1 point from her ki pool to restore a number of hit points equal to 1d4 + 1/2 her monk level to that creature. If she has the wholeness of body class feature or ki power (as in the case of the unchained monk from *Pathfinder RPG Pathfinder Unchained*), she can spend 2 points to restore a number of hit points equal to 1d8 + her monk level to a touched creature. She does not gain the ability to spend ki to gain an extra attack during a flurry of blows.

This ability replaces ki pool, and it replaces the ki power gained at 4th level for an unchained monk.

Hone Body (Su): At 5th level, a disciple of wholeness has immunity to supernatural and magical diseases as long as she is undamaged (she loses this immunity when she has hit point or ability score damage). In addition, she can always touch a creature as a swift action and spend 1 point from her ki pool to render it immune to all diseases for 1 day. She cannot grant this immunity if the target is already afflicted with a disease.

This ability replaces purity of body.
Greater Hone Body (Su): At 11th level, a disciple of wholeness is immune to poison while undamaged and can grant immunity to poison (lasting for 1 day). This ability otherwise functions as per hone body.

This ability replaces the diamond body ability, and it replaces the ki power gained at 12th level for an unchained monk (and an unchained monk cannot gain the diamond body ki power).

Hone Soul (Su): At 13th level, a disciple of wholeness can dispel a spell affecting a living creature by touching it as a standard action and spending 1 point from her ki pool. This power functions like the targeted dispel option of greater dispel magic, with the caster level equal to the disciple of wholeness’s monk level.

This ability replaces the diamond soul ability, and it replaces the ki power gained at 14th level for an unchained monk (and an unchained monk cannot gain the diamond soul ki power).

MILANI
Milanites offer healing to honor-bound rebels and revolutionaries so that these individuals, who the faith believes are undertaking divine work, might rise to further their vital goals. Although free spirits might be broken, Milanites believe that such spirits can always be mended. The Everbloom’s small priesthood is scattered haphazardly across most of the Inner Sea region, but it is most active in Cheliax, Galt, and the River Kingdoms. Milanite priests heal the body while encouraging and supporting the soul. The many rangers among the priesthood favor aiding rebel movements in places on the fringes of society, or freedom fighters who are based in the wilderness because of the oppression they oppose. On these outskirts, many of these wilderness medics keep freedom fighters alive through healing, mobility, and preparation.

Wilderness Medic (Ranger Archetype)
Wilderness medics know a variety of ways they can supply and preserve a rebellion or similar movement without requiring any resources that might make them easier to track down.

Herbalist Training (Ex): At 1st level, a wilderness medic can attempt Profession (herbalism) checks untrained and the wilderness medic gains a bonus equal to 1/2 his ranger level (minimum +1) on Heal checks and Profession (herbalism) checks. When he successfully forages for herbs (Pathfinder Player Companion: Heroes of the Wild 10), he finds twice as many doses of any herb he would normally.

This ability replaces wild empathy.

Herbal Medicine (Ex): At 3rd level, a wilderness medic can mimic the effects of stabilize at will in any wilderness area by spending one use of a healer’s kit as long as he can see the target.

Additionally, as a standard action a number of times per day equal to 3 + his Wisdom modifier, the wilderness medic can use encouraging words and herbs to lessen the severity of certain conditions affecting a touched target. If the target is exhausted, it becomes fatigued instead. If the target is frightened, it becomes shaken instead. If the target is nauseated, it becomes sickened instead. The duration of the effect is unchanged; the effect is simply reduced to the lesser version.

At 9th level, the wilderness medic can lessen the severity of additional conditions for the target and cure other conditions that the target suffers. If the target creature is blinded, it becomes dazzled instead. If the target is panicked, it becomes shaken instead. If it has any of the following conditions, they are cured: deafened, fatigued, shaken, and sickened.

The wilderness medic is able to use this ability on a given touched target once every 24 hours.

This ability replaces the endurance and evasion abilities.

Rallying Bond (Sp): At 4th level, a wilderness medic must choose his companions for his hunter’s bond.

At 9th level, the wilderness medic can encourage all of his companions when he uses his hunter’s bond to benefit his companions (see the ranger’s hunter’s bond ability on page 66 of the Pathfinder RPG Core Rulebook for more details). As a free action when the wilderness medic uses a move action to grant affected allies half his favored enemy bonus, he can also grant affected allies the benefits of remove fear. The wilderness medic can use this ability a number of times per day equal to his Wisdom modifier.

At 14th level, when the wilderness medic uses this ability, he can instead affect all allies that benefit from his hunter’s bond with blessing of fervorAPG, using his ranger level as his caster level.

This ability alters hunter’s bond and replaces improved evasion.
**Stoic Caregiver (Cleric Archetype)**

Stoic caregivers are champions of life in defiance of the inevitable path from birth to death. Stoic caregivers provide care to expectant mothers and newborns, preserve the lives of those whose destinies are yet unfulfilled, and put to rest fould undead that defy life and fate simply by existing. They see themselves as guardians of a life-and-death cycle that is sacred but all too often interrupted or warped by forces expressly opposed to their goddess’s will. Some of these priests are stoic caregiver clerics, and they are active in most parts of Golarion. In the Inner Sea region, Pharasmin is most prominent and powerful in Brevo, Nex, Osirion, Qadira, the Shackles, Thuvia, Ustalav, and Varisia.

**Pharasmin**

Pharasmins extol healing as the opposite of succumbing, and they see both as necessary parts of the inevitable path from birth to death. Pharasmin healers provide special care to expectant mothers and newborns, preserve the lives of those whose destinies are yet unfulfilled, and put to rest fould undead that defy life and fate simply by existing. The Pharasmin priests of Irori are known for their forgiving ways.

**Qi Zhong**

Qi Zhong is the patron of knowledge, medicine, and magic in Tian Xia, most prominently in Jinin, Quain, Tianjing, Xidao, and Zi Ha. His priests, many of whom are arcane physician wizards, see treating the ill as a sacred duty, and they see education as a vital step in maintaining health. The arts Qi Zhong has taught mortals include various healing types of magic and Pei Zin herbalism, which he is said to have shared with Irori during the latter’s time before apotheosis.

**Arcane Physician (Wizard Archetype)**

Arcane physicians use their scholarly knowledge and arcane mastery to achieve incredible feats of medicine. Most worship Qi Zhong, Nethys, or other patrons of disparate sorts of magic.

**Medicinal Alchemy**

The arcane physician treats all spells of the healing subschool on the alchemist extract list as if they were on the wizard spell list for the purpose of activating magic items.

Additionally, he can expend a spell slot of the appropriate level to meet the spell requirements for magic item construction (including potions) as if the expended spell slot contained any alchemist spell that belongs to the healing subschool. If the spell is on both the wizard and alchemist lists, the arcane physician may expend a slot equal to the spell’s alchemist level instead of the spell’s wizard level.

At 8th level, the arcane physician can expend a spell slot of 1st level or higher as a standard action to alter a potion or alchemical remedy held in hand. An alchemical remedy can become any other alchemical remedy of the same or lower price of the arcane physician’s choice. A potion can change to contain any alchemist extract of the arcane physician’s choice that belongs to the healing subschool and is of the same level as or lower than the expended spell slot. The extract must have no material component costing more than 1 gp, and it must be one that it is possible to make into a potion.

This ability replaces arcane school.

**Brew Potion:** At 1st level, an arcane physician gains Brew Potion as a bonus feat.

This replaces scribe scroll.

**Sarenrae**

Sarenrae is the patron deity of the vast Padishah Empire of Kelesh in Gasmaron, and from there her faith has spread throughout the Inner Sea region, where she is revered as the goddess of temperance and patience, redeeming enemies of the faith who show any signs of repentance or wariness in their mistaken ways. Her priests are prominent healers in Absalom, Katapesh, Osirion, Qadira, Taldor, and Thuvia, in addition to being known in many other lands of the Inner Sea region. Sarenrae’s priests teach that her fiery light heals the flesh of wounds just as her forgiveness redeems the penitent soul of evil. Aside from a few more militant exceptions—such as many followers of the Cult of the Dawnflower—Sarenite priests are known for readily tending to enemies as well as for their forgiving ways.
Angelfire Apostle (Cleric Archetype)

Angelfire apostles use the powers of good to avoid violence when possible and cleanse both maladies and evil creatures with blinding flames. Angelfire apostles typically follow Sarenrae, but a few serve empyreal lords such as Ragathiel.

**Armor Proficiency:** Angelfire apostles are not proficient with medium armor.

This ability alters the cleric’s armor proficiency.

**Diminished Spellcasting:** An angelfire apostle is less concerned with the traditional divine magic that many religious adherents receive. The angelfire apostle receives one fewer spell slot at each spell level. When an angelfire apostle gets no spells per day at a spell level, he can cast domain spells of that level normally, but can only cast non-domain spells of that level if he gets them as bonus spells.

This ability alters the cleric’s spellcasting.

**Extra Channel:** At 1st level, the angelfire apostle gains Extra Channel as a bonus feat.

**Channel Angelfire (Su):** An angelfire apostle must be of good or neutral alignment and must choose to channel positive energy, even if his deity is neutral or if he is not devoted to a particular deity. When an angelfire apostle channels positive energy, affected nongood creatures are dazzled for 1 round, with no saving throw for this effect, in addition to experiencing the normal effects of channel energy.

This ability alters channel energy.

**Versatile Healing Channel (Sp):** At 5th level, the angelfire apostle can spend two uses of his channel energy ability to cast remove blindness/deafness or lesser restoration as a spell-like ability. At 7th level, he can choose remove disease or remove paralysis. At 9th level, he can choose neutralize poison. At 11th level, he can choose breath of life. At 13th level, he can choose heal. At 15th level, he can choose regeneration. At 17th level, he can choose restoration but cannot affect permanent negative levels. At 19th level, he can choose resurrection but can affect only a target that has been dead no more than 1 round per his cleric level.

**Cleansing Flames (Su):** At 9th level, the angelfire apostle becomes a direct conduit for the righteous power of his deity. Whenever the angelfire apostle casts a spell that belongs to the healing subschool that is a lower spell level than the highest spell he can cast, he can unleash a blast of flames as a swift action by expending one use of his channel energy ability. The flames last for 1 round and fill a contiguous area equal to one 10-foot cube per level of the healing spell cast (at least one side of the cube must be adjacent to the angelfire apostle’s space). The flames deal 1d4 points of damage per spell level. Half of the damage is fire damage, and half is raw divine power not subject to fire resistance or immunity. Any creature in the area can halve the damage with a successful Reflex saving throw against the spell’s DC. The angelfire apostle can use this ability a number of times per day equal to his Charisma modifier.

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**EVIL HEALERS**

Some priests who serve a select few evil gods specialize in healing, though they often do not or cannot concern themselves with many healing-focused cleric disciplines. These priests follow entities such as the daemon harbinger Osolmyr or the infernal dukes Lorcan and Jiraviddain. In addition to using healing to bolster minions, evil healers might use healing for a few insidious purposes.

Some use healing to entice individuals they wish to coerce or manipulate. Some evil healers use healing to augment fleshwarping or other tortuously cruel endeavors. Others establish a pattern of healing to better hide their trickery, such as using ruse spells (Pathfinder RPG Ultimate Intrigue 192) or the Stylized Spell feat (Ultimate Intrigue 93) to disguise malicious spells as benign ones.

Evil healers notoriously use the following feats to carry out their fiendish deeds with healing magic; however, these feats are available to any character who meets the prerequisites.
Conditional Spell (Metamagic)
You know how to apply restrictions on how a creature can use the benefits of your spells.

**Benefit:** A conditional spell is subject to the rules laid out in the spell conditional favor (Pathfinder RPG Ultimate Intrigue 206). A conditional spell takes up a spell slot 1 level higher than normal.

Insidious Healing
Your healing spells give you an advantage when you choose to affect those targets with other spells.

**Benefit:** Any creature that chooses not to attempt a saving throw against any healing spell you cast takes a –4 penalty on saving throws against other targeted spells you cast for 24 hours.

Painful Cures
Your healing spells exacerbate rather than alleviate pain.

**Prerequisite:** Evil alignment.

**Benefit:** Whenever you use a spell to restore hit points to a living creature, you can cause that creature to be wracked with waves of searing pain. If you do, the spell gains the evil and pain (Pathfinder RPG Ultimate Magic 251) descriptors. The target takes nonlethal damage equal to the number of hit points restored. If the target fails its saving throw or chooses not to attempt one against your healing spell, it takes a –2 penalty on saving throws and skill checks for 10 minutes per caster level. If the spell does not normally allow a saving throw, it instead allows a Fortitude saving throw to negate this penalty (but not the nonlethal damage dealt).

**HEALING SPELLS**
The following healing spells are available to any spellcasters of the appropriate classes, although they are most common among priests of the deities described in the previous pages and are often favorites of characters who have chosen the previously described archetypes.

**BALANCE OF SUFFERING**

<table>
<thead>
<tr>
<th>School</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>conjuration (healing) [death], cleric (inquisitor 6, occultist 6, shaman 6, spiritualist 6, witch 6)</td>
<td>cleric 6, inquisitor 6, occultist 6, shaman 6, spiritualist 6, witch 6</td>
</tr>
<tr>
<td>Casting Time</td>
<td>1 standard action</td>
</tr>
<tr>
<td>Components V, S, DF</td>
<td></td>
</tr>
<tr>
<td>Range</td>
<td>close (25 ft. + 5 ft./2 levels)</td>
</tr>
<tr>
<td>Targets</td>
<td>one living creature and another single living or undead creature</td>
</tr>
<tr>
<td>Duration</td>
<td>instantaneous</td>
</tr>
</tbody>
</table>

**Saving Throw**
Will half; see text; **Spell Resistance** yes; see text

You borrow life force from a living creature and infuse it into another living creature, potentially wreaking destruction on the former and bolstering the life of the latter.

Choose an initial target, which must be alive, and a secondary target, which must be alive or undead. The initial target is dealt a number of points of damage equal to 9d6 + 1 point per caster level. A successful Will saving throw halves the damage dealt. The target might die from damage even if it succeeds on its saving throw.

