WASTELANDS OF THE INNER SEA

- Worldwound
- Southern Fangwood
- Tanglebrier
- Sodden Lands
- Tianjing
- Shenmen
- Wanshou
- Southern Sargava
- Mana Wastes
- Magical
- Blighted
- Abyssal
- Waterlogged
Lirianne and Valeros valiantly face an ambush of violent, bloodthirsty mutants as they journey through the wastes in this exciting cover art from Sethawan Lie.
Golarion is a world with many beautiful and breathtaking lands, but not every expanse is a scene of perfection. Some areas are steeped in blight, death, decay, or malfunctioning magic. These are the wastes of the world, and they are as dangerous, unpredictable, and ripe for adventure as their landscape is barren or blasted.

Wastelands take many forms. Some are covered in natural blights, while others are supernatural or even created by mortals. Regardless of wastelands’ natures, however, nearly all such harsh locales are home to truly hardy people who have been able to survive—and sometimes thrive—where most might consider it impossible. Such individuals might not know a paracountess from a dowager or an opera singer from a tavern bard, but they are well versed in the unique survival skills required in their homelands. From them, adventurers who seek their fortunes in wastelands could learn much.

**WASTELANDS OF GOLARION**

The wastelands of Golarion are many and varied, and each has a unique history as well as myriad hazards for those who venture there.

Perhaps most notable of all the wastelands of Golarion are the Mana Wastes. A direct result of the conflict between the wizard leaders Geb and Nex, these lands lie between the borders of their respective nations. The Mana Wastes is a tumultuous region scarred by chaotic patches of warped magic. To the west, on the other side of Garund, lie the Sodden Lands. This region is what remains after the Eye of Abendego destroyed the nations of Lirgen and Yamasa in the aftermath of the death of Aroden, god of humanity. Today, the massive hurricane continues to torment the area, causing ongoing storms and floods.

Similarly destroyed were the lands of Sarkoris. A terrible fracture released masses of demons and Abyssal energy into the land of the god callers, bringing destruction with them. This rupture, now known as the Worldwound, remains open to this day, and many brave individuals take up arms in hopes of sealing the demonic rift.

Other sizable wastelands include ruined forests scattered across the globe, such as the blighted depths of the Fangwood Forest. Deep in the forest is a region of twisted plants known as the Darkblight where blighted fey and corrupted plants make their home. Across Lake Encarthan lie the lands of southern Kyonin that the nascent demon lord Treerazer has twisted into an Abyssal domain. Known as the Tanglebriar, this vast swamp sports swaths of corruption and hostile plant life. The elves of Kyonin work to contain the swamp’s taint from spreading through the rest of the region.

**WASTELAND TRAITS**

Although they are all perilous areas filled with dangers, the wastelands of the Inner Sea are each unique. The people of each wasteland have their own customs, faiths, and ways
of life. The following traits are suitable for characters hailing from wastelands.

**Alkenstar Engineer (Regional):** Your extensive experience with firearms allows you to get the most out of those unique weapons. When you’re wielding a broken early firearm, the amount your misfire value increases by is reduced by 1.

**Angradd’s Flame (Religion, Angradd):** Your faith in the Forge-Fire fans the passionate flames of war in your heart. Whenever you confirm a critical hit, you deal 1 additional point of damage to your target. This damage is considered precision damage.

**Besmara’s Strength (Religion, Besmara):** The Pirate Queen sometimes answers your calls when you tread dangerous waters. Once per day when attempting a Swim check, you can treat the water as if it were one category calmer (as if stormy water were rough water or rough water were calm water).

**Blight’s Bane (Combat):** You are trained in the destruction of blights. You gain a +2 trait bonus to confirm critical hits against a creature that has a template affiliated with some kind of communicable condition, such as a blighted fey (Pathfinder RPG Bestiary 6 46–47) or a fungal creature (Pathfinder RPG Bestiary 4 116–117).

**Brigh’s Insight (Religion, Brigh):** You hear Brigh’s whisper in the workings of technology, granting you better understanding of and insight into constructs. You gain a +2 trait bonus on caster level checks to overcome the spell resistance of constructs.

**Clockwork Engineer (Combat):** You have experience with the ancient clockwork constructs that roam certain wastelands, and this has granted you an understanding of these guardians. You gain a +2 trait bonus on damage rolls against creatures with the clockwork subtype.

**Demonblight Resistance (Magic):** Your exposure to powerful energies instilled in you a supernatural resistance to diseases, particularly those of a demonic bent. You gain a +3 trait bonus on saving throws against diseases you are exposed to while fighting one or more creatures of the demon subtype, or while such a hostile creature is inside 100 feet.

**Gozreh’s Sight (Religion, Gozreh):** Your faith in the Wind and the Waves helps you navigate through all manner of mist or haze. You can see normally up to 5 feet away in areas of nonmagical fog, mist, rain, or similar conditions (such as the spray of a waterfall). Your sight is still obscured beyond 5 feet as normal in these conditions.

**Inheritor’s Immunity (Religion, Iomedae):** Iomedae’s valor fills you with divine energy, allowing you to stay off even the worst plague. Once per day, you can reroll a saving throw against a disease or poison. You must take the second result, even if it is worse.

**Sodden Child (Regional, Sodden Lands):** You spent most of your life moving through murky bogs and have grown acclimated to the terrain. You move normally through shallow bogs (as long as the terrain hasn’t been magically manipulated) but are still affected by deep bogs as normal.

**Undergrowth Specialist (Combat):** You’ve trained yourself to move in and out of undergrowth with ease. The DCs of Acrobatics checks don’t increase for you when you’re moving through light undergrowth, and the DCs of Acrobatics checks you attempt while you’re moving through heavy undergrowth increase only by 2.

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Surviving in the Mana Wastes

With its myriad dangers, the Mana Wastes counts few eager immigrants among its inhabitants. Instead, its ragtag citizenry are those born there, exiled there, seeking refuge there from something worse, or—rarely—traveling there in pursuit of ill-awarded ambitions.

Most famous of the hazards is the region’s abnormal magic, which at times functions unpredictably and at other times doesn’t function at all. Even mundane creatures aren’t safe from the phenomenon of primal magic, and long-term exposure to the Mana Wastes regularly causes unsightly mutations. These alterations are as often as helpful they are harmful, so common wisdom among the tribes with the deepest roots is that mutation is one of the greatest tools for surviving in the Mana Wastes—they believe that mutations are the body’s attempt to survive an unforgiving environment.

TRIBES OF THE MANA WASTES

Many nomadic groups choose to extend hospitality to strangers rather than condemn them to death by exposure. Polite travelers can sometimes live among them for months or more, learning their survival strategies in the process.

CINDERSNORT GOBLINS

Despite Alkenstar’s best efforts to defend its technology, a band of goblins stole some firearms in 4901 AR. Known as the Cindersnort tribe for their tradition of inhaling embers to inspire visions, these mutant goblins have devised an explosive substitute for gunpowder. While they’re unrepentant raiders, the Cindersnorts are open to visitors—especially ones who bring gifts of firearms. Characters whose backstories significantly involve the Cindersnort goblins can select the following trait and might find the Sizzling Shot feat appropriate.

Volatile Fuse (Combat): Firearms you wield are especially dangerous to you and everyone nearby. Whenever a firearm you wield misfires or explodes, roll a d%. On a result of 1–25, the misfire or explosion is delayed; reroll the attack with a −5 penalty (penalties from the broken condition are not applied to this reroll, and a firearm that was already broken does not explode). After the reroll is resolved, apply the effects of the misfire or explosion as normal. (If the d% result is 26 or higher, the misfire or explosion happens as normal.) Whenever a firearm you wield explodes due to a misfire, increase the explosion’s damage by 1d6 plus 1d6 for every 4 character levels you have.

SIZZLING SHOT (GRIT)

Your bullets ignite when you fire them.

Prerequisites: Grit class feature or Amateur Gunslinger 4th, base attack bonus +4.

Benefit: As long as you have at least 1 grit point when using a firearm to fire bullets, pellets, or similar ammunition, you can choose for half of the attack’s damage to deal fire damage and the other half to deal bludgeoning and piercing damage. If you spend 1 grit point when you declare such an attack with a firearm, you can grant the bullet or pellets fired the flaming weapon special ability for that attack only.

SIXFOLD REPENTANCE

Several clans of the six-armed calikangs (Pathfinder Campaign Setting: The Inner Sea World Guide 387) tried to import the Mana Wastes to repair the spell-ravaged landscape. Like the other calikang clans, the Sixfold Repentance tries to heal the Mana Wastes by importing magic from neighboring regions to fill up the void, though this tribe is especially tolerant of strangers willing to help. Characters whose backstories significantly involve the Sixfold Repentance can select the following trait and might find the Spell-Drinker feat appropriate.