If the secondary target is a living creature, it regains a number of hit points equal to the amount of damage taken by the initial target. If the secondary target is undead, it instead takes an amount of damage equal to that dealt to the initial target. The secondary target can halve the healing imparted or harm inflicted to it with a successful Will saving throw (although a secondary target receiving healing can forgo this saving throw as normal).

This spell is subject to the spell resistance of the initial target; if the secondary target is unwilling, this spell is also subject to the secondary target’s spell resistance. If the spell does not penetrate the initial target’s spell resistance, it fizzes with no effect. If it does not penetrate the secondary target’s spell resistance, the initial target is still harmed as described, but the secondary target is not healed or harmed.

**CURATIVE DISTILLATION**

<table>
<thead>
<tr>
<th>School</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>conjuration (healing), alchemist 2, cleric 3</td>
<td>level cleric 4, inquisitor 4, paladin 4</td>
</tr>
<tr>
<td>Casting Time</td>
<td>1 standard action</td>
</tr>
<tr>
<td>Components V, S, M (healing herb, alchemical remedy, or potion of a healing spell worth at least 50 gp)</td>
<td>potion of a healing spell worth at least 50 gp</td>
</tr>
<tr>
<td>Range</td>
<td>touch</td>
</tr>
<tr>
<td>Target</td>
<td>one living creature touched</td>
</tr>
<tr>
<td>Duration</td>
<td>instantaneous</td>
</tr>
</tbody>
</table>

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

You concentrate the healing potential of the material component so that it’s exceptionally potent and restorative. This spell restores a number of hit points equal to 1d8 + 1 point per caster level (maximum +10) to the target, and also grants the target the benefits of the material component. Roll the hit points restored separately when determining how many total hit points this spell and the material component restore.

**HEALING FLAMES**

<table>
<thead>
<tr>
<th>School</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>conjuration (healing) [fire, good], cleric 4, inquisitor 4, paladin 4</td>
<td>cleric 4, inquisitor 4, paladin 4</td>
</tr>
<tr>
<td>Casting Time</td>
<td>1 standard action</td>
</tr>
<tr>
<td>Components V, S, DF</td>
<td></td>
</tr>
<tr>
<td>Area</td>
<td>10-ft.-radius burst, centered on you</td>
</tr>
<tr>
<td>Duration</td>
<td>instantaneous</td>
</tr>
</tbody>
</table>

**Saving Throw**
Reflex half; see text; **Spell Resistance** yes

You unleash a blast of holy flames that washes over all creatures in the area in a glorious display of divine power. This deals damage to evil creatures and heals good creatures in the area. The amount of damage dealt and the number of hit points restored in each case is 1d8 points per 2 caster levels (maximum 5d8).

Half of the damage this spell deals to evil creatures is fire damage, and half of the damage is pure divine power that is therefore not subject to reduction by energy resistance to fire-based attacks.

Neutral enemies within the spell’s area of effect also take the fire damage, but do not take the divine damage. Neutral allies within the area are healed by half as much as good creatures. A successful Reflex saving throw halves the damage taken in all cases.
### Healing Token

**School** conjuration (healing); **Level** cleric 2, druid 2, inquisitor 2, paladin 2, ranger 2, shaman 2  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** touch  
**Target** one touched holy symbol per 3 caster levels  
**Duration** 10 minutes/level  
**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

You imbue one touched holy symbol per 3 caster levels with a connection to your own divine power, turning the touched holy symbols into tokens of healing. Each of the targeted holy symbols can represent any deity regardless of the deity’s actual alignment.

As long as you wear or carry your divine focus, any creature carrying a token of healing can make a plea for healing in a language you understand as a standard action. When they do this, you are silently alerted to the plea for healing and can magically heal the target as an immediate action anytime before the end of your next turn.

The magical healing you use to do this can be either a supernatural ability that heals damage (if you have uses available) or a spell or spell-like ability that belongs to the healing subschool (if you can cast any). In either case, to use the ability or cast the spell through this spell, you must be able to include or target that creature, and the ability’s activation time or spell’s casting time must be no longer than one standard action.

If the ability or healing spell you use through a token would affect multiple creatures, such as *mass cure light wounds*, the ability or spell affects the creature that pleaded for healing as well as any other creatures within the healing spell’s normal range that are also holding a holy symbol imbued with this spell.

So, for example, when you use *mass cure light wounds* through a holy symbol that has been turned into a token of healing, that spell would heal the creature holding the token that pleaded for healing as well as one creature per level that is also holding a token (no two of which can be more than 30 feet apart). However, the *mass cure light wounds* spell would heal only creatures within range that are holding tokens.

### Inspiring Recovery

**School** conjuration (healing) [mind-affecting]; **Level** cleric 6, inquisitor 6, paladin 4, ranger 4  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** medium (100 ft. + 10 ft./level)  
**Target** one target creature and all its allies within 60 feet; see text  
**Duration** instantaneous and 1 minute  
**Saving Throw** Will half (harmless); **Spell Resistance** yes (harmless)

You can heal a creature, harm an undead creature, or call upon a very recently dead creature to fight beyond death’s reach. The target creature regains 1d8 hit points per 2 caster levels (maximum 10d8).

This healing can even bring back to life creatures that have been dead within the previous 1 round (but they cannot have been dead for any longer). If you apply this spell’s healing to such a creature and its hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If you awaken a dead creature in this way, all allies of that creature within 60 feet who can see it regain consciousness gain a +2 morale bonus on attack rolls, damage rolls, and saving throws for 1 minute thereafter, as the healing powers of your deity have imbued them with renewed vigor.

Creatures killed by death effects cannot be revived this way. This spell deals damage to undead creatures rather than curing them, and it cannot bring them back to life.

### Purify Body

**School** conjuration (healing); **Level** alchemist 4, cleric 4, medium 4, paladin 4, psychic 5  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** touch  
**Target** living creature touched  
**Duration** instantaneous and 1 hour or until discharged  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You align the target’s chakras and soothe any unwanted imperfections found within its physical form, leaving its body pristine and without any pain or weakness.

You restore a number of hit points to the creature equal to 3d8 + 1 per caster level (maximum +20).  
If the healing would cause the target to exceed its maximum hit points, the target immediately gains half the excess healing from this spell as temporary hit points that last for 1 hour. These temporary hit points are lost first when the target takes damage (although some temporary hit points are lost even before these temporary hit points, such as the temporary hit points from the shell of succor oracle mystery, described on page 21, or the shell of succor hex granted by the restoration spirit specialization and described on page 27).

This spell also ends any pain™ effects, removes all physical ability score damage (from Strength, Dexterity, and Constitution), and removes the following conditions: blinded, dazzled, deafened, nauseated, paralyzed, and sickened.
Alchemical Aid

Besides being renowned for their ability to transform their physical forms, alchemists are also often respected across Golarion for their healing prowess. Alchemical infusions can readily provide a means for the uninitiated to use powerful healing magic without relying on a divine spellcaster in the heat of battle—for this alone, alchemists are often recruited as adventurers in all corners of the world.

ALCHEMIST HEALERS

Alchemists have gained acclaim as healers in many regions, including Osibu in the Mwangi Expanse, Qadira, Thuvia, Ustalav, and several parts of Tian Xia. In these places, alchemist healers are valued for their particularly attentive and precise treatment of injuries and maladies. Some in the Grand Duchy of Alkenstar hold especial esteem for alchemist healers because their infusions are at times seen as more reliable in the unstable magic of the Mana Wastes.

The following regional traits are common among alchemist healers who hail from the indicated regions or who have lived there for at least 1 year.

Educated Druggist (Osibu, Thuvia, Tian Xia, Ustalav):
Any alchemical remedies you administer that provide an alchemical bonus have that bonus increased by 1. These remedies also restore 1 hit point to the target in addition to their usual effects.

Mana Wastes Medic (Mana Wastes):
After witnessing a terrible disaster result from an attempt at magical healing in the Mana Wastes, you are careful and methodical when crafting your own healing tinctures. The amount of hit points restored by your Heal checks to treat deadly wounds and your extracts of the healing subschool is increased by 1.

Skilled Surgeon (Qadira, Ustalav):
Whenever you perform surgery or otherwise must deal damage to remove a condition or affliction, you roll the damage but use the minimum result unless you rolled the maximum result. The amount of hit points or points of ability damage restored each day when you provide long-term care is increased by 1.

Wasteland Blightbreaker (Alchemist Archetype)
The deleterious effects of the weird hazards of the Mana Wastes require special skill to remedy. Many wasteland blightbreakers are also chirurgeons (Pathfinder RPG Ultimate Magic 18).

Healing Infusion (Sp, Su):
At 2nd level, the blightbreaker can prepare extracts of the healing subschool as if he had the infusion discovery and can choose to render any such extracts inert and prepare other extracts to replace them (unlike infusions, which continue to occupy the alchemist’s daily extract slots until consumed or used). If the blightbreaker has the infusion discovery, or if he is also a chirurgeon, he can use touch injection UC as a spell-like ability once per day as a standard action, but only to absorb an infusion of the healing subschool.

This ability replaces poison resistance +2.

Swift Healing Infusions (Sp):
At 6th level, the blightbreaker can absorb an infusion of the healing subschool as if with touch injection UC as a standard action an unlimited number of times per day. While he has a healing extract absorbed in this fashion, he can deliver it as a swift action.

This ability replaces swift poisoning.

Banish Blights (Su):
At 8th level, a blightbreaker can end any effect affecting a creature that could be reversed by break enchantment. To do so, the affected creature must imbibe one of the blightbreaker’s infused extracts of the healing subschool of at least 3rd level. The blightbreaker must then attempt a caster level check as described in break enchantment. If the blightbreaker succeeds at the check, the creature is free of the spell, curse, or effect.

The blightbreaker can also use this ability to attempt to dispel primal magic events (Pathfinder Campaign Setting: Inner Sea Magic 12–13) affecting a creature or an area. To do so, the affected creature must imbibe an infused extract as described above, and the blightbreaker must attempt a caster level check against a DC equal to 11 + the primal magic event’s CR. If he succeeds at the check, the primal magic event ends as if the blightbreaker had successfully used dispel magic.

If the blightbreaker attempts to dispel a primal magic event affecting an area, as a standard action, he must dump an infused extract of the healing subschool of at least 3rd level onto an affected square. He then must attempt a caster level check against a DC equal to 11 + the primal magic event’s CR. If he succeeds at the check, the primal magic event ends as if the blightbreaker had successfully used dispel magic.
ALCHEMIST PRIESTS

Alchemists sometimes serve as priests to deities interested in their discipline, including the inventive goddess Brigh, the empyreal lord Immonhiel, knowledge-loving Nethys, and the mysterious god Norgorber in his Blackfingers aspect. Alchemist priests perform alchemical rites, potentially transforming themselves to better serve their deities or brewing up dire toxins to slay their faiths’ enemies. They also act as divine lorekeepers, providing information to other followers as appropriate.

Sacrament Alchemist (Alchemist Archetype)

Sacrament alchemists serve in a great variety of priestly roles for their deities. A sacrament alchemist is often invaluable even to like-minded allies who are not adherents of the alchemist’s religion but who nonetheless rely on his divine abilities.

Faithful: Like a cleric, a sacrament alchemist must worship a deity, and must be within one step of his deity’s alignment (Pathfinder RPG Core Rulebook 166).

Sacramental Cognatogen (Su): A sacrament alchemist can anoint himself as his deity’s servant using his own special version of a mutagen called a sacramental cognatogen. This is brewed, imbibed, maintained, and can nauseate non-alchemists in the same way as a mutagen. While a sacramental cognatogen is in effect, the sacrament alchemist takes a –2 penalty to Dexterity.

Instead of providing physical benefits, the sacramental cognatogen grants the sacrament alchemist access to the domain powers of one domain or subdomain belonging to his deity as if he were a cleric of his alchemist level. The sacrament alchemist must choose the domain or subdomain when he brews the sacramental cognatogen. A sacrament alchemist can select an alignment domain only if his alignment matches that domain. He treats his alchemist level as his cleric level for purposes of using these domain powers, and treats his Intelligence modifier as his Wisdom modifier for purposes of variable effects. The effects of the sacramental cognatogen last for 10 minutes per alchemist level.

A sacrament alchemist doesn’t gain the bonus spells listed for each domain, nor does he gain any bonus spell slots. Levels of classes that normally provide access to domains stack with the sacrament alchemist’s alchemist level for purposes of determining domain powers and abilities, but not for purposes of determining bonus spells. Discoveries, feats, and effects that interact with the mutagen class feature do not affect sacramental cognatogen. A sacrament alchemist cannot take the cognatogen or mutagen discoveries.

This ability replaces mutagen.

Divinely Inspired Alchemy (Su): At 3rd level, a sacrament alchemist’s faith inspires him with ideas for novel alchemical achievements, although the mental strain means that he can’t reliably repeat them. Once per day while preparing extracts, for a period of 24 hours, a sacrament alchemist can gain an alchemist discovery for which he qualifies. He treats his alchemist level as 2 lower for the purpose of this discovery.

This ability replaces swift alchemy.

Discoveries: The following discoveries complement the sacrament alchemist archetype: combine extracts (APG), dilution (APG), infusion (APG), and ranged baptism (Pathfinder Player Companion: Champions of Purity 24).

DISCOVERIES

The following options are available to characters who can access discoveries.

Neutralizing Bomb: When the alchemist creates a bomb, he can choose to give it the potential to end certain ongoing effects instead of dealing damage. Each creature in the splash radius can attempt a new saving throw against any poison afflicting it and any ongoing conditions or ongoing acid, cold, electricity, fire, or sonic damage. (If an effect did not allow a saving throw, this bomb doesn’t allow affected creatures to attempt one.) Success counts as one successful save toward ending poison and immediately ends other conditions. Exposed poison in the splash radius is also rendered harmless. A creature with poison abilities that is directly struck by the bomb finds those abilities useless for 1d4 rounds unless it succeeds at a Fortitude saving throw. This discovery doesn’t stack with any other that modifies bombs.

Purging Mutagen: The alchemist’s mutagen combines ipecac and other purgative components. A non-alchemist who consumes the mutagen is nauseated for only 1 round, during which time her body rapidly metabolizes or expels all extant toxins, granting her an immediate second saving throw against each ongoing disease and poison currently affecting her. Each successful save counts as two consecutive successful saving throws for the purpose of curing the affliction. Any failed saving throws do not result in additional damage or other effects. A non-alchemist who consumes a second purging mutagen in a 24-hour period is instead nauseated for 1 hour. When an alchemist drinks the mutagen, he can choose whether or not to also be affected by this discovery in addition to the mutagen’s other effects.