Dormant Defense (Combat): Your body never lets down its defenses, even when you rest. The DC for Perception checks you attempt while asleep increases only by 7 (instead of the normal +10 increase). While you are dazed, stunned, or helpless, each critical hit or sneak attack scored against you has a 25% chance of being negated; when a critical hit or sneak attack is negated, roll its damage normally. This doesn’t stack with the fortification armor special ability and similar effects.

SPELL-DRINKER

The magic that cannot harm you only makes you stronger.

Prerequisites: Con 13; Great Fortitude, Iron Will, or Lightning Reflexes.

Benefit: Once per hour, as an immediate action after you succeed at a saving throw against a creature’s spell or spell-like ability, you gain a number of temporary hit points equal to 1d6 plus the spell’s level for 1 minute. While these temporary hit points last, you gain a +2 bonus on saving throws against spells and spell-like abilities cast by that creature. If you have 10 or more Hit Dice, the number of temporary hit points you gain from this feat doubles. These temporary hit points stack with those gained from other sources, but not with each other.

WINGS OF ALKAM

Dozens of clans of maflets (Pathfinder RPG Bestiary 318) occupy ruins along northern and eastern Garund, and each group’s shaman inscribes the adult maflets with runic tattoos. In the western Mana Wastes, however, the Wings of Alkam clan rarely tattoos members when they come of age. Instead, adolescents embark on months-long journeys, during which they develop dermal mutations that resemble the traditional runic tattoos. Those who befriend the Wings of Alkam can sometimes learn their traditions. Characters whose backstories significantly involve the Wings of Alkam can select the following trait and might find the Runic Charge feat appropriate.

Twisted Tattoo (Magic): Your exposure to eldritch phenomena has caused your skin to develop a strange
pattern. Once per day as you cast a spell whose casting time is 1 round or less, you can roll 1d4–2 (no minimum) and add the result to that spell’s effective caster level. In an area of primal magic (Pathfinder Campaign Setting: Inner Sea Magic 12), the minimum result of this roll is 0, not –1.

**RUNIC CHARGE (COMBAT)**

You can deliver touch spells with frightful ferocity.

**Prerequisite:** Caster level 5th.

**Benefit:** As long as two of your hands are free, you can cast a spell with a range of touch and deliver the spell to a single target as part of a charge action. When you do, you gain a +2 bonus on caster level checks to overcome the target’s spell resistance, and the critical threat range of that touch attack is 19–20. This increased threat range does not stack with similar abilities such as Improved Critical.

**UNDYING WORD (SKALD ARCHETYPE)**

Some who have survived the Mana Wastes cannot accept defeat, and those who have learned to speak the undying word can lend others the strength to endure.

**Bonus Feat:** At 1st level and every 6 skald levels thereafter, an undying word gains a bonus feat in addition to those gained from normal advancement. He must meet the prerequisites for the feat, and it must include Endurance as a prerequisite or be selected from the following list: Endurance, Great Fortitude, or Improved Great Fortitude.

This replaces scribe scroll and lore master.

**Undying Song (Su):** An undying word gains the following raging songs, granting his allies the ability to withstand punishment.

**Inspire Resilience (Su):** At 1st level, the undying word can grant his companions supernatural endurance. This functions as inspired rage, but it grants neither a bonus to his allies’ Strength nor a –1 penalty to their AC.

This raging song replaces inspired rage.

**Song of Defiance (Su):** At 6th level, an undying word can shield his allies against the environment. By expending 1 round of raging song, the undying word grants all allies within 60 feet the effects of endure elements for the next hour. The undying word must continue to perform for the remainder of the hour; otherwise its effects end, but only 1 round of raging song is expended for that hour.

This raging song replaces song of strength.

**Dirge of Determination (Su):** At 10th level, an undying word can urge his allies within 30 feet to overcome hardships. Affected allies treat ability damage, ability drain, and penalties to ability scores as though each were 2 lower. This reduction increases to 4 at 15th level, and to 6 at 20th level. The undying word can never reduce a penalty below 0 or increase an ability score beyond its original value in this manner.

This raging song replaces dirge of doom.

**Endurance Power (Su):** At 5th level and every 6 skald levels thereafter, an undying word learns an additional rage power that affects him and any allies under the influence of his inspire resilience. This rage power must be selected from the following list: clear mind, energy absorption, energy resistance, flesh wound, greater energy resistance, greater guarded life, guarded life, increased damage reduction, internal fortitude, or superstition. This otherwise functions as the skald’s rage powers ability.

This replaces spell kenning.
Primal Magic

Primal magic is raw, unfettered energy drawn directly from the unknowable realms beyond reality where the source of magic itself lies. In planes where chaos reigns, such as the Abyss and the Maelstrom, storms of primal magic arise spontaneously and rampage unchecked. Normally, primal magic cannot breach the Material Plane. However, when cataclysmic events fracture the laws of reality, primal magic builds up in the gaps, lashing out unpredictably. Such is the case in the Mana Wastes, where the aftermath of the war between the great wizards Nex and Geb has fundamentally altered the way magic functions.

While there are pockets in the Mana Wastes where magic obeys the normal laws or even ceases to function at all, primal magic prevails across most of the region. Those who draw upon magical abilities or use magic items in areas where primal magic is predominant often find that their spells take on a life of their own. At best, their spells can be modified in bizarre ways, such as a fireball spell that creates an explosion of sharpened icicles with the distinctive smell of pine trees but that still strikes the same targets that the spellcaster intended to harm. In many cases, however, the spell warps into an entirely random effect.

Surges of primal magic can also occur naturally in such places, lingering for anywhere from seconds to days before disappearing just as suddenly as they appeared. Such naturally occurring surges are typically indiscriminate in their targets, striking against local wildlife as frequently as they hit the PCs or the PCs’ foes. Unpredictability is the hallmark of primal magic, and those who tread where it is common would do well to respect its unchecked might.

The rules on these pages provide examples of ways that characters can harness primal magic for their own benefit, trusting in the whims of the magic to bring forth beneficial—albeit unpredictable—effects. For more examples of primal magic events, refer to the table on page 13 of Pathfinder Campaign Setting: Inner Sea Magic.

PRIMAL FEATS

The following feats are appropriate for characters who have spent substantial amounts of time in areas of primal magic or who have experienced a particularly noteworthy primal magic event. These feats allow characters to draw upon the random nature of primal magic. While these are strongest in regions rich in the chaotic force, some of these feats still function in more stable areas; in these cases, the PC herself is the conduit for lingering echoes of primal magic.

**Elemental Conversion**

You can infuse your elemental spells with primal magic.

**Benefit:** Once per day, when you cast a spell that deals acid, cold, electricity, or fire damage, you can infuse the spell with primal magic and transform its elemental energy at random. After you cast the spell but before its effects are resolved, roll 1d4 to determine the new element (1 = acid, 2 = cold, 3 = electricity, 4 = fire). If you are in an area where primal magic is predominant, you can instead use this ability once per hour.

**Primal Kineticist**

When primal magic surrounds you, you can channel it to transform the nature of your kinetic blasts.

**Prerequisite:** Kineticist level 1st.

**Benefit:** When using a simple kinetic blast in an area where primal magic is either predominant or very common, you can accept 1 point of burn to cause your blast to become one of
the following simple blasts instead. Roll 1d10 to determine the simple blast (blasts marked with an asterisk [*] appear in *Pathfinder Player Companion: Occult Origins*; if you do not have this source, simply reroll these results): 1 = air, 2 = cold, 3 = earth, 4 = electric, 5 = fire, 6 = gravity*, 7 = negative*, 8 = telekinetic, 9 = water, 10 = wood*. You can apply any of your form or substance infusions that are allowed as choices for the random blast, accepting the typical burn cost.

**Primal Strike** *(Combat)*

You have learned to draw primal magic through your body to befuddle your enemies.

**Prerequisites:** Wis 17, Improved Unarmed Strike, base attack bonus +8.

**Benefit:** Before making an attack roll, you can declare a primal strike. If you do and the attack hits, it deals damage normally and your target must attempt a Fortitude saving throw (DC = 10 + half your character level + your Wisdom modifier). A target who fails this saving throw is confused for 1 round. If you are in an area of primal magic, the confused condition lasts for 1d4 rounds. You can attempt a primal strike attack once per day for every 4 character levels you have (see Special below if you have monk levels), but no more than once per round. A primal strike is a mind-affecting compulsion effect.

**Special:** If you have levels in the monk class, you can make a primal attack a number of times per day equal to your monk level, plus one additional time per day for every 4 levels you have in classes other than monk, though still no more than once per round.

**Primal Warden (Shaman Archetype)**

The influence of primal magic extends beyond what is visible and material. Spirits that linger in areas where primal magic reigns can become warped, losing touch with their former selves and experiencing random surges of power. A shaman who communes with such spirits learns to stabilize these erratic energies and draw upon them to her benefit. Such shamans gradually learn to guide their spirits toward coherence and lucidity, and in the process learn to bend chance and fortune in their favor.

**Spirit Animal:** A primal warden’s spirit animal exhibits unusual physical features for a creature of its type, such as unnatural colorations and extra or missing appendages. Each day, the spirit animal gains resistance 10 against a random element. Roll 1d4 to determine the type of resistance (1 = acid, 2 = cold, 3 = electricity, 4 = fire). This replaces the abilities the shaman’s spirit animal gains from the shaman’s chosen spirit.

**Unstable Spellcasting:** A primal warden’s spirit is ever shifting, and the spells it grants the primal warden change from moment to moment.

When the primal warden would spontaneously cast a 1st- through 8th-level spell using the spirit magic class feature, she produces a random spell from the list of shaman spells on page 48 of the *Pathfinder RPG Advanced Class Guide* of 1 spell level higher than the spell slot expended; use an appropriate die or another randomization method to determine the spell. When she would spontaneously cast a 9th-level spell using spirit magic, she instead casts a random 9th-level spell from the shaman spell list in the *Advanced Class Guide*, treating her caster level as 2 higher.

There is no way to predict the spell before the shaman begins casting it using spirit magic, and she cannot enhance the spell using metamagic feats. The spell uses the shaman’s caster level, even if that caster level would normally be too low to cast the spell. There are 47 potential 2nd-level spells, 46 potential 3rd-level spells, 41 potential 4th-level spells, 30 potential 5th-level spells, 22 potential 6th-level spells, 22 potential 7th-level spells, 18 potential 8th-level spells, and 14 potential 9th-level spells.

At 8th level, after determining the spell that she would cast using spirit magic, once per day as a free action, the primal warden shaman can choose to randomly select another spell instead, using the same method of randomization as she used before (if she obtains the same result a second time, she must keep that result). At 12th level and every 4 shaman levels thereafter, she can choose to randomly select a different spirit magic spell one additional time per day, up to a maximum of four times per day at 20th level. She cannot use this ability more than once in the same round.

This alters spirit magic and replaces the hex gained at 8th level.

**Hexes:** A primal warden shaman gains the hexes below at the specified levels.

A primal warden shaman cannot select the chant hex, the evil eye hex, the misfortune hex, or any witch hexes.

This alters hexes and replaces the hexes gained at 4th and 12th levels.

**Primal Blessing (Su):** At 4th level, the shaman gains the ability to channel primal magic into a target within 30 feet. Roll 1d4 to determine the effect. On a result of 1, the target takes a −2 penalty on attack rolls, saving throws, and skill checks. On a result of 2, the target’s size is enlarged or reduced, as per *enlarge person* or *reduce person*, and the effect functions even if the target is not a humanoid; roll randomly to determine the effect. On a result of 3, the target gains a +20-foot enhancement bonus to her base speed. On a result of 4, all attacks against the target suffer a 20% miss chance. The effects of this hex last for 1 minute. A creature affected by this hex cannot be affected by it again for 24 hours.

**Greater Primal Blessing (Su):** At 12th level, the shaman’s primal blessing hex improves. This functions as the primal blessing hex in all ways, except that the shaman has a chance to bestow greater benefits upon her targets. Roll 1d6 to determine the effect. On a result of 1–4, refer to the primal blessing ability to determine the effect. On a result of 5, the target gains a +2 luck bonus on attack rolls and saving throws and to her Armor Class. On a result of 6, the target gains the benefit of the *haste* spell, using the primal warden’s shaman level as her caster level.
Mutants and Mutations

Extensive exposure to the strange energy of the Mana Wastes can twist and transform the bodies of living creatures, mutating them. These changes range from minor deformities to complete transformation into unrecognizable forms. Some mutated creatures augment their forms with technology, while others embrace their mutations and derive special abilities from them.

**MUTANT PLAYER CHARACTERS**

If a player wants to play a mutant character, the GM can allow the character to have one deformity and one mutation from the mutant template (Pathfinder RPG Bestiary 5 180). Because some options are inappropriate for normal play, a mutant PC can’t normally choose the mindless or vulnerability deformity or any of the following mutations: celerity, extra arm, fast healing, mental armor, rage, rugged, sealed mind, or wings. A deformity can’t be chosen if it wouldn’t disadvantage the PC. If a PC chooses the spell-like ability mutation, she can use it only once per day, but each time her number of Hit Dice would qualify her for a new spell-like ability, she can replace her current choice with a new one.

**CONSTRUCTED PUGILIST**

Mutants whose mutations make using standard weapons or other gear difficult sometimes attach mechanical prostheses to their existing limbs. Many develop combat skills that use their prostheses so they always have a weapon at hand. Over time, these brawlers (Pathfinder RPG Advanced Class Guide 23) customize their mechanical limbs, adding additional weaponry and other mechanisms.

**Class Skills:** A constructed pugilist gains Craft (weapons) as a class skill.

This alters the brawler’s class skills.

**Constructed Limb (Ex):** A constructed pugilist begins play with a special prosthetic limb built for fighting and typically made of iron, steel, stone, or wood, with the corresponding hardness and hit points (see page 175 of the Pathfinder RPG Core Rulebook). She treats attacks with this limb as unarmed strikes that gain all the benefits of the brawler’s unarmed strike class feature. She treats the limb as a light weapon and is proficient with it. Removing or reattaching the constructed limb takes 10 minutes.

The constructed pugilist can improve her constructed limb as if it were a normal melee weapon. For the purpose of rebuilding the limb as a masterwork weapon, rebuilding the limb out of a special material, or adding certain magical special abilities to it, the limb counts as a one-handed melee weapon that costs 60 gp and weighs 6 pounds—though it is specially fitted to the constructed pugilist and can’t be resold or used by anyone else. A constructed limb can benefit from either its own enhancement bonus and special abilities or those granted by an amulet of mighty fists, but if it would benefit from both simultaneously, it benefits only from the source with the higher effective enhancement bonus (the limb benefits from its own abilities in the case of a tie).

**Limb Modifications:** A constructed pugilist chooses one of the following limb modifications at 1st level and another at 6th, 10th, 12th, and 20th levels. These modifications do not require the constructed pugilist to rebuild her constructed limb.

This replaces martial flexibility.

**Flex Limb:** The limb is divided into jointed segments held in place with rigid rods. As a standard action, the constructed pugilist can release the rods and turn her limb into a whiplike appendage. In this mode, the prosthesis can be used to make trip attempts, and it grants a +2 bonus on disarm attempts made using it. The constructed pugilist doesn’t run the risk of dropping her limb if she fails. Returning the limb to its rigid form takes a standard action. As a standard action, a constructed pugilist with both flex limb and limb extender can activate or deactivate one of those limb modifications or both simultaneously; when the constructed pugilist has both flex limb and limb extender activated, she gains the benefits of reach with the flex limb abilities.

**Grapnel Arm:** The constructed pugilist can fire a grappling hook built into her prosthesis. The grappling hook is attached to a 40-foot-long fine chain affixed to the limb. The constructed pugilist can attack with the grappling hook as a standard action, making a ranged touch attack against the target. The grappling hook can’t be used as part of a full attack. On a successful hit, the grappling hook deals no damage, but it functions as though it had the grapple weapon special feature (Pathfinder RPG Ultimate Equipment 22), except it requires only a hit (not a critical hit) and the grapple ends if the constructed pugilist moves more than 40 feet away from the grappled creature. The constructed limb can’t be used to make melee attacks until the grappling hook has been reloaded (a standard action).

**Limb Extender:** As a standard action, the constructed pugilist can activate an extender, giving her limb the reach weapon special feature. Returning the limb to its normal length is a standard action.

**Shielding Limb:** The constructed pugilist learns to block blows with her mechanical limb. She gains a +2 shield bonus to AC, though she loses this bonus anytime she loses her Dexterity bonus to AC.

**Tight Grip:** Special tensors allow the constructed pugilist to lock her grip in place. When using her constructed limb, the constructed pugilist gains a +1 bonus on Climb checks and combat maneuver checks to disarm and grapple, as well as to her CMD against attempts to disarm items held in the limb. This modification can be chosen only if the limb includes a hand or other gripping appendage.