Remedy Extract: When the alchemist creates an extract, he can add one nonmagical alchemical remedy (such as an antitoxin) to it. When the extract is consumed, both the formula and the alchemical remedy take effect. The extract has a level 1 higher than normal. This discovery cannot be combined with other methods of combining multiple consumed items or extracts into one. An alchemist must be at least 4th level before selecting this discovery.
Battlefield Medicine

In the heat of battle, a skilled healer is literally the difference between life and death. As healing magic is typically a gift from divine powers, warpriests are uniquely suited for this role, and they typically fight and heal in their deities’ names with remarkable efficiency.

**FAITHS OF MERCY**

To many religions in the Inner Sea region, warpriests are eccentrics—militant adherents who perhaps take religious teachings to the extreme. However, worshipers of the most aggressive deities count warpriests among their flock with significant frequency.

Regardless, every faith has members who are willing to fight and die to uphold and protect their deity’s teachings and beliefs—even if those beliefs prominently preach healing or nonviolence. The following are deities who, despite often being concerned with healing or peace, count sizable numbers of warpriests as members of their faiths.

**Dalenydra**

The empyreal lord known as the Blessed Attendant has a devoted following in the Inner Sea region, where her faithful act as battlefield healers and nurses. Garbed in distinctive red-and-white tabards recognized throughout much of Avistan and northern Garund, followers of Dalenydra swear a code of nonviolence, though they defend themselves when performing their sacred duties on the battlefield. Even so, honorable soldiers find no glory in attacking or capturing a follower of Dalenydra. Off the battlefield, Dalenydra’s flock is a dour lot that preaches against war and the tragedy it invariably brings, knowing full well that their warnings are destined to fall on deaf ears as the war engines of the Inner Sea region march onward across a field of misguided patriotism and needless sacrifice.

The following religion trait is available to characters who worship Dalenydra.

**Scarred by War (Religion)**: You have experienced firsthand the horrors of war, which have left you physically or mentally scarred. Now you have committed yourself to the teachings of the Blessed Attendant, seeking to heal those wounded in combat and to prevent battles from occurring whenever you can. You gain a +1 trait bonus on Diplomacy checks outside of combat. In addition, when you heal creatures other than yourself using class abilities, feats, spells, and spell-completion or spell-trigger magic items, you restore 1 additional hit point.

**Sarenrae**

Although she is no stranger to conflict, Sarenrae nonetheless emphasizes the virtues of altruism, kindness, and compassion more than righteous battle (though the well-meaning but militant Cult of the Dawnflower interprets these teachings differently). Sarenrae instructs overall that while evil may be corrupting and tempting, its promises cannot stand before the warmth of virtue, and thus the most effective way to uproot evil from the hearts of mortals is to show them grace and love. Armed with this mission, followers of Sarenrae are among the most devoted healers in the Inner Sea region. Many are willing to brave regions where they are unwelcome—such as Rahadoum—with the simple goal of helping and healing others.

The following religion trait is available to characters who worship Sarenrae.

**Envoy of Healing (Religion)**: You strive to spread the Dawnflower’s message of kindness and compassion throughout the land, no matter how dangerous the road may be. Whenever you use channel energy, fervor, or lay on hands to heal a living creature, you can reroll any healing die roll that results in a natural 1 (you must use the new result).

**Vildeis**

It is said that no empyreal lord despises evil as much as Vildeis, and judging from the actions of her warpriests, those rumors may very well be true. Warpriests in the Cardinal Martyr’s cult outnumber both clerics and inquisitors, as Vildeis urges those who worship her to eradicate evil in her name and her worshipers respond dutifully. Despite her militant aggressiveness, however, Vildeis is not a deity wholly without mercy or compassion. She urges her warpriests to help those maimed by wicked forces to make a full recovery, for each scarred soul she saves is another committed to her fight against the forces of evil.

The following religion trait is available to characters who worship Vildeis.

**Bloody Vengeance (Religion)**: You were slain by evil forces as a child, but a follower of Vildeis restored you to life. Now you live on in service to the Cardinal Martyr, battling the forces of evil so no other child will know the icy grip of death. You gain a +2 trait bonus on attack rolls to confirm critical hits against any creature that has at least a faint evil aura (see detect evil).

**FOCUSED BLESSINGS**

Presented below are new rules for focused blessings—more specific blessings bestowed upon a warpriest by his deity that allow players greater flexibility for customization. Focused blessings are to blessings what subdomains (*Pathfinder Roleplaying Game: Advanced Player’s Guide* 86) are to domains; each focused blessing corresponds to a specific subdomain, and a warpriest can select a focused blessing only if his deity could grant the corresponding subdomain (and associated domain) to a cleric. For instance, a warpriest can select the Resurrection focused blessing only if his deity’s list of subdomains includes the Resurrection subdomain.

Each focused blessing grants either a minor blessing or a major blessing that replaces the associated blessing’s...
respective minor blessing or major blessing. If a warpriest selects a focused blessing, he cannot select its associated blessing as his other blessing choice (in effect, the focused blessing replaces its associated blessing). A focused blessing is treated as equivalent to its associated blessing for any effect or prerequisite based on blessings. A focused blessing can be selected by a character of any class that grants the warpriest’s blessing class feature, provided his deity allows the focused blessing (subject to the GM’s discretion).

If a warpriest with a focused blessing or blessings also has levels in a class that grants cleric domains, the associated blessing or blessings must match the domain selected by that class. Subject to the GM’s discretion, the warpriest can change his previously selected associated blessings or domains to make all of them conform.

If a focused blessing ability calls for a saving throw, the DC of the save is equal to 10 + 1/2 the character’s warpriest level + his Wisdom modifier. Warpriest blessings can be found on pages 63–68 of *Pathfinder RPG Advanced Class Guide*.

**Cooperation**

**Associated Blessing:** Community.

**Replacement Blessing:** The following minor blessing replaces the communal aid ability of the Community blessing.

*Team Effort (Minor):* At 1st level, you can touch an ally and grant it the blessing of cooperation. Choose one teamwork feat that you have. The touched ally gains the benefit of the chosen teamwork feat for a number of rounds equal to 1/2 your warpriest level (minimum 1). Alternatively, you can choose one teamwork feat that a touched ally has and gain the benefit of the chosen feat for a number of rounds equal to 1/2 your warpriest level (minimum 1).

**Freedom**

**Associated Blessing:** Liberation.

**Replacement Blessing:** The following major blessing replaces the freedom’s shout ability of the Liberation blessing.

*Greater Liberation (Major):* At 10th level, when you use the liberation ability of the Liberation blessing, its effects last for 1 minute.

**Martyr**

**Associated Blessing:** Nobility.

**Replacement Blessing:** The following major blessing replaces the lead by example ability of the Nobility blessing.

*Martyr’s Sacrifice (Major):* At 10th level, your body can accept wounds meant for others you deem worthy. You can shoulder the wounds of an ally within 50 feet for 1 minute, and during this time, the ally is affected as if you had cast shield other on her (except with a range of 50 feet). You can have only one use of this ability active at a time; if you use this major blessing again, the previous use immediately expires.

**Restoration**

**Associated Blessing:** Healing.

**Replacement Blessing:** The following minor blessing replaces the powerful healer ability of the Healing blessing.

*Ameliorating Touch (Minor):* At 1st level, your touch is a balm to your suffering allies. You can touch an ally as a swift action to temporarily relieve that ally of the fatigued, shaken, or sickened condition. This blessing suppresses those conditions for 1 minute. At 2nd level, you can spend two uses of your blessing ability whenever you heal yourself or an ally with your fervor class ability to use this minor blessing as a free action instead of a swift action.

**Resurrection**

**Associated Blessing:** Healing.

**Replacement Blessing:** The following major blessing replaces the fast healing ability of the Healing blessing.

*Return of the Fallen (Major):* At 10th level, your touch can defy the cold claws of death itself. You can temporarily revive a touched ally to continue fighting, as if you had cast raise dead on her. The revived ally is also staggered for a number of rounds equal to 1/2 your warpriest level, after which she immediately dies. The ally is free to act as she sees fit during this time, and you are granted no control over her.
Healing Feats and Wild Talents

Keeping oneself and one’s allies alive during a confrontation is a primary objective for most combatants throughout the Inner Sea region. As a result, healers and those with a vested interest in keeping adventurers healthy have developed countless tricks, techniques, and special abilities to mitigate the serious wounds and other ailments that threaten combatants’ well-being.

The following new feats are available to all characters who meet the prerequisites. Feat prerequisites marked with an asterisk (*) are found in this section.

Item Mastery Feats: These feats allow sufficiently skilled characters to use magic items to create fantastic effects. See page 26 of *Pathfinder Player Companion: Weapon Master’s Handbook* for more information about item mastery feats and their use.

**Combat Vigor (Combat)**
You can quickly recuperate from devastating attacks without divine assistance.

**Prerequisite:** Con 13.

**Benefit:** You gain a vigor pool with a maximum number of points equal to your Constitution bonus. As a standard action, you can spend up to 1 vigor point per 3 Hit Dice you have (minimum 1) to regain 1d6 hit points per vigor point spent (maximum 7d6). Each time you spend vigor points, you become fatigued for 1 minute. You cannot spend vigor points while fatigued or exhausted. Spending vigor points doesn’t provoke attacks of opportunity. The points in your vigor pool are replenished to their maximum after you rest for 8 hours.

**Contingent Spell (Metamagic)**
You are able to set up healing spells in advance so that they instantly take effect at the most opportune moments, especially those that take place on the field of battle.

**Prerequisite:** Ability to cast cure spells (a cure spell is any spell with “cure” in its name).

**Benefit:** A contingent spell infuses a target with a dormant healing or restorative spell that can trigger when the target needs it the most. This metamagic feat can be applied to only cure spells; *breath of life*; or any harmless spell that can be used to remove ability score damage, ability score drain, or a negative condition or effect (including *break enchantment*, *neutralize poison*, and *remove disease*). When you cast a contingent spell, you must set a specific trigger that dictates under what circumstances the target is immediately subject to the spell’s effects (for instance, “When the target dies, *breath of life* takes effect”). The contingent spell’s effects can remain dormant within the target for up to 10 minutes per caster level you have. A creature can be infused with only one contingent spell at a time.

A contingent spell uses up a spell slot 2 levels higher than the spell’s actual level.

Curative Mastery (Item Mastery)
You can invoke a magic item’s innate conjuration magic to conjure positive energy for healing wounds.

**Prerequisites:** Use Magic Device 1 rank, base Fortitude bonus +2.

**Benefit:** You can cause an item that has a 1st-level or higher conjuration spell listed in its construction requirements to cast *cure light wounds* as a spell-like ability, using the item’s caster level as the spell’s caster level. You can use this feat once per day, plus one additional time per day when your base Fortitude save bonus reaches +4, +6, +8, +10, and +12.

You can expend two uses of this feat to cast *cure moderate wounds*, three uses to cast *cure serious wounds*, four uses to cast *cure critical wounds*, and five uses to cast *breath of life*, provided that the item’s construction requirements include a spell whose level is equal to or greater than the level of the spell-like ability to be used (2nd level for *cure moderate wounds*, 3rd level for *cure serious wounds*, 4th level for *cure critical wounds*, and 5th level for *breath of life*).

**Fortuitous Vigor (Combat)**
Your determination and enthusiasm help you shake off the most grievous wounds and soldier on against your enemies.

**Prerequisites:** Con 13, Combat Vigor*, character level 4th.

**Benefit:** Your vigor pool gains 1 vigor point. Whenever you roll a natural 20 on an ability check, attack roll, saving throw, or skill check, and whenever you threaten a critical hit with an attack, you can spend 1 or more vigor points as a swift action to regain hit points as described in the Combat Vigor feat.
Lifebound
You are especially responsive to curative magic that soothes your wounds with particular effectiveness.

Benefit: Whenever a spell, spell-like ability, or supernatural ability heals you up to your maximum number of hit points, any excess hit points persist for 1 round per level as temporary hit points (up to a maximum number of hit points equal to 1/2 your character level).

If the healing from the spell or spell-like ability would normally persist as temporary hit points (such as if the spell’s caster were an oracle of life with the spirit boost revelation), you instead add 1/2 your character level to the spell’s caster’s level to determine the total number of temporary hit points that you gain. For instance, if a 4th-level oracle of life with the spirit boost revelation heals a 4th-level fighter with this feat, up to 6 points of healing could become temporary hit points for the fighter (the oracle’s caster level + 1/2 the fighter’s level).

Restorative Vigor (Combat)
You can recover from additional kinds of damage using your vigor.

Prerequisites: Con 15, Combat Vigor*, character level 8th.
Benefit: Your vigor pool gains 1 vigor point. Whenever you spend vigor points, you can recover from 1d3 points of ability score damage from one physical ability score (Strength, Dexterity, or Constitution) instead of regaining 1d6 hit points. You can choose separately for each vigor point spent. For example, if you spend 2 vigor points, you could regain 2d6 hit points; recover 2d3 points of ability damage from up to two physical ability scores total; or regain 1d6 hit points and recover from 1d3 points of ability damage from one physical ability score.

Take a Breather (Combat)
You can use lapses in your opponent’s guard to recuperate from the wounds you have already sustained.

Prerequisites: Con 13, Combat Vigor*, character level 4th.
Benefit: Your vigor pool gains 1 vigor point. Whenever an opponent that you threaten provokes an attack of opportunity from you, as a swift action you can spend 1 or more vigor points to regain hit points as described by the Combat Vigor feat, instead of making an attack of opportunity against that opponent. Spending vigor in this manner does not count against the total number of attacks of opportunity that you can make during a round.

Unconquerable Resolve (Combat)
Each time you tap into your inner strength, your bodily strength is renewed, making you much more resilient than you might look.

Prerequisites: Resolve class feature, samurai level 1st (Pathfinder RPG Ultimate Combat 18).
Benefit: Whenever you spend a daily use of the resolve class feature, you gain 1 temporary hit point per Hit Die you have. These temporary hit points are lost first when you take damage, disappear after 1 minute, and are replenished each time you use the resolve class feature. Temporary hit points gained in this way persist for 24 hours and then, if you haven’t lost them, they disappear.