**Vicious Blades:** Razor-sharp blades on the surface of the limb cause it to deal bludgeoning and slashing damage and
increase its critical threat range to 19–20. A constructed pugilist who has the vicious spikes limb modification can't select this modification.

**Vicious Spikes:** Long spikes protrude from the limb, causing it to deal bludgeoning and piercing damage and increasing its critical multiplier to ×3. A constructed pugilist who has the vicious blades limb modification can't select this modification.

**Bonus Item Creation Feats:** At 2nd level, a constructed pugilist adds Craft Magic Arms and Armor, Master Craftsman (Craft [weapons]), and Skill Focus (Craft [weapons]) to the list of bonus feats she can choose (instead of just combat feats).

This alters bonus combat feats.

**Mutated Defender (Vigilante Archetype)**

Occasionally a mutation takes hold of the body of a vigilante (*Pathfinder RPG Ultimate Intrigue* 9), but he learns to hide his maladies, usually through alchemical concoctions or magical concealment. Unlike other mutants, who are usually shunned in Alkenstar and other settlements, mutated defenders can appear in public without revealing their mutations—though they can still use them to their full potential in secret.

**Mutant Specialization:** A mutated defender gains a base attack bonus equal to his vigilante level instead of using those listed in the vigilante's class table (*Ultimate Intrigue* 10). He adds this value as normal to any other base attack bonus gained from other classes or racial Hit Dice. He also selects one mutant deformity (*Bestiary 5* 180) other than mindless or vulnerability. This deformity magically reverts when the vigilante is in his social identity, as do all mutations from his mutant talents, allowing him to hide his mutation entirely. Unlike with other vigilante talents, the vigilante is entirely unable to use the benefits of his mutant talents while in his social identity.

This replaces vigilante specialization.

**Mutant Talents:** At 2nd level and every 2 vigilante levels thereafter, a mutated defender can select from the following mutant talents, in addition to the vigilante talents normally available to him.

This alters vigilante talent.

**Mutant Blast (Su):** One of the mutated defender's extremities becomes elementally warped, and he can discharge a blast of energy from this limb. This functions as the elemental ray bloodline power (*Core Rulebook* 76) and uses his vigilante level as his sorcerer level. The mutated defender chooses the damage type (acid, cold, electricity, or fire) of his mutant blast when selecting this talent. The mutated defender must be at least 9th level to select this talent.

**Mutant Evolution:** The mutated defender gains a 1-point evolution from the eidolon list (*Pathfinder RPG Pathfinder Unchained* 33) other than climb, improved natural armor, mount, skilled, or swim. He must meet any prerequisites as normal, using his vigilante level for prerequisites that require a summoner level. He can select an evolution granting a natural attack without fulfilling the subtype requirement, though he must replace one of his hands with the natural weapon. A mutated defender can select this mutant talent multiple times, choosing a different evolution each time.

**Mutated Lobe (Sp):** A mutated defender’s brain is enlarged and distended, granting him psychic powers. He can cast detect thoughts as a spell-like ability once per day for every 4 vigilante levels he has, with a caster level equal to his vigilante level. A vigilante must be at least 4th level to select this talent.
Even though firearm technology is less than a century old, the people of Alkenstar have wholeheartedly embraced its use and have pioneered methods to enhance the weapons’ elegance and lethality. The grand duchy’s aggressive neighbors—from Mana Wastes mutants to hordes of simian charau-ka—have spurred innovation, with the dwarves of Dongun Hold and the Shieldmarshals of Alkenstar developing new ways to use firearms to even the odds.

FEATS
The following feats are available to all characters who meet the prerequisites, and they are particularly useful to those with grit points or panache points.

**Battering Repair (Grit)**
Sometimes smacking your firearm against a solid surface is all that’s needed to unjam it. Sometimes that solid surface is a creature.

**Prerequisites:** Craft (alchemy) 3 ranks; grit class feature or Amateur Gunslinger UC; pistol-whip UC gunslinger deed; quick clear UC gunslinger deed.

**Benefit:** You can ignore the broken condition of a firearm you’re wielding to perform the pistol-whip deed. If you hit a creature with this deed, you can spend 1 grit point as an immediate action to remove the broken condition from the firearm, but only if the firearm gained that condition from a misfire.

**Signature Strike Style (Combat, Style)**
Your accuracy when attacking is both delightfully artistic and chillingly deadly.

**Prerequisites:** Precise Shot; Weapon Focus; base attack bonus +7; Intimidate 7 ranks; Improved Called Shot UC, targeted strike UC swashbuckler deed, or targeting UC gunslinger deed.

**Benefit:** Each creature you hit using a called shot (*Pathfinder RPG Ultimate Combat* 193), the targeted strike swashbuckler deed, or the targeting gunslinger deed must succeed at a Will save or be shaken for 1d3 rounds (DC = 10 + half your character level + your Charisma modifier). You must be using this style and attacking with a weapon for which you have Weapon Focus to gain this benefit. This is a fear effect that doesn’t stack with itself or with other fear effects. If a creature is already shaken and you make it shaken using this feat, the duration of the shaken condition is merely extended.

If this attack deals damage, you can also have the injury leave a distinctive mark, such as a letter, shape, or other simple symbol. This mark heals naturally and disappears once the target has healed the damage dealt by your attack. As a free action after the attack, you can spend 1 grit point or 1 panache point to make the mark heal as a permanent scar unless the target succeeds at a Fortitude save (DC = 10 + half your character level + your Charisma modifier). You gain a +2 bonus on Perception checks to see through the disguises of creatures that bear your mark.

**Signature Strike Taunt (Combat)**
Your mocking strikes leave your foe deeply embarrassed and infuriated.

**Prerequisites:** Precise Shot, Signature Strike Style, Weapon Focus, base attack bonus +9, Intimidate 9 ranks.

**Benefit:** Creatures that gain the shaken condition as a result of Signature Strike Style also take a –2 penalty to AC for the duration of the shaken condition that feat causes. While the shaken condition persists, you do not provoke attacks of
opportunity when performing combat maneuvers against that target.

**Signature Strike Triumph (Combat)**

With an effortless flourish, you strike terror into your foes and inspire your allies.

**Prerequisites:** Precise Shot, Signature Strike Style, Signature Strike Taunt, Weapon Focus, base attack bonus +11, Intimidate 11 ranks.

**Benefit:** When you use Signature Strike Style to give a creature the shaken condition, increase the duration to 1d4+1 rounds. When you confirm a critical hit against a creature marked by your Signature Strike Style, one ally within 60 feet who can see you can attempt a new saving throw against one ongoing effect with the emotion (intimidating) descriptor caused by the marked creature. If the ally succeeds at this saving throw and the effect’s remaining duration is 24 hours or less, the effect ends; if the remaining duration is more than 24 hours, the effect is suppressed for 1 minute.

**Stock-Striker Style (Combat, Style)**

Your fighting technique makes you equally deadly with your firearm’s stock as with its bullets.

**Prerequisites:** Pistol-whip\textsuperscript{UC} gunslinger deed.

**Benefit:** When you perform the pistol-whip deed while using this style, you gain a +1 bonus on the attack roll and on the combat maneuver check to knock the target prone; this increases to +2 when you use a two-handed firearm. If you successfully knock the target prone, you do not provoke attacks of opportunity from the target until the end of your next turn when you make ranged attacks with your firearm. You can treat one-handed firearms as light weapons for the purpose of abilities such as Weapon Finesse when performing the pistol-whip deed.

**Stock-Striker Sweep (Combat)**

The force of your firearm strikes can drive back your foe or damage a second target.

**Prerequisites:** Stock-Striker Style, base attack bonus +7, pistol-whip\textsuperscript{UC} gunslinger deed.

**Benefit:** When you are using Stock-Striker Style and successfully knock a target prone with the pistol-whip deed, as a swift action you can either push the target 5 feet away from you or perform the pistol-whip deed a second time against a foe that is adjacent to the first and within your reach. This second use of pistol-whip costs 0 grit points.

**Stock-Striker Takedown (Combat)**

Your melee strike leaves your target vulnerable to a merciless finishing shot.

**Prerequisites:** Point-Blank Shot, Stock-Striker Style, Stock-Striker Sweep, base attack bonus +9, pistol-whip\textsuperscript{UC} gunslinger deed.

**Benefit:** After you knock a target prone with the pistol-whip deed while using Stock-Striker Style, you can fire one barrel of a loaded firearm you’re wielding at the target as a move action; if your firearm has the scatter weapon quality, you can instead make a scattering shot so long as you include the target in the area of effect. For this attack, you take no attack penalty for making a ranged attack against a prone target, and the critical multiplier of your weapon increases by 1 (to a maximum of x5).

ARCHETYPES

The following archetypes are suitable for PCs wielding (or wishing to wield) early firearms.

**Gun Chemist (Alchemist Archetype)**

Simple alchemists may dabble in explosives, but for the rare gun chemist, a firearm’s barrel is his crucible.

**Weapon and Armor Proficiency:** Gun chemists are proficient with all simple weapons, firearms, and light armor.

This replaces the gun chemist’s weapon and armor proficiencies.

**Alchemical Ordnance (Su):** A gun chemist is adept at using his know-how to infuse his ammunition with volatile chemicals and his own magical reserves. When loading a firearm, he can infuse the ammunition as a free action. The compounds are unstable, and if not fired within a number of rounds equal to the gun chemist’s Intelligence modifier (though no sooner than the end of his next turn), the alchemical ordnance becomes inert and loses its additional effects; he can still fire the firearm as normal. Each day, the gun chemist can infuse a number of pieces of alchemical ordnance equal to his class level + his Intelligence modifier, and he can fire no more than one piece per round.

Alchemical ordnance deals damage as normal, plus an amount of fire damage equal to 1d6 + the gun chemist’s Intelligence modifier. The damage of the gun chemist’s alchemical ordnance increases by 1d6 points at every odd-numbered class level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). The explosive nature of alchemical ordnance causes the attack—both the firearm’s base damage and the alchemical ordnance’s additional damage—to deal full damage to swarms of any size. If the gun chemist uses alchemical ordnance to make a scattering shot with a weapon with the scatter quality, each creature in the area instead takes additional fire damage equal to the alchemical ordnance’s minimum damage (so if the alchemical ordnance would deal 2d6+4 points of fire damage normally, it deals only 6 points of fire damage with a scattering shot).

The gun chemist’s alchemical ordnance functions safely only in weapons he wields. If anyone but a gun chemist attempts to fire a firearm loaded with alchemical ordnance that is not yet inert, the firearm’s misfire value increases by 4. If the firearm would explode as the result of such a misfire, the explosion deals additional fire damage equal to that of the alchemical ordnance.

Alchemical ordnance is treated like an alchemist’s bomb for the purpose of discoveries, though such discoveries...
ignore any effects associated with a bomb’s splash damage or radius unless the gun chemist also applies the exploding bullet discovery (see below). A scattering shot modified by a discovery applies additional effects as though affected creatures were caught in the splash damage of a bomb rather than subject to a direct hit. The DCs of saving throws associated with alchemical ordnance are equal to 10 + half the gun chemist’s alchemist level + the gun chemist’s Intelligence modifier.

This replaces bombs.

Gunsmith: A gun chemist gains a battered gun identical to the one gained by a 1st level gunslinger, as well as the Gunsmithing\textsuperscript{UC} feat (including the ability to restore his battered gun as if he were a gunslinger). As a standard action, the gun chemist can expend one use of his alchemical ordnance to remove the broken condition from a single firearm he is currently wielding, as long as that condition was gained from a misfire.

This replaces Brew Potion and Throw Anything.

Discoveries: A gun chemist selects alchemist discoveries as normal. He can also select from the discoveries below, which are unique to the gun chemist. Discoveries marked with an asterisk (*) do not stack, including with other alchemist discoveries marked by an asterisk that modify bombs. Only one such discovery can be applied to an individual alchemical ordnance.

Chemical Stability: When firing an alchemical ordnance, the gun chemist reduces the misfire value of the firearm by 1 (minimum 0) and ignores any increased misfire value from using an alchemical cartridge.

Exploding Bullet*: The gun chemist’s alchemical ordnance splashes adjacent targets as though it were a splash weapon, dealing the alchemical ordnance’s minimum additional damage to other creatures caught in the splash (Reflex half). A gun chemist must be at least 4th level before selecting this discovery.

Fast Ordnance: A gun chemist with this discovery can fire more than one piece of alchemical ordnance as part of a full attack. A gun chemist must be at least 8th level before selecting this discovery.

Cartridge Savant (Ex): At 2nd level, a gun chemist can make optimal and highly efficient use of alchemical cartridges, such as flare cartridges\textsuperscript{UC}. If the gun chemist fires such an alchemical cartridge and it allows a saving throw to negate or reduce the cartridge’s effect, the saving throw’s DC increases by 1 (to a maximum DC of 22). The DC increases by an additional 1 at 5th level and every 3 levels thereafter (to a maximum of 7 higher at 20th level). When a gun chemist fires an alchemical cartridge that deals a type of damage in place of a firearm’s normal damage (such as a dragon’s breath cartridge\textsuperscript{UC}), he can increase the damage dealt by an amount equal to his Intelligence modifier.

This replaces poison resistance.

Repeat Fire (Ex): At 6th level, a gun chemist gains Rapid Reload\textsuperscript{UC} as a bonus feat and must select a type of firearm. If he already has this feat, he can instead gain one combat feat for which he qualifies.

This replaces swift poisoning.

**SCATTER GUNNER (GUNSLINGER ARCHETYPE)**

Punishing firearms such as the blunderbuss and dragon pistol can lay waste to invaders in tight corridors, and the dwarves of Dongun Hold have pioneered masterful methods for making the most of these indiscriminate weapons.

**Scatter Specialist:** A scatter gunner must take a blunderbuss or dragon pistol when he chooses a battered firearm at 1st level.

This alters gunsmith.

**Deeds:** A scatter gunner gains the following deeds, each of which functions only when he uses a weapon with the scatter weapon quality to make a scattering shot.

- **Careful Shot (Ex):** As long as a scatter gunner has at least 1 grit point when making a scattering shot, he takes a penalty equal to his Wisdom modifier on his attack rolls against any allies in the area. He can spend 1 grit point when making a scattering shot to automatically miss a number of creatures equal to his Wisdom modifier.

  This replaces the deadeye deed.

- **Scatter Artist (Ex):** At 3rd level, when using a firearm to make a scattering shot, a scatter gunner can spend 1 grit point to add one of the following effects to his attack.
  - **Restricted Barrel:** The scattering shot attacks all creatures in a line rather than in a cone. The line’s length is twice the length of the weapon’s cone (30 feet for most early firearms).
  - **Shaped Blast:** Select one additional square adjacent to the scattering shot’s area of effect; creatures in this square are also affected by the scattering shot.
  - **Vortex:** The firearm releases an explosive torrent of air in the scattering shot’s affected area for 1 round, creating a strong wind effect (25 mph) that can disperse fog and smoke effects such as those created by fog cloud.

  This replaces the utility shot deed.

- **Overload (Ex):** At 7th level, a scatter gunner knows just how to hold his weapon to maximize its devastating scattering effects. As a full-round action, a scatter gunner can make a scattering shot to fire a concentrated payload of pellets that strains his firearm. This doubles the area affected by the scattering shot (a 30-foot cone for most early firearms), increases the firearm’s misfire value by 2, and causes each successful attack to deal an additional 1d6 points of damage that is not multiplied on a critical hit. This additional damage increases to 2d6 at 13th level and 3d6 at 19th level. The scatter gunner must spend 1 grit point to perform this deed.

  This replaces the dead shot deed.

- **Satchel Shot (Ex):** At 7th level, as a full-round action, a scatter gunner can load and fire an explosive shell, consuming ammunition as though he had made a scattering shot. This functions like throwing a splash weapon at a grid
intersection but uses his firearm’s range increment, attack bonus, and magic special abilities (if any). The shell affects creatures in a 10-foot radius as though the scatter gunner had made a scattering shot against them, and damaged creatures must succeed at a Reflex save (DC = 10 + half the scatter gunner’s level + the scatter gunner’s Dexterity modifier) or catch fire (Pathfinder RPG Core Rulebook 444).

This replaces the targeting deed.

**Gun Smuggler (Rogue Archetype)**

Alkenstar protects the secrets of gunpowder and controls the sale of firearms, creating lucrative opportunities for those who can sneak the technology beyond the Mana Wastes. Gun smugglers are adept at procuring firearms and concealing their secret weapons.

**Weapon Proficiency:** A gun smuggler is proficient with all simple weapons and one-handed firearms, plus the rapier, sap, short sword, and sword cane.

This replaces the rogue’s weapon proficiencies.

**Hidden Gun (Ex):** A gun smuggler gains a bonus equal to half her rogue level on Sleight of Hand checks to conceal a one-handed firearm on her body. She increases the DCs of opponents’ Perception checks to realize the true nature of disguised weapons (such as a sword cane) within 5 feet of her by an amount equal to her rogue level (maximum DC 25 plus her rogue level).