Special: This feat can be taken multiple times. Each time you take it, the number of temporary hit points you gain each time you spend a daily use of the resolve class feature increases by 1 per Hit Die you have.

Vim and Vigor (Combat)
You rebound more quickly than normal when you draw upon your inner reserve to repair your wounds.

Prerequisites: Con 13, Combat Vigor*, Endurance, character level 3rd.
Benefit: Your vigor pool gains 1 vigor point. The fatigued condition that you gain from spending vigor points (as described by the Combat Vigor feat on page 14) lasts for 3 rounds instead of 1 minute. In addition, when you take this feat, you gain a +2 bonus on saving throws against effects that cause fatigue or exhaustion.

KINETICIST WILD TALENTS
The following kineticist wild talents are available to kineticists who qualify for them. The kineticist base class is described on pages 10–29 of Pathfinder RPG Occult Adventures.

KINETIC RESTORATION
Element universal; Type utility (Su); Level 3; Burn 1
You recover from 1d4 points of ability score damage to one of your physical ability scores (Strength, Dexterity, or Constitution). This also eliminates any fatigue that you suffer, and improves an exhaustion condition to fatigued.

If you have the kinetic healer utility wild talent, you can use both kineticist restoration and kinetic healer on the same target with one standard action.

KINETIC REVIVIFICATION
Element aether or water; Type utility (Su); Level 6; Burn —
Prerequisite: kinetic healer
You can bring an ally who died within 1 round back from the dead with your kinetic healer wild talent similarly to the breath of life spell, except the ally regains the normal number of hit points from the kinetic healer utility wild talent instead of the amount healed by breath of life. An ally revived in this way takes 1 point of burn + any points of burn from the kinetic healer utility wild talent (if you choose to have the ally take points of burn instead of taking it yourself).

If you have the metahealer ability (such as from the kinetic chirurgeon kineticist archetype found on page 90 of Occult Adventures), this feat instead allows you to bring an ally back who died within a number of rounds equal to 3 + the ally’s Constitution modifier (minimum 0) – the number of points of burn the ally had taken before it died. For each round that the ally was dead, when it is brought back to life in this way, it takes 1 additional point of burn + any points of burn from the kinetic healer talent.
Healing Hexes

The reputation of witches as bringers of curses and plagues is widespread throughout the Inner Sea region, no thanks to the infamous White Witches of Irrisen and the countless hag covens that dot the land. Many witches belie this reputation, however, using the mysterious powers of their patrons to heal and promote well-being rather than to curse their foes and spread negative conditions. Although some of these practice the healing arts for purely selfish reasons—whether their patients are people they wish to gain control over or pawns in a larger scheme—most practice the healing arts for practical or even benevolent reasons.

PATRON OF RECOVERY
The following is an alternative patron theme that a witch can choose.

**Recovery**: 2nd—liberating command<sup>APG</sup>, 4th—remove paralysis, 6th—sacred bond<sup>APG</sup>, 8th—freedom of movement, 10th—cleanse<sup>APG</sup>, 12th—heroes’ feast, 14th—joyful rapture<sup>UM</sup>, 16th—protection from spells, 18th—mass heal.

REGIONAL TRAITS
The following regions are some of the more common areas where such witches reside. Each entry includes one regional character trait for characters hailing from that region or those who have lived there for at least 1 year.

Belkzen
Although the orcs of Belkzen venerate an entire pantheon of orc deities, priests of those religions seldom offer healing services to their flocks. As a result, the task of curing Belkzen’s sick and mending its wounded often falls to orc witch doctors, who keep warriors fit and ready for the harsh life that awaits all souls within the holds of the orc hordes. Though these witch doctors are not usually benevolent or even kind, they sometimes offer healing even to non-orcs in need, though their motivations in such situations are often suspect. On the other hand, the traditions of Belkzen’s witch doctors have subtly spread to non-orc witches they’ve encountered, especially to half-orcs who might otherwise want nothing to do with the wicked place.

**Near-Death Experience (Belkzen)**: You had a close brush with death that you survived only thanks to one of the witch doctors of Belkzen, and your body has learned to cling to life in dire situations. You gain a +1 trait bonus on Constitution checks to stabilize, and you don’t die until your hit points drop to a negative amount equal to 2 + your Constitution score.

Irrisen
Some White Witches specialize in the healing arts to distinguish themselves in the courts of Irrisen. The services of a White Witch healer are prohibitively expensive, keeping most healing magic from those who truly need it—the common folk. However, some of their secrets have been spread to other lands and even among the layfolk of Irrisen by apprentices who reject the daily cruelties of the evil Land of Eternal Winter.

**Debt to a Witch (Irrisen)**: Your life was spared in youth by the magic of a White Witch healer who was using your survival to perpetuate her agenda. Her magic was painful, but it made your body stronger. You gain a +2 trait bonus on saving throws against spells with the cold descriptor and against the dangers of cold weather.

Rahadoum
Throughout Golarion, most communities receive healing from those who practice divine magic, such as clerics, oracles, or shamans. But in Rahadoum, the worship of gods is explicitly outlawed by the Laws of Man, so the people in that realm must rely on other spellcasters to heal their sick and wounded. This task often falls to Rahadoumi witches, who use the power of their patrons to heal ailments of the body and spirit. Witches’ arts in Rahadoum are seen much more practically than elsewhere, where the general populace might be superstitious about them, though some of the most dedicated followers of the Laws of Man still view witches with a suspicious eye.

**Patron’s Boon (Rahadoum)**: In your youth, a Rahadoumi witch granted you a boon promoting your continued health and long life. The DCs of any Heal checks to stop bleed damage you are suffering are reduced by 4.

WITCH HEXES
Witches who practice the healing arts use the following hexes to soothe and protect those in their care.

**Hex**
The following hex is available to all witches and uses the standard rules for hexes.

**Ameliorating (Su)**: The witch can touch a creature to suppress or protect it from negative conditions. The witch chooses one of the following conditions each time she uses this hex: dazzled, fatigued, shaken, or sickened. If the target is or later becomes afflicted with the chosen condition, that condition is suppressed for a number of minutes equal to the witch’s level. Alternatively, the witch can grant her target a +4 circumstance bonus on saving throws against effects that cause any two of the listed conditions (which condition is always the witch’s choice) for 24 hours. Once a creature has benefited from this hex, it cannot benefit from the hex again for 24 hours.

**Major Hexes**
The following hexes are available to all witches and use the standard rules for major hexes.
Major Ameliorating (Su): The witch can touch a creature to suppress or protect it from more debilitating negative conditions. Each time she uses this hex, the witch either chooses the blinded or deafened condition, or chooses a type of effect: curse, disease, or poison. If the target is or later becomes afflicted with the chosen condition or effect, that condition or effect is suppressed for a number of minutes equal to the witch's level. Alternatively, for 24 hours the witch can grant her target a +4 circumstance bonus on saving throws against effects that cause any two of the above conditions or effects (witch's choice; she can choose any combination of conditions or effects, as long as she chooses only two total). At 15th level, the witch can choose up to two total conditions or types of effects to suppress or three total conditions or types of effects to grant a circumstance bonus against each time she uses the major ameliorating hex. Once a creature has benefited from this hex, it cannot benefit from it again for 24 hours.

Regenerative Sinew (Su): The witch can cause the debilitating wounds of a creature she touches to quickly close, helping it heal rapidly. The target either gains fast healing 5 for a number of rounds equal to 1/2 the witch's class level or it heals up to 4 points of ability score damage from any two ability scores (witch's choice). At 15th level, in addition to the chosen effect, the target's severed body members, broken bones, and ruined organs grow back, as per regenerate. Once a creature has benefited from this hex, it cannot benefit from it again for 24 hours.

Grand Hex
The following hex is available to all witches and uses the standard rules for grand hexes.

Death Interrupted (Su): A witch with this grand hex can pluck a dead creature's soul from the River of Souls and store it in her familiar for safekeeping and eventual resurrection. In order to use this ability, the witch must be adjacent to the target dead creature and her own familiar, and the ally's soul must be free and willing to return at the witch's behest. When the witch touches the creature's remains (some small portion of the creature's body must still exist, and it may have been dead for any amount of time), its soul enters the body of the witch's familiar as per familiar melding, as if the witch's familiar were the target's familiar. The creature's soul can remain within the witch's familiar for up to 1 hour per class level the witch has. During this time, the witch can telepathically communicate with the creature's soul (though the soul cannot do anything else), and the witch can return the ally to life. Doing so is a standard action that returns the creature's soul to its body, brings it back to life with a number of hit points equal to $5d8 + 1$ hit point per the witch's caster level. The witch must be within 300 feet of the creature's body to return it to life. If a creature's soul is in the witch's familiar and this effect expires, or if the witch attempts to return the creature to life but is out of range, the creature remains dead. Once a creature has benefited from this hex, it cannot benefit from it again for 24 hours.

WITCH SPELL
The most cunning witches realize that the best sort of healing is that which is never needed at all. As such, the following spell was crafted to minimize the amount of injury foes can cause in combat (or even entirely neutralize such foes entirely).

Befuddled Combatant

School enchantment (compulsion) [curse, mind-affecting]; Level bard 5, mesmerist 5, psychic 5, shaman 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action
Components V, S, M (cooked noodles)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 hour/level

Saving Throw Will negates; Spell Resistance yes

As a way to befuddle your target, you fill its mind with all manner of swirling images as well as baffling and incoherent thoughts, making the target an ineffective combatant and rendering its spellcasting and other such abilities much more feeble.

For the spell’s duration, the DCs of all of the target’s spells, spell-like abilities, supernatural abilities, and extraordinary abilities are reduced by 4. Any of its attacks that would deal hit point damage, including its melee and ranged physical attacks, deal minimum damage for the duration of this spell.

This curse applies only to effects created by the creature while this spell is actively affecting the target; applying or removing this curse doesn’t alter the ongoing damage of effects previously created by the target (such as an incendiary cloud spell that was cast before the target became affected by this spell).
Healing Performances

Some of the most celebrated bards and skalds use their performances to provide comfort and bolster the spirits of those with physical and mental wounds. Even common bardic traditions include magical music that can make injuries fade, lighten burdened souls, and drive out poisons. Those who specialize in healing performances can inspire far more astounding recoveries. Some take lessons from the riotous splendor of the First World, for example, and heal wounds as fast as they are inflicted, while dirges of the relentless and unstoppable Linnorm Kings of old inspire warriors to withstand the grip of death itself. Elves often favor preventing maladies in the first place, and many seek to emulate the legendary bard Sylundurla, who is said to have climbed to Pharasma’s Boneyard and sung 8,008 songs to win the famed elven immunity to magical sleep.

BARDIC HEALERS

The bardic arts are not recognized as major sources of healing throughout the world, but a few places look to bards primarily for succor. Pirate ports, especially in the Shackles, depend on swashbuckling bards to inspire them to carry on when most priests can be unreliable at best. In god-shunning Rahadoum, grimly sarcastic medics and counselors know that laughter can be a powerful curative and that divine magic will be of little help where faith is forbidden. Likewise, in Razmiran, those who need reliable healing often trust bards rather than their ruler’s enigmatic priests.

The following traits are common among bards who hail from the indicated regions or those who have lived there for at least 1 year. (Bachuan is in Tian Xia and Touvette is in the River Kingdoms.)

Godless Resolve (Bachuan, Rahadoum, Touvette): Some brilliant and earnest speech or other performance inspired you to take charge of your own health rather than begging indifferent or outlawed deities for deliverance. Heal is a class skill for you, and you gain a +2 trait bonus on Heal checks to stabilize dying creatures and stop bleeding.

Sustaining Performance (The Shackles): Abandoned by a traditional healer at a critical time, you improvised a tale or jokes to keep up the spirits of someone in dire health. Once per day as a standard action, you can attempt a DC 15 Perform check with an audible component (such as comedy, oratory, sing, or with any instrument) to stabilize a dying creature that can hear you within 30 feet. You can also attempt Perform checks instead of Heal checks to provide long-term care.

Solacer (Bard Archetype)

Solacers are experts in the healing arts as well as creators of performances that console the distraught, rally the stricken, raise spirits, and vanquish sorrow.

Class Skills: A solacer adds Heal to his list of class skills instead of Appraise.

This alters the bard’s class skills.

Learned Physician (Ex): A solacer adds 1/2 his class level (minimum 1) on Heal checks and can attempt Knowledge checks untrained.

At 5th level, a solacer can take 10 on checks with any Knowledge skill he has ranks in. The solacer can choose not to take 10 and can instead roll normally. In addition, once per day, the solacer can take 20 on any Heal check, though this does not affect the time it takes to perform the task attempted. He can use this ability one additional time per day for every 6 bard levels he has beyond 5th, to a maximum of three times per day at 17th level.

This ability replaces bardic knowledge and lore master.

Inspire Tenacity (Su): At 1st level, a solacer can use his bardic performances to bolster his allies’ mental endurance when they need it most. All allies within 30 feet automatically stabilize if they are dying and gain a +2 morale bonus on saving throws against mind-affecting effects, poisons, and disease. This performance relies on audible components.

This bardic performance replaces countersong.

Creative Treatment (Su): Beginning at 2nd level, once per day when a solacer attempts a Heal check and fails, he can immediately reroll the check and take the better result. He can use this ability one additional time per day at 6th level and every 4 bard levels thereafter (to a maximum of five times per day at 18th level).

Additionally, when acting as a confidante (or any other type of advisor) to reduce sanity damage with rest (Pathfinder RPG Horror Adventures 13), the solacer can attempt a Charisma check instead of an Intelligence or Wisdom check and add his Charisma
modifier to the amount of sanity damage removed instead of his Intelligence or Wisdom modifier. When acting as a confidante (or any other type of advisor) to reduce a madness’s DC with rest (Horror Adventures 182), the solacer can attempt a Charisma check instead of an Intelligence or Wisdom check and reduce the madness’s DC by 1/2 his Charisma modifier instead of 1/2 his Intelligence or Wisdom modifier.

This ability replaces versatile performance.