This replaces trapfinding.

**Secret Sidearm (Ex):** As an expert in discreet and easily concealable weapons and firearms, a gun smuggler gains a battered gun identical to that gained by a 1st-level gunslinger and Gunsmithing as a bonus feat (including the ability to restore her battered gun as if she were a gunslinger), though she must select a coat pistol, dagger pistol, or sword cane pistol as her battered weapon.

**Selective Targeting (Ex):** A gun smuggler focuses on concealable firearms for her sneak attacks. When she makes a sneak attack using any weapon other than a coat pistol, dagger pistol, or sword cane pistol (either firing the weapon or making a melee attack), her sneak attack damage dice are d4s instead of d6s.

This alters sneak attack.

**Stolen Shots (Ex):** At 3rd level, a gun smuggler can access small quantities of cutting-edge firearm technology through clandestine dealers. She gains the benefits of the black market connections rogue talent, though only for the purpose of securing firearms and related equipment. At the beginning of each day, the gun smuggler gains a number of bullets (with accompanying black powder) or paper cartridges—referred to as shots—in any combination equal to her rogue level, representing ammunition smuggled to her by contacts. Her contacts provide only enough shots to replenish this small supply, so she can’t accumulate ammunition indefinitely, and these shots have a market price of 0 gp.

At 6th level, the gun smuggler can elect to gain one or more pieces of magic ammunition, though each one replaces a number of her daily shots equal to the ammunition’s enhancement bonus (maximum enhancement bonus of +2 for any one piece of ammunition). She can choose to add any of the following weapon special abilities to the shot, though the shot must have at least a +1 enhancement bonus, and these special abilities use an amount of bonus equal to the ability’s normal price (Core Rulebook 467–468): distance, flaming, flaming burst, merciful, seeking, or thundering. At 9th level and every 3 rogue levels thereafter, the maximum enhancement bonus of a gun smuggler’s shots increases by 1 (to a maximum of +6 at 18th level).

This replaces trap sense and the rogue talent gained at 6th level.

**Uncanny Aim (Ex):** At 4th level, a gun smuggler increases the range increment of any coat pistol, dagger pistol, or sword cane pistol she wields by 10 feet. At 8th level, the base damage of bullets fired by these weapons increases by one die step.

This replaces uncanny dodge and improved uncanny dodge.
Forges of Invention

From the metallurgists of Martel and the dwarves of Dongun Hold to the gunsmiths of Alkenstar City’s Gunworks, innovators have brought new technology to the magic-barren land of the Mana Wastes. To meet the demand of these creations, robust forges have sprung up throughout the Grand Duchy of Alkenstar, each with a different purpose.

But just as no two metalworkers’ creations are alike, the works of the forges in these gun-making strongholds are distinct, with each carrying forward the unique traditions and special marks of their proud crafters. Over time, these forges have developed distinct techniques that, to the discerning eye, mark their creations clearly with their place of origin. Much like maker’s marks, these artisan's labels serve as informational brands as much as decorative flourishes.

Below are summaries of the features and marks that firearms and other items created in each settlement typically display.

**Dongun Hold:** Gargantuan dwarven statues that seemingly gaze at a central anvil encircle Dongun Hold’s ancient forge. Some believe that forge masters here created the first firearm, guided by Torag’s hand. Those who view the creation of firearms as an expression of piety often believe that guns and other items forged in Dongun Hold carry the Father of Dwarvenkind’s blessing. A flaming upside-down hammer is engraved into the handle of each item forged in Dongun Hold to indicate its origin.

**Gunworks:** The most advanced and largest of the region's firearms factories, this forge manufactures only one weapon a day and five siege cannons in a year—curious for its size and 12-hour workdays. However, this forge is fitted with a system that allows for rapid assembly in the event of war or some other emergency, and the slow production rate reflects its overseers’ desire to keep the market price of firearms high. A bomb with flames flowering from its top is stamped onto each weapon created in the Gunworks.

**Martel:** Known far more for being the home of the gunmarshals of the Grand Duchy of Alkenstar as well as the center of its banking, the city of Martel nonetheless has a small forge where various high-quality metal items are made, primarily currency forged from various precious metals. Occasionally, this forge produces rare and ornate firearms for special customers, though it never does so quickly or cheaply. A flourishing gear-shaped filigree distinguishes creations from this forge for the others of Alkenstar. Items from Martel are also typically decorated in gold or precious metals, though they are rarely made only of such materials.

**ALCHEMICAL TOOLS AND WEAPONS**

The following alchemical creations have proven their worth in making survival an easier task in the Mana Wastes, both above and below the ground.

**Bore Brush**

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<th>Price</th>
<th>Weight</th>
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<tbody>
<tr>
<td>75 GP</td>
<td>1 lb.</td>
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This spiraled metal rod has alchemically treated bristles that can be used in the barrel of an early or advanced firearm to liquefy grime and bullet fouling while leaving a thin protective film in the bore. Using this brush is a standard action, and the protective film grants a 5-foot alchemical bonus to the firearm’s first range increment and a +1 alchemical bonus on attack rolls. These effects last for 1 hour or until the firearm is fired. A newly crafted bore brush contains 5 applications. Crafting a bore brush requires a successful DC 15 Craft (alchemy) check.

**Firearm Oil**

<table>
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<tr>
<th>Price</th>
<th>Weight</th>
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<tbody>
<tr>
<td>260 GP</td>
<td>1 lb.</td>
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</table>

This clear, viscous oil comes in a squat bottle with a dropper that dispenses one drop of oil at a time. When applied to an early or advanced firearm, it seeps into the weapon’s inner workings and protects the gun from powder residue and everyday wear and tear. Applying firearm oil takes 1 minute; once applied, it reduces the misfire value of the firearm by 1 for 1 hour or until the firearm is discharged. Firearm oil can’t reduce a firearm’s misfire value to lower than 1. A single bottle contains enough oil for 20 applications on one-handed firearms (or 10 applications on two-handed firearms). Crafting firearm oil requires a successful DC 15 Craft (alchemy) check.

**Mineral Acid**

<table>
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<th>Weight</th>
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</thead>
<tbody>
<tr>
<td>50 GP</td>
<td>1 lb.</td>
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This sealed vial contains a highly potent indigo liquid and is an essential item for Dongun Hold miners, who often keep such vials handy for use against hostile subterranean creatures. The vial can be thrown as a splash weapon with a range increment of 10 feet. A direct hit deals 2d6 points of acid damage; this damage is doubled against creatures made of crystal, earth, or metal. Every creature within 5 feet of the impact takes 1 point of acid damage. Crafting mineral acid requires a successful DC 20 Craft (alchemy) check.

**Thunderclap Charge**

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<th>Weight</th>
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<tbody>
<tr>
<td>200 GP</td>
<td>10 lbs.</td>
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</table>

Used by the dwarves of Dongun Hold to excavate precious crystals from deep underground, this heavy ceramic canister is packed with inert fibers surrounding a large alchemically infused black-powder charge with a fuse. Lighting the fuse is a move action; 1d3 rounds after the fuse is lit, the charge explodes, dealing 2d6 points of bludgeoning damage and 2d6 points of sonic...
damage in a 10-foot-radius burst (Reflex DC 15 half). Creatures in the area of effect are knocked prone and deafened (a successful saving throw negates being knocked prone and reduces the deafened condition to 1 round). Crafting a thunderclap charge requires a successful DC 25 Craft (alchemy) check.

ALCHEMICAL CARTRIDGES
Inventive manufacturers have developed new ammunition for an array of weaponry produced both in and outside of the Mana Wastes. For more information about alchemical cartridges, see page 140 of Pathfinder RPG Ultimate Combat.

MOLTEN SHOT CARTRIDGE
This cartridge holds a handful of alchemically infused pellets that ignite and become molten when fired as a scattering shot with a one-handed or two-handed firearm with the scatter weapon quality. These molten projectiles deal fire damage to targets hit by the scattering shot, and each target hit must succeed at a DC 15 Reflex saving throw or take 1d6 additional points of fire damage each round as the projectiles smolder. An affected target can use a full-round action to scrape off the smoldering projectile before taking this additional damage. In addition, molten metal fragments litter the area, functioning as caltrops in each square of the scattering shot cone (except they deal fire damage). These projectiles and fragments cool down after 3 rounds, at which point they become harmless bits of metal. Firing this cartridge increases the firearm’s misfire value by 2, and the cartridge can be used only in early or advanced firearms with the scatter weapon quality.