Invigorating Artistry (Su): At 10th level, a solacer can use his performances to protect and heal a target’s soul. The solacer can perform for 1 hour (this requires no skill check) and grant several benefits for 24 hours to the creatures that can hear or see his performance, or both, depending on whether the performance has audible or visual components. Affected creatures gain a +3 bonus on saving throws against curses, possession spells and effects (such as magic jar), and domination and mind control spells and effects (such as dominate person). If the target is suffering any or multiple such effects, it immediately can attempt a new saving throw against each; the effect ends if the saving throw is successful. Only one such extra saving throw can be granted against each condition in any 24-hour period. If a creature benefits from the daily performance between saving throws against a corruption (Horror Adventures 14) progressing, it gains a +3 bonus on the next saving throw against that corruption.

The amount of this bonus increases by 1 at 16th and 19th levels (maximum +5 at 19th level).

This ability replaces jack-of-all-trades.

BARDIC MASTERPIECES

The following bardic masterpieces allow a bard or skald to create healing-focused magical effects in place of a feat or a spell known, as indicated. For full rules on bardic masterpieces, see page 21 of Pathfinder RPG Ultimate Magic.

Endless Waltz of the Eldest (Dance, String)
This elegant but dizzyingly fast gnome waltz calls for rapidly changing roles inspired by the many faces that the legendary Eldest of the First World wear.

Prerequisite: Perform (dance or string) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: One ally within 30 feet regains 3 hit points when you activate this performance and each round that you maintain it. Whenever the target casts a healing spell while you maintain your performance, one of the spell’s targets regains 3 additional hit points (whether or not the spell normally heals damage). This performance relies on audible and visual components. You cannot change the targeted ally without ending the performance.

Use: 1 bardic performance round per round.

Action: 1 standard action.

Symphony of Sylindricala’s Ascent (Percussion, Wind)
This elaborate arrangement for traditional elven instruments evokes Sylindricala’s heroic climb up the spire from the planar city of Axis to the Boneyard, where it’s said that she sang 8,008 tales to win elves their immunity to magical sleep.

Prerequisite: Perform (percussion or wind) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: All allies within 30 feet become immune to one of the following (your choice) while they can hear your performance: charm effects, the dazed condition, fear effects, magical sleep, paralysis, the staggered condition, or the stunned condition. You must choose the condition before activating the performance and can’t change your choice during the performance. If any affected ally currently has the chosen condition, she can attempt a new saving throw against it each round she can hear your song. Success on this saving throw has its usual benefit, but failure has no effect at all. This performance relies on audible components.

Use: 1 bardic performance round per round.

Action: 1 full round.

BARDIC PRIESTS

Bards sometimes act as priests of a variety of gods. Bardic priests of Desna are explorers and guides; bardic priests of Nethys are lorekeepers and magicians; and bardic priests of Shelyn are visual or performing artists. The faiths of Cayden Cailean and Calistria anoint some bards as priests for their skill at inspiring tavern patrons with their teachings. Torag sponsors bards who recount the histories of their people. Many of Sivanah’s priests embrace bardic magic for the illusions involved and the way that amusements can disguise their magic. Although priests of Razmir often claim to be clerics, many are actually bards skilled at faking clerical powers, often using the arcane healer archetype (Pathfinder Player Companion: Faiths and Philosophies 13). All bardic priests share the duties of priesthood, providing spiritual guidance and advising on the ways of serving their deities. Most perform ceremonial duties, acquire resources for the faith, and visit or tend to places of worship.

Faith Singer (Bard Archetype)

Faith singers show their faith in their deity with songs or other appropriate performances.

Faithful: Like a cleric, a faith singer must worship a deity, and his alignment must be within one step of his deity’s alignment (Pathfinder RPG Core Rulebook 166).

Devout Spell Knowledge (Su): At 2nd level, a faith singer can select one domain from among those belonging to his deity. Once per day as a spell-like ability using his bard level as his caster level, he can cast the 1st-level domain spell while giving a bardic performance. At 6th level, and every 4 bard levels thereafter, he can similarly cast the next-higher domain spell as a spell-like ability (to a maximum of the 5th-level domain spell at bard level 18th). He can use each spell-like ability only once per day.

This ability replaces versatile performance.
Mysterious Cures

By definition, mortal life is frail and fleeting, and its restoration is among the most commonly requested gifts of the divine from laypeople, religious adherents, and priests alike. In the Inner Sea region, most spellcasters acquire curative divine magic through a connection to a deity, but this is not the only place from which succoring boons are wrought. Mysteries beyond comprehension exist throughout the world—and a chosen few healers can invoke them to call upon divine powers of inexplicable origin to mend flesh, reset bone, and even turn the tide of untimely death when such magic is needed most.

ORACULAR HEALERS

An oracle’s powers are deeply tied to the inherent mysteries of the cosmos—forces that are beyond comprehension or even full control. To oracles, healing is a force of nature that, much like sunlight or water, is a natural conduit of growth and life. As a result, an oracle’s divine healing stems from the mysteries surrounding life and the cosmic purpose of every creature ever to have lived.

Oracular healers are found everywhere, but are most numerous in Tian Xia, where oracles in general are more common than clerics.

Pei Zin Practitioner (Oracle Archetype)

In distant Tian Xia, herbalists practice an obscure alchemical art known as Pei Zin herbalism, which involves medicinal and restorative techniques that are used throughout much of that continent. A few practitioners develop a talent for Pei Zin that transcends ordinary alchemy, allowing them to blur the line between applying alchemical medicine and coaxing divine miracles.

Like other masters of the art, Pei Zin practitioners can use the Profession (herbalist) skill in place of Craft (alchemy) to create alchemical remedies with recipes that include certain plant-derived reagents. More information is on pages 24–25 of Pathfinder Player Companion: Alchemy Manual.

Master Herbalist (Su): A Pei Zin practitioner has mastered countless alchemical techniques that supplement her divine powers and greatly aid her when she heals the sick and wounded. She gains a competence bonus on Profession (herbalist) checks equal to 1/2 her oracle level (minimum 1), and uses her Charisma modifier in place of her Wisdom modifier when attempting Profession (herbalist) checks. Additionally, a Pei Zin practitioner can identify potions as if via detect magic using Profession (herbalist) instead of Spellcraft, and she can attempt such a check after holding a potion for 1 round.

This ability replaces the additional class skills the oracle gains from her mystery.

Healer’s Way (Su): A Pei Zin practitioner combines alchemy, acupuncture, and divine magic to heal wounds by touch. She can use this ability a number of times per day equal to 1 + her Charisma modifier. With one use of this ability, she uses positive energy to heal the target of 1d6 hit points for every 2 oracle levels she has. Using this ability is a standard action unless the oracle targets herself, in which case it is a swift action. Using this ability requires only one free hand. This ability counts as a paladin’s lay on hands ability for the purposes of feats, spells, and effects that work with that class feature when it is used for healing purposes. Unlike lay on hands, this ability cannot be used to harm undead.

This ability replaces the revelation gained at 1st level.

Master Healing Technique (Su): At 7th level, whenever a Pei Zin practitioner heals a living creature with her healer’s way ability, as a free action she can attempt a Profession (herbalist) check to remove a condition from the target, with each condition having an accompanying Profession (herbalist) DC (see the list below). She cannot take 10 or 20 on this check, nor can she receive aid from any creature except another Pei Zin practitioner (though the practitioner need not be an oracle; see pages 24–25 of Pathfinder Player Companion: Alchemy Manual). Failure by 5 or more causes the target to become sickened for 1 round (if the Pei Zin practitioner is attempting to remove the sickened condition, this extends it by 1 round). Similarly, failure by 10 or more instead causes the target to become nauseated for 1 round or to have its existing nauseated condition extended by 1 round. A creature that cannot be sickened or nauseated cannot have conditions removed by this ability.

Minor Conditions (DC 20): Fatigued, shaken, and sickened.

Major Conditions (DC 25): Dazed and staggered.

Severe Conditions (DC 30): Confused, exhausted, frightened, and nauseated.

Dire Conditions (DC 35): Blinded, deafened, paralyzed, and stunned.

This ability replaces the revelation gained at 7th level.

Recommended Mysteries: Life<sup>APG</sup>, nature<sup>APG</sup>, succor.

Succor (Oracle Mystery)

**Deities:** Milani, Pharasma, Qi Zhong, Sarenrae.

**Class Skills:** An oracle with the succor mystery adds Handle Animal, Knowledge (nature), and Survival to her list of class skills.

**Bonus Spells:** Ray of enfeeblement (2nd), shield of fortification<sup>APG</sup> (4th), coordinated effort<sup>APG</sup> (6th), greater shield of fortification<sup>APG</sup> (8th), stoneskin (10th), greater heroism (12th), expend<sup>APG</sup> (14th), greater spellcrash<sup>APG</sup> (16th), wall of suppression<sup>APG</sup> (18th).

**Revelations:** An oracle with the succor mystery can choose from any of the following revelations.

Combat Healer (Su): As per the battle mystery revelation of the same name (Pathfinder RPG Advanced Player’s Guide 45).

Curse of Dampening (Su): You diminish one target within 30 feet as a standard action, making its attacks weaker.
Whenever the target would roll to deal damage with an attack or spell, it deals the minimum amount of damage. This curse lasts for 1 round per 2 oracle levels you have (minimum 1). A successful Will saving throw negates this effect. This is a mind-affecting curse effect. You can use this revelation once per day, plus one additional time at 11th level and 13th level. You must be at least 7th level before selecting this revelation.

Enhanced Cures (Su): As per the life oracle mystery revelation of the same name (Advanced Player’s Guide 49).

Enhanced Inflictions (Su): You recognize that harming your enemies is sometimes the only way to help your allies, and so your wrath is particularly fierce. Whenever you cast an inflict spell (a spell with the word “inflict” in the name), the maximum amount of damage dealt by the spell is based on your oracle level, not the limit based on the spell. For example, an 11th-level oracle of succor with this revelation can cast inflict light wounds to deal 1d8+11 points of damage instead of the normal 1d8+5 maximum.

Perfect Aid (Ex): You can effortlessly give aid to your allies, whether that means providing them with help attacking or defending them in the heat of combat. You gain Bodyguard as a bonus feat, and whenever you use the aid another action to provide a bonus on attack rolls or to AC to one of your allies, the bonus you provide increases by 1. This bonus increases by 1 at 4th level and every 5 oracle levels thereafter (to a maximum of +5 at 19th level). It doesn’t stack with other feats or class features that improve the bonus you provide when using the aid another action. This revelation also counts as the Combat Expertise feat, but only for the purpose of meeting the prerequisites of the Swift Aid feat and any feat that lists Swift Aid as a prerequisite.

Pitiful Foe (Su): You can temporarily curse one target within 30 feet as a standard action, making it pitiful and ineffective in battle. While this ability is in effect, the target is never considered to be threatening you or your allies, even if it is armed and you or your allies are standing in a square into which it can make a melee attack. If the target rolls a natural 20 on an attack roll or saving throw, the attack or saving throw is not an automatic success (as would be normal) and whether it is successful is instead determined normally. Additionally, the target automatically fails all rolls to confirm critical hits. This curse lasts for 1 round per 2 oracle levels you have (minimum 1). A successful Will saving throw negates this effect. This is a mind-affecting curse effect. You can use this revelation once per day, plus one additional time at 7th and 15th levels.

Shell of Succor (Su): You can surround an ally with bolstering energies that supplement its health and grant it extra vigor. With a touch from you (a standard action), one creature gains a ward of restorative energy, granting it a number of temporary hit points equal to your Charisma bonus + 1d6 per 2 oracle levels you have (maximum 1d6). These temporary hit points last 1 minute per oracle level you have.

The target always loses these temporary hit points first, even before other temporary hit points (including those from, for example, the purify body spell on page 9 or a kineticist’s force ward defense wild talent). If an attack deals fewer points of damage than the target has as temporary hit points from shell of succor, it still reduces those temporary hit points but otherwise counts as a miss for the purpose of abilities that trigger on a hit or a miss.

You can use this revelation once per day, plus one additional time at 11th and 19th levels. You must be at least 3rd level before selecting this revelation.

Soul Siphon (Su): As per the bones oracle mystery revelation of the same name (Advanced Player’s Guide 49).

Spirit Boost (Su): As per the life oracle mystery revelation of the same name (Advanced Player’s Guide 49).

Teamwork Mastery (Ex, Sp): You are an immaculate team player and can distribute your team-based insights to your allies with a touch. This revelation grants you a bonus teamwork feat. You must meet the teamwork feat’s prerequisites, if any. Additionally, you can touch an ally as a standard action to confer upon it the benefits of any one teamwork feat that you have. This effect persists for a number of rounds equal to 1/2 your oracle level (minimum 1). You can confer the benefits of a teamwork feat you have a number of times per day equal to 3 + your Charisma modifier.

Final Revelation: You become a beacon of aid and assistance to your allies and those you deem worthy of receiving your succoring magical benefits. You can apply any one of the following metamagic feats to any spell you cast that targets one or more of your allies without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. You do not need to have these feats to use this ability, and you can use this ability any number of times per day on any spell that can be affected by the listed metamagic feats.
Natural Cures

Reverence for nature inspires many druids to mind the ecological health of whole regions in addition to the well-being of specific individuals within their purview. Those druids who focus on a region’s flora and fauna often look for ways to fill niches in the ecosystem, lure in missing or overhunted species, drive off or exterminate unwanted invaders, and eliminate unnatural disruptions to the environment such as undead. The spread of disease, like the many horrific plagues that have devastated Lobaria, is of particular concern to druids tending to a region; most see Lobaria’s plight as a warning to be on guard against their own regions’ plagues. Some druids in settled areas take special care to guide humanoids away from environmentally destructive practices while also using natural or holistic remedies from their beloved land to heal ailments that afflict residents.

DRUIDIC HEALERS

In places such as Kyonin, the Mwangi Expanse, and the Inner Sea region’s numerous wildernesses, druids serve as healers as well as wardens of wild and natural places. In these places where people live close to the natural world, druids are respected for their ability to turn the life around them into useful herbal remedies, nourishing foods, and deliverance from the curses, hazards, and other inherent threats that stem from the environment.

The following regional traits can represent the influence of an indicated nation or region on a character who hails from there or has lived there for at least 1 year.