REPELLENT CARTRIDGE
This cartridge can be used only in early or advanced firearms with the scatter weapon quality. To use a repellent cartridge, make a scattering shot against an AC of 5. If you succeed, you create a cone of burning toxic gas that lasts for 1 rounds, after which the gas dissipates. Any creature within this area when it is created or any creature that enters the gas while it is active must succeed at a DC 15 Fortitude save or become nauseated for 1d2 rounds. Being affected by the gas multiple times lengthens the duration of the sickened condition. In addition, any creature that begins its turn in the area takes 1d6 points of fire damage. If your attack results in a misfire that causes your firearm to explode, the area of the cloud is instead centered on one corner of your square (your choice), with a radius equal to the firearm’s misfire burst size. Firing this cartridge increases the firearm’s misfire value by 1.

EXPRESSIMENT WEAPONRY
The gunsmiths of the Mana Wastes have been tinkering with new firearm designs for generations, and the following weaponry represents prototypes that saw promise at one time or another but, because of a design flaw or lack of demand, never saw mass production. Even for firearms, these weapons are exceedingly rare, as only a small number of each were ever made. Full rules for firearms begin on page 135 of Ultimate Combat.

Cylinder Rifle: This long-barreled early firearm has a slim horizontal disk with eight uncovered slots, each of which can hold one bullet and 1 dose of black powder (but not alchemical cartridges). Each time the weapon is fired, the disk rotates to load the next available shot. Misfiring with a cylinder rifle causes rogue sparks to cause the gun to erratically fire all the remaining bullets loaded in the disk, and each stray bullet has a 50% chance to hit the wielder, dealing 1d6 points of damage. Reloading a cylinder rifle requires two full-round actions, regardless of the number of slots being loaded. The Rapid Reload feat reduces this to a single full-round action.

Paddle-Foot Pistol: This early firearm has four barrels, each of which can be fired one at a time with a single adjustable flintlock. The paddle-foot pistol fires in a 20-foot cone when making a scattering shot, and it has a 20-foot range increment when firing a bullet. Additionally, the paddle-foot pistol has a maximum range of three range increments. Each barrel of a paddle-foot pistol can hold 1 dose of black powder, along with either pellets or a bullet, or it can hold a single alchemical cartridge.

<table>
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<th>EARLY FIREARMS</th>
<th>One-Handed</th>
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<td><strong>Price</strong></td>
<td><strong>Dmg (S)</strong></td>
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<tr>
<td>Paddle-foot pistol</td>
<td>2,500 gp</td>
<td>1d4</td>
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<td>Cylinder rifle</td>
<td>6,000 gp</td>
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**Blighted Wastelands**

Few things devastate populated regions as quickly as blights. Vegetation diseases can turn vibrant farms and forests into wastelands practically overnight. While many farmers across Golarion rightly fear mundane blights, certain plagues threaten more than just agriculture.

For example, the Darkblight that festers in the heart of Fangwood Forest warps once-benevolent fey into violent predators and corrupts flora and fauna with Abyssal fungus. In Kyonin, elves wage battle against the forces of Treerazer, whose poisonous influence infects swaths of the Tanglebriar with demonic fungi and toxic algae. Even on a smaller scale, vile blight oozes (*Pathfinder RPG Bestiary 6* 38) contaminate miles of territory and prove difficult to stamp out.

**Traits and Feat**

Despite the dangers they pose, blighted wastelands frequently attract dedicated healers and wardens to stymie their growth and make the land safe for resettlement.

**Regional Traits**

The following regional traits reflect an upbringing in a blighted wasteland.

**Darkblight Survivor (Regional, Nirmathas):** Your woodland home in Nirmathas struggles against the tenacious Darkblight, forcing you to steel yourself against its poisonous influence. You gain a +2 trait bonus on Fortitude saving throws against diseases and poisons inflicted by fey, plants, and forest-related hazards.

**Tanglebriar Guerrilla (Regional, Kyonin):** Your campaign against Treerazer has endeared you to Kyonin's rangers, who have taught you their ways. When you gain this trait, select one ranger trap (*Pathfinder RPG Ultimate Magic* 64) that doesn’t deal ability or hit point damage. You can use this trap once per day within a forest. The DC for your trap is equal to 10 + half your character level + your Wisdom modifier (minimum +0), and it lasts for 1 day. If you are not a ranger, you can set only extraordinary traps with this feat; like all extraordinary ranger traps, this decreases the trap DC by 2.

**Feat**

The following feat advances a character’s skill in navigating the threats of a blighted wasteland. For more information about story feats, see page 66 of *Pathfinder RPG Ultimate Campaign.*

**Agent of Purity (Story)**

You have devoted your life to purging blight from the world.

**Prerequisites:** A friend or ally must have been significantly corrupted by a specific natural or supernatural blight, or you must have a regional background trait tied to a specific blight (such as those presented in this section or on this book’s inside front cover).

**Benefit:** Choose one type of terrain affiliated with the relevant blight. You gain a +1 bonus on Knowledge (geography) and Knowledge (nature) checks regarding the blighted terrain and can attempt those Knowledge checks untrained. You also gain a +1 bonus on attack rolls against creatures corrupted by the relevant blight, and you gain a +1 bonus on saving throws against the abilities of such creatures.
Goal: Slay or cure at least 50 creatures corrupted by the relevant blight, and then slay a challenging foe closely connected to spreading the blight.

Completion Benefit: Once per day, you can cast any one of the following spells as a spell-like ability, using your character level as your caster level: consecrate, neutralize poison, remove curse, or remove disease.

RANGER TRAPS
Ranger traps are available to rangers who have taken the Learn Ranger Trap feat (Ultimate Magic 153), the trapper ranger archetype (Ultimate Magic 65), or a similar option. More information is on page 64 of Ultimate Magic.

BLIGHTED MARK TRAP (EX OR SU)
Effect This trap stains the victim with blighted plant matter, increasing its susceptibility to the attacks of creatures created or enthralled by the affliction. The target takes a −2 penalty to Armor Class against the attacks of creatures closely affiliated with the specific blight (typically demons, fey, plants, or undead) and on saving throws against effects created by such creatures. This effect lasts for 10 minutes per ranger level. A successful Will save negates this effect. Regardless of whether this is a extraordinary or supernatural trap, the ranger must supply a sample of the specific blight when setting this trap.

CLEANSING TRAP (EX OR SU)
Effect The trap suppresses the target’s ability to use one randomly selected attack, ability, or quality that creates a disease or poison effect; this lasts for 1 round per ranger level. If the creature has more than one such attack, ability, or quality that creates a disease or poison effect, the attack, ability, or quality to be suppressed when the creature is affected by this trap is determined at random from those not already suppressed.

INFECTED SNARE TRAP (EX OR SU)
Effect A ranger can add this only to a snare trap (Ultimate Magic 65). The snare is made of diseased materials, which contain an aggressive blight that saps the energy and bodily health from the target creature. When initially caught in the snare, the trapped creature must succeed at a Fortitude saving throw or immediately take 2 points of Constitution damage. Each subsequent hour, the creature must succeed at a Fortitude saving throw or take 2 points of Constitution damage. This effect lasts for 12 hours or until the creature makes two successful saving throws in a row, whichever comes first. This is a poison effect.

BLIGHTWARDEN (RANGER ARCHETYPE)
Some rangers feel so closely connected to their homelands that they stand as guardians against pervasive corruptions that pervert those lands beyond the point of recognition.

Hunt the Blighted (Ex): A blightwarden’s first favored enemy is always a special type of creature: blighted. His bonuses from his first favored enemy apply to creatures with one or more of the following templates: blighted fey (Bestiary 6 46), fungal creature (Pathfinder RPG Bestiary 4 116), fungoid (Pathfinder Campaign Setting: Inner Sea Bestiary 3), Mana Wastes mutant (Inner Sea Bestiary 28–29), mutant (Pathfinder RPG Bestiary 5 180–181), mutant goblin (Pathfinder RPG Monster Codex 112), and plagued beast (Pathfinder Campaign Setting: The Worldwound 56). Additionally, the bonuses apply against creatures with the blight subtype (Bestiary 6 38).

Each time the blightwarden gains a new favored enemy, his additional +2 bonus always applies to this first favored enemy. This alters favored enemy.

Emulate Taint (Ex, Su, or Sp): Once per day as a standard action, a blightwarden can examine visible evidence of a creature that has been affected by a natural or supernatural blight. This might include visible tracks left by a creature with the fungal creature template, or a dead creature with the blighted fey template, or any similar evidence left by any creature as described in the hunt the blighted fey ability.