Animal-Spirit Vitality (Kyonin): The elven druids of Kyonin taught you to commune with the natural healing powers of animals. Once per day when you cast a spell that restores hit points, you restore 1 additional hit point for every die rolled as long as a creature of the animal type is within 50 feet. You must decide to use this ability before rolling to determine the number of hit points that your spell restores.

Guerrilla Mender (Nirmathas): With the help of a druidic healer, you narrowly escaped death by disease or poisoning while on the run from Molthuni militias, whether contracting the ailment was an accident or you were the victim of more sinister forces. Whenever you successfully use the Heal skill to treat an ally’s poison or disease, you grant the ally an additional +1 trait bonus on the saving throw against the disease or poison. Heal is a class skill for you.

Mwangi Herbal Tradition (Mwangi Expanse): You are trained in a Mwangi tradition of herbalism dating back to the Age of Darkness and therefore have great insight into how to use the natural ingredients at your disposal to nurse an ailing body. You gain a +4 trait bonus on Heal checks when providing long-term care, and Heal is a class skill for you.

Restorer (Druid Archetype)

Restorers carefully tend to the health of both the environment and creatures in it. Restorers in the most remote places often choose druidic herbalism as their nature bond option (see below).

Healing Touch (Ex): A restorer gains a +2 bonus on Heal checks. When a restorer uses Heal to provide first aid, the bonus increases to +3.
   This ability replaces nature sense.

Natural Medic: A restorer can channel stored spell energy into healing spells that she did not prepare ahead of time. The restorer can “lose” any prepared spell in order to cast any cure spell she can cast of the same spell level or lower (a cure spell is any spell with “cure” in its name).
   This ability replaces spontaneous casting.

Enemy of Blight (Ex): At 4th level, a restorer can ignore the effects of an overgrown area that has been magically manipulated to impede motion. She can ignore these effects for a number of rounds per day equal to double her Wisdom bonus. These rounds don’t have to be used consecutively.
   This ability replaces resist nature’s lure.

Guide across Lifetimes (Sp): At 13th level, once per day as a full-round action, a restorer can cast reincarnate without a material component.
   This ability replaces a thousand faces.

DRUIDIC HERBALISM

Druids can use their intimate connection to nature to gain a mastery over the beneficial powers of natural ingredients. Druidic herbalism is a nature bond option that can be taken by any druid at 1st level except those with archetypes or alternate class features that alter or replace nature bond or mandate a specific nature bond choice.

Nature Bond (Ex): Instead of granting access to a domain or an animal companion, a druid’s bond with nature can take a third form: access to druidic herbalism.

A druid who chooses to learn druidic herbalism can use combinations of nuts, berries, dried herbs, and other natural ingredients along with appropriate containers to create herbal concoctions or magic consumables that function like potions. This acts like the Brew Potion feat, but only for spells on the druid spell list. Herbal concoctions are typically thick and sludgy, and their creation time, caster level, spell duplication capabilities, and all other variables and properties are identical to those of potions created using Brew Potion. Herbal concoctions created with herbs that cause special effects when ingested (see page 10 of *Pathfinder Player Companion: Heroes of the Wild*) retain those effects as well as the appropriate spell effect.

A druid can create a number of free herbal concoctions per day equal to her Wisdom modifier. Additional concoctions cost the same as creating an equivalent potion using Brew Potion. Druids can sell their herbal concoctions just as if...
they were potions (though NPCs unfamiliar with druidic herbalism may need some convincing before purchasing these wares).

At 4th level, a druid’s increasing skill with herbalism means that she can disguise the effects of her herbal concoctions. When a creature attempts a Perception or Spellcraft check to identify one of the druid’s concoctions, the concoction appears to be a different herbal concoction of the druid’s choice unless the creature exceeds the identification DC by 5 or more. The druid must designate this false result when creating the concoction. If a creature exceeds the identification DC by 5 or more, it correctly identifies the concoction, though not that the druid tried to fool it.

Additionally, at 4th level, when the druid creates additional concoctions, she need pay only half the normal cost to create them. It takes her only half the normal time to create her concoctions, and she can create concoctions of spells from any spell list, as long as she can cast the spell.

At 7th level, when the druid creates concoctions with potential false identification results, a creature attempting to identify the concoction must exceed the identification DC by 10 or more to determine the concoction’s true identity.

Additionally, at 7th level, a druid can create any herbal concoction in 1 minute. She can also create a special concoction of any spell higher than 3rd level that she can cast, but to do so, she must expend a spell slot of the same level. These special concoctions do not cost her anything to create and function like extracts created by an alchemist with the infusion discovery.

**DRUIDIC PRIESTS**
In addition to serving philosophies such as the Green Faith and Tian Xia’s Sangpotshi, druids can act as priests for certain deities that appreciate and understand their talents.

Desna, Erastil, Gozreh, and Sarenrae are probably the best known in the Inner Sea region for sponsoring druidic priests. Other patron deities for druids include Achaek, Gorum, Hanspur, Norgorber, Zon-Kuthon, the elven goddess Yuelral, the Tian god Hei Feng, the orc god Rull, and the Eldest of the First World.

Although druidic priests wield nature’s power in service to their respective deities, their duties can also include interpreting the will of their gods for lay worshipers, instructing others in the faith, and maintaining holy sites. The last they usually do with a special eye toward blending holy sites into their natural surroundings. For example, a temple of Erastil created and tended to by druidic priests might be a small community hall carved so beautifully and seamlessly into a living tree that it seems to have grown there along with the tree. Additionally, using their connection to nature, many druidic priests also serve their churches as guides and scouts.

**Nature Priest (Druid Archetype)**
Nature priests serve two masters: their deities and nature itself, and can call upon the power of both to fuel their divine abilities.

**Faithful**: Like a cleric, a nature priest must worship a deity and her alignment must be within one step of her deity’s (*Pathfinder RPG Core Rulebook* 166).

**Class Skills**: A nature priest adds Knowledge (religion) to her list of class skills instead of Knowledge (geography). This alters the druid’s class skills.

**Weapon Proficiencies**: A nature priest is proficient with her deity’s favored weapon in addition to a druid’s typical weapon proficiencies. This alters the druid’s class skills.

**Studious Piety (Ex)**: A nature priest gains a +1 bonus on Knowledge (religion) checks. This bonus increases to +2 when attempting checks that involve knowledge of her deity or her faith. This ability replaces nature sense.

**Chosen Druid (Ex)**: If a nature priest chooses a domain for her nature bond, she must choose one of her deity’s domains (or subdomains) in place of those typically available to a druid. This ability replaces the venom immunity ability.

**Shepherd of the Faithful (Su)**: At 4th level, a nature priest and all allies within 60 feet that can see or hear her gain a +2 insight bonus on skill checks to notice or avoid natural hazards, difficult terrain, and rough winds or water, as well as on saving throws against natural hazards. This ability offers no protection against the abilities of creatures or the effects of spells or items. This ability replaces resist nature’s lure.

**Divine Servants (Su)**: At 9th level, a nature priest adds the spells *lesser planar ally*, *planar ally*, and *greater planar ally* to her druid spell list at their cleric spell levels. When she casts these spells, the planar allies summoned require half the payment described in those spells. This ability replaces the venom immunity ability.
Paladins are commonly associated with the imagery of righteous crusaders striving against vile armies, shouting battle cries with their mighty weapons drawn. However, paladins are also imbued with significant power to heal their allies. Those who are truly worthy of a paladin’s mantle understand that, while it may not appear as glorious, providing compassionate aid can do more to thwart evil than winning a hundred bloody battles.

INVIGORATOR (PALADIN ARCHETYPE)
Invigorators devote themselves to keeping their allies bodily whole. These selfless paladins believe the best way to combat evil is by bolstering the health and spirits of those who fight alongside them. They play vital roles and often command troops among martial faiths, such as those of Iomedae and Torag.

**Bestow Hope (Su):** Beginning at 1st level, an invigorator is a champion of her faith who can call upon her deity’s holy power to bathe battling allies in protective energy. As a swift action during combat, the invigorator can choose a number of nonevil allies within sight equal to her Charisma modifier upon whom to bestow hope. Once activated, bestow hope grants the invigorator and these allies DR 1/— until the combat ends, at which point the damage reduction immediately ends.

During a battle, the invigorator can change the allies this ability affects as a swift action. Ending it is a free action, but each time it is activated during a single combat, another use of the ability is expended. The invigorator can use this ability a number of times per day equal to 3 + her Charisma modifier.

The invigorator must participate in the combat to use this ability. If she is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, any DR this ability bestows is temporarily suspended until she can participate in the combat again; this doesn’t count as ending the ability.

At 4th level, and at every 3 paladin levels thereafter, the DR this ability grants increases by 1, to a maximum of DR 7/— at 19th level.

The DR this ability grants does not stack with the DR the invigorator receives from aura of righteousness or holy champion. However, at both 7th level and 20th level, an invigorator can choose to bestow hope upon an additional ally, for a total number of allies equal to 2 + the invigorator’s Charisma modifier at 20th level.

This ability replaces smite evil.

**Holy Fount (Su):** At 11th level, an invigorator can expend two uses of bestow hope to radiate healing energies to bolster her nearby allies. For a number of rounds equal to 1/2 the invigorator’s paladin level, the invigorator and all nonevil allies within a 10-foot radius of her gain fast healing 10. This ability is an aura centered on the invigorator; allies must be within the aura at the beginning of their turns to benefit from the fast healing. Using this ability is a free action.

This ability replaces aura of justice.

**Champion of Life (Sp):** An invigorator’s holy resolve can sometimes overcome death—or smite the horror that is undeath. At 20th level, three times per day as a standard action, an invigorator can use *breath of life* as a spell-like ability, using her paladin level as her caster level. Creatures brought back to life with this ability do not suffer the normal temporary negative level the spell imposes.

This ability replaces holy champion.

**NEW MERCIES**
Among the most righteous of deeds that a paladin can perform in the name of her god is the healing of the meek and downtrodden. As a result, paladins throughout Golarion constantly invent new ways to apply their deities’ holy powers to help the sick and wounded.
Add the following new mercies to the list that paladins (and other characters who can select mercies) can choose from whenever they gain a new mercy. A paladin must meet a mercy’s prerequisites, if any.

3rd-Level Mercies
At 3rd level, the paladin adds the following new mercies to those she can choose.

- **Deceived:** The target can immediately attempt a new saving throw to disbelieve any ongoing illusions that it failed to disbelieve within the last minute.
- **Riled:** The paladin’s lay on hands also acts as *calm emotions*, but only for the purpose of suppressing morale bonuses (such as from the *rage* spell) and emotion effects that aren’t fear effects. Use the paladin’s level as the caster level.

6th-Level Mercies
At 6th level, the paladin adds the following new mercies to those she can choose.

- **Enfeebled:** The paladin dispels any magical effects that are reducing one of the target’s ability scores (paladin’s choice).
- **Haunted:** The paladin’s lay on hands also acts as *protection from evil*, but only for the purpose of allowing a new saving throw against enchantment (charm) and enchantment (compulsion) effects, making the target immune to any attempts to possess or exercise mental control over the target, or preventing a life force from controlling the target (all as described in the second effect of *protection from evil*). Use the paladin’s level as the caster level.
- **Targeted:** The paladin’s lay on hands also acts as *sanctuary*, using the paladin’s level as the caster level. The saving throw is successful, a creature cannot be affected by the same paladin’s archon bond again for 24 hours, and the paladin can use this ability once per day at 17th level.

9th-Level Mercies
At 9th level, the paladin adds the following new mercies to those she can choose.

- **Confused:** The target is no longer confused.
- **Injured:** The target gains fast healing 3 for a number of rounds equal to 1/2 the paladin’s level.
- **Restorative:** The target heals 1d4 points of ability damage from a single ability score of the paladin’s choosing. The paladin must have the enfeebled mercy before selecting this mercy.

12th-Level Mercies
At 12th level, the paladin adds the following new mercies to those she can choose.

- **Amputated:** The paladin’s lay on hands also acts as *regenerate*, but only for the purposes of regrowing severed body members, broken bones, and ruined organs. The paladin must have the injured mercy before she can select this mercy.
- **Ensorcelled:** The paladin’s lay on hands also acts as *dispel magic*, using the paladin’s level as her caster level (maximum 20).

### VARIANT DIVINE BONDS
Although all paladins commune with divine forces and celestial spirits, some are able to do so in ways that transcend the typical martial blessing or celestial servitor. When a paladin gains the divine bond class feature, she can choose one of the following variant divine bonds instead of those outlined by her class. All variant divine bonds are supernatural abilities, and a paladin cannot choose a variant divine bond if she has an archetype that alters or replaces divine bond.

- **Agathion Bond:** As a standard action, the paladin can call forth an agathion spirit that bonds to her healing hands for 1 minute per paladin level, causing her to manifest physical traits evocative of one kind of agathion. This bond allows the paladin to add her Charisma bonus to the amount of hit points that she restores with her spells, her lay on hands ability, and her channel energy ability. For every 3 levels beyond 5th, she restores 1 additional hit point with those abilities, up to a maximum of $5 + \text{her Charisma modifier at 20th level}$. The paladin can use this ability once per day at 5th level, and one additional time per day for every 4 levels beyond 5th, up to a total of four times per day at 17th level.
- **Angelic Bond:** As a standard action, the paladin can call forth an angel spirit that bonds to her, causing her to manifest a resplendent halo. This bond allows the paladin to shine light as per *continual flame* for 1 minute per paladin level. Additionally, while the halo shines, all allies within 20 feet gain the benefits of *protection from evil*, except the deflection and resistance bonuses are +3. For every 3 levels she has beyond 5th, the deflection bonus and resistance bonus provided by this effect increases by 1, up to a maximum of +8 at 20th level. The paladin can use this ability once per day at 5th level, and one additional time per day for every 4 levels beyond 5th, up to a total of four times per day at 17th level.
- **Archon Bond:** As a standard action, the paladin can call forth an archon spirit that bonds to her brow, causing her eyes to glow with righteous fury for 1 minute per paladin level. While this bond is active, any hostile creature within a 10-foot radius of the paladin that looks at her must succeed at a Will saving throw (DC = 10 + 1/2 her paladin level + her Charisma modifier) or take a –2 penalty on attack rolls and saving throws and to AC for 24 hours. Whether or not the saving throw is successful, a creature cannot be affected by the same paladin’s archon bond again for 24 hours, and the penalties from multiple archon bonds don’t stack. Creatures that don’t have eyesight are not affected by this ability. For every 3 levels beyond 5th, the radius of the paladin’s archon bond increases by 5 feet, up to a 35-foot radius at 20th level. The paladin can use this ability once per day at 5th level, and one additional time per day for every 4 levels beyond 5th, up to a total of four times per day at 17th level.

**Petrified:** The paladin’s lay on hands ability also acts as *stone to flesh*, but only for the purpose of removing the petrified condition from a creature.
Soothing Spirits

The gods are not the only entities that divine spellcasters petition for healing magic. Spirits—whether they are the natural powers that permeate existence or psychic impressions of ancient souls—have the potential to supply healing magic. And as esoteric as the spiritual arts may seem, only two things are required to channel these beings: a keen ear and an open mind.

**Benefactor (Shaman Archetype)**

Though most shamans dole out banes and boons equally, a benefactor seeks to improve the lives of others by primarily offering powerful supportive abilities and magic to her allies and others she deems worthy.

**Benefactor Ethos:** Benefactors cannot cast shaman spells with the curse descriptor; for the benefactor’s purpose, they are considered not on the shaman spell list. A benefactor can’t use spell-completion or spell-trigger magic items that use shaman spells with the curse descriptor unless she succeeds at a Use Magic Device check.

This alters the shaman’s spellcasting.

**Benefactor Hexes:** A benefactor adds the following hexes to the list of shaman hexes she can choose from whenever she gains a new hex or a wandering hex. A benefactor cannot gain a hex that is a curse effect or that has the word “curse” in its name as a hex or a wandering hex.

This ability alters hexes.

**Boon Reservoir (Su):** Once per day, a benefactor can perform a 10-minute ritual with one of her allies, plus one additional ally for every 3 shaman levels she has. All creatures that participate in the ritual (including the benefactor) gain a boon reservoir with a number of points equal to 1/2 the benefactor’s shaman level (minimum 1) for 24 hours. As an immediate action, a creature can spend 1 point from its boon reservoir to gain a +2 insight bonus on all saving throws it attempts until the start of its next turn. Boon reservoir points that are not spent within 24 hours are wasted.

**Expanded Boon (Su):** When a benefactor gains this hex, she chooses one of the following: ability checks, attack rolls, or skill checks. Instead of gaining an insight bonus on saving throws, any creature with a boon reservoir granted by the benefactor can spend 1 point as an immediate action to gain a +2 insight bonus on rolls or checks of the chosen kind until the start of its next turn. This hex can be chosen multiple times. Each time, it applies to a different roll or check. A benefactor must have the boon reservoir hex before choosing this hex.

**Suppress Curse (Sp):** As a standard action, a benefactor can attempt to suppress one curse effect that is affecting a creature or object with a touch. This functions as per remove curse, except the curse’s effects are suppressed for 1 hour, even if it is a cursed shield, weapon, or suit of armor. This allows a creature afflicted with any such cursed item to remove or get rid of it. The benefactor uses her shaman level as her caster level for the purpose of this hex.

**SHAMAN HEALERS**

Although shamans can be found throughout Golarion and beyond, some places are more supportive of or receptive to their arts than others. The following regions are some of the more common where shamans reside. Each includes one character trait of relevance to either the region or a philosophy tied to it.

**Five Kings Mountains**

The dwarves of Golarion practiced a form of animism before their faith mingled with the religion of the surface and elevated their most powerful spiritual patrons to godhood.

Today, dwarves mostly refer to those origins in superstitions, but a distinct minority among their number still follows those roots, most notably the cult of the rivethun.

Rivethun are those born blessed and cursed with bodies in sharp opposition to their inner spirits—most often in the form of gender at odds with their physical traits—and who learn spiritual awareness and inner strength by mastering this conflict. Their faith expresses itself in many ways, but they always acknowledge the importance of the spirits that dwell in living creatures and even objects, granting them great power and the patience and insight to serve as uncanny ambassadors, negotiators, and guardians between the material and spiritual worlds. Many dwarves of this sect become potent shamans and respected leaders.

In more recent decades, rivethun teachings have seen a resurgence in popularity, both in the Five Kings Mountains and even among non-dwarves in surrounding regions—dwarves who practice the rivethun’s traditions embrace with equal fervor individuals of all races who also follow the philosophy, assigning more importance to the willingness of the spirit than to the structure of the body it inhabits.

The following faith trait is available to characters who follow the traditions of the rivethun.

**Soul-Searcher’s Strength (Faith):** Your introspections have taught you to understand your own flaws and proclivities and how to work with them. Choose one saving throw. You gain a +1 trait bonus on saving throws of the chosen kind.

**Tian Xia**

In Tian Xia, shamanism is quite common. Shamans, mediums, and spiritualists often describe Tian Xia as a hub of spiritual activity, and this is largely due to the presence of its warden’s, the mysterious kami. Furthermore, the nonhuman races that exist in the Dragon Empires alongside the Tians often maintain a close affinity with the land’s spirits and have their own shamanistic traditions, and often shamans dabble in combining these myriad traditions.
The following regional trait is available to characters from Tian Xia, or for those who have lived there for at least a year.

**Servitor of Spirits (Tian Xia):** For as long as you can remember, the spirits have always whispered into your ears and guided you—provided that you appease them. At the start of each day, you can choose one medium spirit (Pathfinder RPG Occult Adventures 33–36) and accept one of its taboos for 24 hours. As long as you don’t break that taboo, once during the next 24 hours, you can add a +1 trait bonus to any one roll, check, or saving throw (but not to AC) listed under your chosen spirit’s spirit bonus. Using this ability is a free action that you can use even if it isn’t your turn. If you are a medium, the spirit you choose with this trait must be the same as the spirit you are channeling and vice versa.

**SPIRIT SPECIALIZATIONS**

Spirit specializations are more specific focuses for shaman spirits that allow shamans greater flexibility in customizing their characters and building character backstories. One such specialization is presented below, but it is far from the only spirit specialization that exists.

Each spirit specialization replaces one or more hexes that the shaman can gain, as well as one or more of the spirit’s abilities and a number of the spells in the spirit’s spirit magic spell list. A spirit specialization never replaces all of the spirit’s hexes or all of the spirit’s abilities.

A spirit specialization is always treated as equivalent to its associated spirit for any effect or prerequisite that is based on spirits. A shaman cannot select a spirit specialization as a wandering spirit, nor can she form a bond with a spirit and a spirit specialization that is associated with it simultaneously—for instance, a shaman with the life spirit cannot form a temporary bond with the restoration spirit specialization.

If a spirit specialization hex or ability calls for a saving throw, the DC of the save is equal to 10 + 1/2 the shaman’s level + her Wisdom modifier.

**Restoration**

**Associated Spirit:** Life.

**Spirit Magic Spell:** Remove sickness\textsuperscript{UM} replaces the life spirit’s 1st-level spirit magic spell.

**Replacement Hexes:**

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- **Shell of Succor (Su):** The shaman surrounds one touched creature with a ward of succoring energy, granting the target a number of temporary hit points equal to her Wisdom bonus + an additional 1d6 temporary hit points per 2 shaman levels she has (maximum 10d6). These temporary hit points last a number of minutes equal to the shaman’s level.

The target always loses these temporary hit points first, even before other temporary hit points (including those from a kineticist’s force ward defense wild talent). If an attack deals fewer points of damage than the target’s temporary hit points from this shell of succor ability, it still reduces those temporary hit points but otherwise counts as a miss for the purpose of abilities that trigger on a hit or a miss. The shaman can use this hex a number of times per day equal to 1 + her Charisma bonus.

**Spirit Boost (Su):** Whenever the shaman casts a healing spell that heals a target up to its maximum hit points, any excess hit points persist for 1 round per shaman level as temporary hit points (up to a maximum number of temporary hit points equal to the shaman’s level).

**True Spirit Ability:** The following true spirit ability replaces the quick healing ability of the life spirit.

- **Spirit of Life (Su):** The shaman’s spirit animal transforms into a conduit of life energy able to store succoring magic that can keep the shaman’s allies safe. This allows the spirit animal to cast stabilize as a spell-like ability at will using the shaman’s level as the spell’s caster level. In addition, the shaman can transfer any cure spell (a spell with “cure” in its name) she casts to her spirit animal as a swift action, provided that the spirit animal is within 30 feet of her. This functions like imbue with spell ability, except a spirit animal can be imbued with a cure spell of any spell level that its master can cast regardless of the spirit animal’s Intelligence or Wisdom score. The spirit animal can hold the spell indefinitely, but the shaman cannot prepare a new spell in the imbued spell’s spell slot until her spirit animal uses the spell or it is slain, or until she dismisses the imbue with spell ability effect (a free action). A spirit animal can be imbued with only one spell at a time in this manner. If the spirit animal is slain while it is imbued with a cure spell, that spell is lost.
**Therapeutic Magic Items**

Keeping compatriots alive is a healer’s sacred duty, and wise healers seek out a variety of magical tools to aid them in this pursuit. Likewise, sage adventurers without access to a friendly healer often seek out items to ensure that when battles turn deadly, they can tend to their own wounds and continue the fight—or, in dire situations, that they can live to triumph and fight another day. The following items are useful to all characters who hope to heal themselves or others who rely on them.

### Gloves of Stolen Breath

<table>
<thead>
<tr>
<th>Slot</th>
<th>CL</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hands</td>
<td>9th</td>
<td>—</td>
</tr>
</tbody>
</table>

These black leather gloves feel like warm, living skin to the touch. When the wearer delivers a coup de grace that kills an opponent, she can target a single creature within 30 feet that has died within the previous 3 rounds as a free action. The target creature is healed as if with a *breath of life* spell (regaining 5d8 + 9 hit points), and if the creature’s hit point total is then greater than a negative amount equal to its Constitution score, it comes back to life and stabilizes at its new hit point total. As with the *breath of life* spell, creatures brought back to life gain a temporary negative level that lasts for 1 day, but this effect cannot damage undead creatures. The opponent killed by the coup de grace must have a number of Hit Dice equal to or greater than the target slain creature’s Hit Dice or the gloves’ ability is not triggered.

<table>
<thead>
<tr>
<th>Construction Requirements</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Craft Wondrous Item, <em>breath of life</em>, <em>death knell</em></td>
<td>27,000 GP</td>
</tr>
</tbody>
</table>

### Healer’s Satchel

<table>
<thead>
<tr>
<th>Type</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal</td>
<td>1,500 GP</td>
</tr>
<tr>
<td>Specialized</td>
<td>3,000 GP</td>
</tr>
</tbody>
</table>

Slot: none

CL: 3rd

Weight: 1 lb.

Aura: faint conjuration

This well-worn physician’s bag can be slung over one shoulder or carried easily in one hand. It contains a collection of continually renewing bandages, medicines, and herbs. This acts as a healer’s kit, except spent uses are renewed every day, so the wielder can expend up to 10 uses in any 24-hour period. When the wielder expends 2 uses from a *healer’s satchel* to treat deadly wounds with the Heal skill, she adds her Wisdom bonus to the amount of hit points restored, and if she exceeds the DC by 5 or more, she adds 2 × her Wisdom bonus to the amount restored. The wielder also gains a +4 circumstance bonus on Heal checks when she expends uses of the *healer’s satchel* to treat poisons and provide first aid (this does not stack with the normal +2 circumstance bonus granted for using a healer’s kit).

In addition to the benefits described above, a specialized *healer’s satchel* comes with enchantments and equipment to further aid in certain medical situations.

**Diagnosis:** The specialized *healer’s satchel* contains a wide variety of magical tools for diagnosing illness and injury. When attempting a Heal check while expending one or more uses of the satchel, the user is automatically aware if the check failed. Additionally, the user can spend 1 minute scrutinizing a patient to increase the circumstance bonus granted by the specialized *healer’s satchel* by 2. This scrutiny can be performed only once per Heal check attempted.

**First Aid:** The specialized *healer’s satchel* contains self-binding tourniquets, enchanted smelling salts, and other magical tools to help a dying patient recover. The wielder can expend two uses of the specialized *healer’s satchel* when performing first aid to heal a character at negative hit points to 0 hit points with a successful DC 20 Heal check.

**Long-Term Care:** The specialized *healer’s satchel* contains expanding gurneys, enchanted sleep aids, and other magical tools to assist patients’ recovery. Each day, the wielder can expend two uses of the satchel per patient when providing long-term care. This either doubles the benefits of long-term care or restores 1 point of ability drain with a full day of complete rest (the wielder can choose which effect applies to each patient).

**Treatment:** The specialized *healer’s satchel* contains alchemical blood cleansers, specialized antitoxins, and other magical tools to aid patients suffering from disease or poison. The wielder can
expend two uses of the satchel when using the Heal skill to treat poison or disease to use her Heal check result in place of the creature’s next Fortitude saving throw against the poison or disease. If the Heal check result doesn’t equal or exceed the DC of the disease or poison, she still adds a +4 competence bonus to the creature’s next saving throw against the disease or poison.

**CONSTRUCTION REQUIREMENTS**

<table>
<thead>
<tr>
<th></th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal</td>
<td>750 GP</td>
</tr>
<tr>
<td>Specialized</td>
<td>1,500 GP</td>
</tr>
</tbody>
</table>

Craft Wondrous Item, *cure light wounds, lesser restoration*, creator must have 5 ranks in Heal

**MEMORIAM ROOT**

<table>
<thead>
<tr>
<th>SLOT</th>
<th>PRICE</th>
<th>AURA</th>
</tr>
</thead>
<tbody>
<tr>
<td>none</td>
<td>6,000 GP</td>
<td>faint transmutation</td>
</tr>
<tr>
<td>Cl 3rd</td>
<td>WEIGHT 1 lb.</td>
<td></td>
</tr>
</tbody>
</table>

This sharp wooden root looks green and alive. When plunged into the earth over a buried humanoid corpse, the root grows into a young tree in 1 hour. The appearance of the plant and the fruit it produces is a reflection of the personality the dead humanoid had in life, and the resulting tree and the buried corpse cannot be moved from the location without killing the tree.

The tree produces 1d4 pieces of magical fruit each day, regardless of the local climate or weather. Each fruit provides nourishment as if it were a normal meal for a Medium creature. Fruit produces magical effects based on the alignment the corpse had. The tree cannot grow if the corpse had in life, and the resulting tree and the buried corpse cannot be moved from the location without killing the tree.

The tree produces 1d4 pieces of magical fruit each day, regardless of the local climate or weather. Each fruit provides nourishment as if it were a normal meal for a Medium creature. Fruit provides magical effects based on the alignment the corpse had. The tree cannot grow if the corpse had in life, and the resulting tree and the buried corpse cannot be moved from the location without killing the tree.

Fruit harvested from the tree retains these effects for 24 hours. When the tree grows new fruit each day, the previous day’s fruit loses its magical effect and falls to the ground. The effects below are cumulative.

**Chaotic:** The consuming creature gains an instinctual drive toward freedom. For 1 minute after it consumes the fruit, the creature becomes immune to any spell or effect that impedes movement, such as *paralysis, slow, solid fog,* or *web.*

**Evil:** The consuming creature perceives the world through a hardened lens of cynicism. This suppresses any spells or effects affecting the eater that cause confusion for 1 minute after the fruit is consumed.

**Good:** The consuming creature becomes filled with hope and happiness. This suppresses any fear spell or effect affecting the eater for 1 minute after the fruit is consumed.

**Lawful:** The consuming creature feels supported by ironclad conviction. This suppresses any charm spell or effect affecting the eater for 1 minute after the fruit is consumed.

**Neutral:** The consuming creature feels a sense of connection to the balanced, amoral nature of creation. For 1 minute after it consumes the fruit, the creature can’t be targeted by spells or effects that would damage or otherwise harm it based on its alignment.

**CONSTRUCTION REQUIREMENTS**

<table>
<thead>
<tr>
<th></th>
<th>COST 3,000 GP</th>
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</table>

Craft Wondrous Item, *goodberry, tree shape*

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**NURSING NECKLACE**

<table>
<thead>
<tr>
<th></th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ant</td>
<td>8,000 GP</td>
</tr>
<tr>
<td>Centipede</td>
<td>8,000 GP</td>
</tr>
<tr>
<td>Leech</td>
<td>10,000 GP</td>
</tr>
<tr>
<td>Scarab</td>
<td>10,000 GP</td>
</tr>
<tr>
<td>Spider</td>
<td>8,000 GP</td>
</tr>
</tbody>
</table>

**SLOT** neck

**CL** 3rd

**AURA** faint transmutation

This large, vermin-shaped medallion can crawl free from its setting to heal the wearer’s ills. On command, the vermin can animate to perform any function allowable by the Heal skill on the wearer only. The vermin has a +12 bonus on Heal checks for these purposes and acts as if it had unlimited uses of a healer’s kit (the circumstance bonus for using a healer’s kit is factored into the vermin’s bonus on Heal checks). Alternatively, the vermin can aid a healer working to treat the wearer. In this case, the vermin grants the healer a +10 circumstance bonus on Heal checks for this purpose.

Based on its type, the vermin also grants additional benefits to the necklace that might affect creatures other than the wearer, as described below.

**Ant:** If the wearer’s hit point total is negative, the vermin automatically activates and, on the wearer’s next turn, performs first aid (even if the wearer is unconscious).

**Centipede:** On command, the vermin can use the Heal skill to provide long-term care for up to six creatures (which may or may not include the wearer), as long as the targets remain within 30 feet of the wearer for the duration of their rest. (This does not count as the wearer performing long-term care on herself; therefore the vermin can include her in the long-term care given.)

**Leech:** Once per day on command, the vermin can suck impurities from the blood. This ends any ongoing poison effect if the vermin succeeds at a Heal skill check with a DC equal to the poison’s saving throw DC. On a failure, the wearer still receives a +4 competence bonus on her next saving throw against the poison.

**Mosquito:** Once per day on command, the vermin can neutralize disease in the blood. This ends any ongoing disease if the vermin succeeds at a Heal skill check with a DC equal to the disease’s saving throw DC. On a failure, the wearer still receives a +4 competence bonus on her next saving throw against the disease.

**Spider:** Three times per day on command, the vermin can fire silk webbing over the wounds of a creature within 30 feet. This allows the vermin to attempt a Heal check to stabilize the creature or stop bleed damage at range.

**CONSTRUCTION REQUIREMENTS**

<table>
<thead>
<tr>
<th></th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ant</td>
<td>4,000 GP</td>
</tr>
<tr>
<td>Centipede</td>
<td>4,000 GP</td>
</tr>
<tr>
<td>Leech</td>
<td>5,000 GP</td>
</tr>
<tr>
<td>Scarab</td>
<td>5,000 GP</td>
</tr>
<tr>
<td>Spider</td>
<td>4,000 GP</td>
</tr>
</tbody>
</table>

Craft Wondrous Item, *cure light wounds, delay poison* (leech only), *remove sickness* (mosquito only), *summon swarm*
This vibrant red feather is surrounded by a faint, soothing golden glow that makes it appear preternaturally shiny and pristine. As an immediate action, the user can activate the phoenix feather to attempt a saving throw against a spell or effect with the death descriptor, even if the spell or effect does not normally allow a saving throw. If the spell or effect normally allows a saving throw for reduced damage or a partial effect, the bearer suffers only the reduced damage or partial effect on a failed saving throw, and completely negates all damage and effects on a successful saving throw. If the spell or effect does not normally allow a saving throw, calculate the DC of the saving throw this item provides as if it did.

Alternatively, when a single attack, spell, or effect deals hit point damage to the user that would reduce her to negative hit points, after the hit point damage is rolled but before it is applied to her, she can activate the phoenix feather as a free action. If she does, she reduces the amount of hit point damage she takes by up to $5d8 + 9$ points. (She can never reduce the amount of damage taken to less than $0$.) A phoenix feather is usable once, after which it immediately burns away in a fiery flash before being reduced to ash.

**CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, breath of life, death ward, creator must be good

---

This adamantine ring contains a moving, notched golden circle that whirs with healing energy when activated. Once per day when the wearer takes hit point damage by any means, she can activate the ring as an immediate action. This immediately allows a living wearer to regain 5 hit points per round and recover from an equal amount of nonlethal damage. The wearer regenerates a total number of hit points equal only to the damage taken when the ring was activated, and only a single attack (or another single instance) can activate the ring. If the wearer sustains damage from multiple sources simultaneously, she must pick which source activates the ring. When either all of this damage is healed or the wearer's hit points reach her hit point maximum (whichever comes first), the hit point regeneration ceases.

In addition, the wearer is immune to bleed damage while the ring's regeneration is active. If the wearer lost a limb, an organ, or any other body part as a result of the effect she used to activate the ring, the ring regenerates it as per regenerate. As with the spell, if the severed members are not present and touching the creature, this regenerate effect takes $2d10$ rounds (this may cause the regenerate effect affecting a lost limb or organ to last longer than the hit point regeneration).

**CONSTRUCTION REQUIREMENTS**

Forge Ring, regenerate

---

This shimmering metallic belt is composed of dozens of looped silver cords tied together in elaborate braids and knots. As a standard action, the wearer can touch his animal companion to attach an invisible, incorporeal cord to it that, if it can be seen by anyone, appears to be superficially tied to the silver soul cord. This forms a deeper bond between the wearer and the animal companion. It can be attached to only one animal companion at a time. If the animal companion is killed or the link is broken while the cord is attached in this manner (though very few things can destroy the incorporeal cord), the wearer and the animal companion each gain a negative level and the silver soul cord cannot be reattached to any creature for 24 hours. The cord can extend for a length of up to 1 mile, but if the attached animal companion moves farther away from the wearer than this, the cord automatically detaches and the bond ends, though it is not considered to be broken and therefore does impart any negative levels. The wearer can remove the cord as a standard action.
While the silver cord is attached, the wearer gains an empathic link with an animal companion as if it were a familiar (per the wizard arcane bond class feature). Additionally, as a standard action, the wearer can sacrifice his own hit points to heal the animal companion through this bond. The creature regains 1 hit point for every 1 hit point the wearer sacrifices. The wearer can sacrifice a maximum number of hit points per turn equal to his Hit Dice, and can't sacrifice hit points if doing so would reduce him to 0 hit points or fewer.

**CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, shield other, vampiric touch

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### SOOTHING LYRE

<table>
<thead>
<tr>
<th>SLOT</th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>none</td>
<td>45,000 GP</td>
</tr>
</tbody>
</table>

**AURA** strong conjuration and enchantment

This ornate string instrument looks as if it were crafted from gold and silver but is as light as hollow wood. It grants a +2 circumstance bonus on Perform (string instruments) checks. When the proper chords are struck (a standard action), the bearer can target all creatures within a 30-foot-radius burst with a lullaby spell (DC 13) that lasts as long as the bearer concentrates plus up to 13 rounds.

Additionally, once per day as a standard action, she can strum the lyre to affect up to nine creatures with mass cure light wounds, as per the spell. If the character has the bardic performance class feature, instead of this effect, she can perform a soothing performance once per day, even if she is not of sufficient level to normally have access to that ability (this still requires 4 rounds of continuous performance and still uses her bard level as the caster level). A bard who can use soothing performance and who plays the lyre as part of her performance increases her effective caster level for that ability by 1.

**CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, lullaby, mass cure light wounds, creator must be a bard of at least 12th level with the bardic performance class ability

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### TROLLSKIN TOURNIQUET

<table>
<thead>
<tr>
<th>SLOT</th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>none</td>
<td>3,850 GP</td>
</tr>
</tbody>
</table>

**AURA** moderate conjuration

This roll of flexible green leather can be easily wrapped around the stump of a severed limb (a finger, toe, hand, foot, arm, leg, tail, or even neck—though the last works only in the case of multi-headed creatures). The body part regrows over a period of 24 hours as long as the trollskin tourniquet is not removed.

While a creature wears a trollskin tourniquet, it does not need to remain entirely still. However, if it sustains an amount of hit points of damage equal to or greater than 3 × its Hit Dice, the tourniquet is jostled out of position and must be reset. This also resets the regrowth time period required; the tourniquet must remain on the stump for 24 hours from the time it was reset to regrow the limb.

While a trollskin tourniquet can't restore a dead creature to life, it can repair a corpse to make it easier to resurrect. This requires at least a partially whole decomposed or skeletonized inanimate corpse, and the tourniquet must be placed around an intact limb, the chest, or some other portion of the corpse. The corpse regenerates over a period of 24 hours as long as the trollskin tourniquet is not removed (if the tourniquet is jostled, the regrowth time resets, as described above with regard to a living creature). At the end of this time, the corpse becomes whole and any missing parts are restored. The deceased creature is treated as having been dead for no more than 1 day for the purposes of resurrection magic. Each trollskin tourniquet is usable once.

**CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, regenerate, restore corpse

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### UNICORN'S BLACKENED HORN

<table>
<thead>
<tr>
<th>SLOT</th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>none</td>
<td>50,000 GP</td>
</tr>
</tbody>
</table>

**AURA** moderate conjuration and necromancy

This long ivory horn is twisted, elegant, and shining, but marring its beautiful length are black, diseased lines of corruption. This item is an intact unicorn's horn that has been horribly tainted by evil forces.

The wielder of the unicorn’s blackened horn can be healed by positive energy as well as negative energy, regardless of her creature type, as long as she holds the horn. When holding the horn, a spellcaster can also use its corrupted innocence to shape both positive and negative energy. If the wielder prepares spells, a prepared cure spell (any spell with “cure” in its name) can be spontaneously converted as it is cast into any inflict spell (any spell with “inflict” in its name) of the same level or lower, and vice versa, even if the cure or inflict spell is not normally on her spell list. When others attempt to use Spellcraft or Knowledge (arcana) to identify a spell cast in this way, the spell appears to be the cure or inflict spell that is being converted (not the spell actually being cast) unless the identifier exceeds the Spellcraft or Knowledge (arcana) DC by 10. In this case, the identifier correctly identifies the spell. Analyze dweomer, greater arcane sight, and similar spells of the same or higher spell level that automatically identify spells reveal the converted spell for what it is.

Furthermore, if the spellcaster is able to spontaneously cast either cure or inflict spells (for an example, see the cleric’s spontaneous casting ability), then she can spontaneously cast both cure and inflict spells while wielding the unicorn's blackened horn. If the wielder can channel energy using a class feature, twice per day she can channel the opposite type of energy that she normally channels.

The unicorn’s horn imposes 1 permanent negative level on any good creature that is attempting to wield it. The negative level remains as long as the horn is held in hand and disappears when the horn is no longer held. This negative level cannot be overcome in any way (including by restoration spells) while the horn is held.

**CONSTRUCTION REQUIREMENTS**

Craft Rod, harm, heal, creator must be evil-aligned and able to channel energy

---

*Healer’s Handbook*
NEXT MONTH!

The affairs of nobles can be complicated and full of intrigue, and never more so than in the lands' high courts, where honor, family, and duty are matters of life and death. In *Pathfinder Player Companion: Heroes of the High Court*, a wide range of options is available to characters who hail from or participate in all aspects of the myriad courts across Golarion. Outfit your noble, court entertainer, royal bodyguard, courtly knight, or divine regent PCs, plus learn about magical regalia and implements of rule.

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Hybrid character classes such as the shaman and warpriest, each detailed in *Pathfinder RPG Advanced Class Guide*, prove that divine healing can be the purview of adventurers with a host of other talents.
Whether it's for getting patched up after a fight, dealing with a debilitating disease contracted in a fetid dungeon, or negating the effects of a terrible poison in the middle of combat, eventually every adventurer needs a healer. Most healers have their own agendas, though, and these don't always end at mending their allies' ailments. With *Pathfinder Player Companion: Healer's Handbook*, characters can learn to efficiently heal their patients—without finding themselves reduced to being walking first-aid kits.

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► Feats geared toward characters who like to heal on their own terms, plus feats that allow any adventurer to harness her own vigor in the heat of battle.

► A host of new options to customize features for classes that dabble in healing, including focused blessings for warpriests, new paladin mercies, druidic herbalism, and a shaman spirit specialization.

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