When the blightwarden does this, for the next 24 hours, he can use any one extraordinary, supernatural, or spell-like ability granted by the template (or the blight subtype) for a number of minutes equal to his ranger level. This duration need not be used all at once, but they must be spent in 1-minute increments. Saving throw DCs for this ability are calculated as if the blightwarden had the relevant template (for example, the DC of an ability from the blighted fey template would be equal to 10 + half the blightwarden’s Hit Dice + his Constitution modifier). He cannot use abilities that would create a permanent effect beyond this ability’s duration, and can never use more than one ability from a template or subtype in this way during a single 24-hour period.

For example, the blightwarden cannot use a blighted ooze’s cursed domain ability to create a domain of evil. However, the blightwarden could gain a blighted fey’s thorn throw ability for a number of minutes equal to his ranger level (in this case, the blightwarden would gain a thorn attack for that duration).

This replaces wild empathy.

Blightwalker (Ex): At 3rd level, a blightwarden gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks when in areas afflicted by a natural or supernatural blight. Blighted areas include cursed lands (Pathfinder RPG Horror Adventures 143), domains of evil (Horror Adventures 159), regions negatively affected by a spell or ability that affects at least a 300-square-foot area, or regions where a specific affliction is prevalent. In addition, the blightwarden adds this bonus to ability checks, saving throws, and skill checks to avoid natural and supernatural hazards in blighted areas. He can choose to improve this bonus in place of improving a favored terrain bonus. A blightwarden traveling through blighted areas leaves no trail and cannot be tracked (though he can leave a trail if he chooses).

This alters favored terrain and replaces the blightwarden’s first favored terrain.

Resist Corruption (Ex): At 3rd level, a blightwarden gains a +2 bonus on saving throws against curses, diseases, mind-affecting effects, poisons, and transmutation effects. This replaces endurance.
Over time, Abyssal incursions can transform even the most idyllic lands into blighted wastes. While residents of the Inner Sea region immediately conjure up images of the Worldwound when thinking of Abyssal wastelands, the sad fate of old Sarkoris is unfortunately not unique on Golarion’s face. On the other side of the world, for example, Tian Xia’s aasimar nation of Tianjing faces a growing threat in its Kaimuko Wood, as ancient Abyssal rifts breed blighted woodlands where qliphoth seek to regain their long-lost foothold on Golarion.

ELYSIOKINETICIST (KINETICIST ARCHETYPE)
Similar to how phytokineticists (Pathfinder RPG Ultimate Wilderness 58) draw their power from the First World, elysiokinetists trace their abilities to the riotous wilderness of the plane known as Elysium. Many such kinetists vow to fight against evil planar intrusions into the Material Plane, particularly the Worldwound.

Elysium’s Soul: An elysiokineticist must be chaotic good, and she has alignment auras of chaotic and good as if she were a chaotic good outsider with a number of Hit Dice equal to her kineticist level. She must choose wood (Ultimate Wilderness 58) as her primary element and positive blast (Ultimate Wilderness 60) as her first simple blast. At 7th level, she gains verdant blast (Ultimate Wilderness 61) and wood blast (Ultimate Wilderness 61), as well as a 3rd-level or lower wild talent of her choice. At 15th level, she gains a 7th-level wild talent of her choice. She gains Heal and Knowledge (religion) as class skills but does not gain Handle Animal and Knowledge (nature) as class skills.

This alters elemental focus and the class skills granted by the wood element, and it replaces expanded element.

Basic Elysiokinesis (Sp): An elysiokineticist can use the power of Elysium to assist others and bolster their vigor, allowing her to cast resistance, stabilize, or virtue as a spell-like ability at will as a standard action.

This replaces the basic phytokinesis utility wild talent granted by the wood element.

Elysian Infusion (Su): An elysiokineticist can infuse her positive blast with the power of Elysium to battle evil. The infused blast damages evil outsiders as if they were undead and counts as both chaotic and good. This is a 1st-level substance infusion that costs 1 point of burn and can be used with positive blast.

This replaces the infusion gained at 1st level.

Elysian Aura (Su): At 2nd level, an elysiokineticist infuses herself with a holy aura, granting her protection against evil attacks. She gains a +1 deflection bonus to AC and a +1 resistance bonus on saving throws; both apply only against attacks from evil creatures. By accepting 1 point of burn, she can increase both bonuses by 1. At 5th level and every 3 levels thereafter, she can accept an additional point of burn to further increase both bonuses by 1 (to a maximum of +7 at 17th level). Whenever she accepts burn while using a wood wild talent, the energy causes her elysian aura bonuses to apply against all attacks for 1 round, and during that time she is protected from evil mental and possession effects, as per protection from evil. She can dismiss or restore this effect as an immediate action.

This replaces the flesh of wood defense wild talent granted by the wood element.

Ghaelelight Blast (Su): At 15th level, an elysiokineticist gains the ghaelelight composite blast, which costs 2 points of burn. A ghaelelight blast is an energy blast that deals damage as a simple energy blast instead of a composite energy blast and deals chaotic and good damage. It is associated with the same infusions as positive blast.

FAITHFUL WANDERER (PALADIN ARCHETYPE)
While most paladins stride brazenly forth to battle evil in gleaming armor, faithful wanderers understand that to accomplish real change in Abyssal environments, a paladin must learn to be self-sufficient and unobtrusive and that she must pick her battles carefully, lest her mission end abruptly in a blaze of glory.

Wanderer’s Lore: A faithful wanderer quickly learns that everything in the wastes is evil, and she develops the skills she needs to survive. She gains Knowledge (nature), Knowledge (planes), Perception, Stealth, and Survival as class skills but doesn’t gain Diplomacy, Handle Animal, Knowledge (nobility), or Ride as class skills. A faithful wanderer gains a number of skill ranks equal to 4 + her Intelligence modifier at each level (instead of gaining a number of skill ranks equal to 2 + her Intelligence modifier).

This alters the paladin’s class skills and replaces detect evil.

Hidden Aura (Su): A faithful wanderer doesn’t have an aura of good like other paladins do, as this would give her presence away to hostile denizens of the Abyssal wastelands. Her other auras likewise don’t reveal her presence. The benefits of her aura of courage, aura of resolve, aura of faith, and aura of righteousness affect only her. At 3rd level, her alignment aura emulates the alignment planar traits (Pathfinder RPG GameMastery Guide 187) of her current location (chaotic evil in the Worldwound or the Abyss) for the purposes of alignment-detection effects, though this doesn’t change her actual alignment. At 8th level, she takes no penalties from the mildly chaos-aligned and mildly evil-aligned planar traits and treats all opposed strongly aligned planar traits as if they were only mildly aligned. At 11th level, she takes no penalties even in areas with strongly chaos- and evil-aligned planar traits. At 14th level, she leaves no trail in areas with chaos- and evil-aligned planar traits, can’t be tracked in such terrain, and can use Stealth to hide in such terrain, even if the terrain doesn’t grant cover...
or concealment. At 17th level, she can use Stealth to hide in areas with these planar traits even while being observed.

This replaces aura of good and aura of justice, and it alters aura of courage, aura of resolve, aura of faith, and aura of righteousness.

**Stalk Evil (Su):** A faithful wanderer isn’t interested in going out in a blaze of glory after exhausting a limited ability to smite evil. Instead, she has developed techniques to evade, stalk, and punish evil whenever necessary. She gains a +2 bonus on Knowledge, Perception, Sense Motive, Stealth, and Survival checks against evil outsiders, as well as a +2 bonus on weapon attack and damage rolls against them. These bonuses don’t stack with favored enemy bonuses. At 5th level and every 5 levels thereafter, these bonuses increase by 2 (to a maximum of +10 at 20th level). At 7th level, the faithful wanderer also gains these bonuses against undead, and at 13th level, she also gains these bonuses against evil dragons.

This replaces smite evil.

**Champion’s Bond (Su):** At 5th level, a faithful wanderer must choose the weapon option of her divine bond class feature. At 20th level, whenever her divine bond is active, she gains several additional benefits, as follows: Her DR improves to 5/—. Additionally, if she rolls a natural 20 on an attack roll against an evil outsider and confirms the critical hit, the outsider is also subject to disintegration, using the faithful wanderer’s paladin level as the caster level (her weapon and holy symbol automatically count as objects that the subject hates). Finally, whenever she uses lay on hands to heal herself, she heals the maximum possible amount of hit points.

This replaces divine bond and replaces holy champion.

**PROCLAIMER (WARPRIEST ARCHETYPE)**

A proclaimer is the polar opposite of a faithful wanderer (see above), rushing into Abyss-twisted wastes with nothing but his weapon in his hand and his faith in his heart, shouting his deity’s name to the skies. Most proclaimers don’t survive their first day in a hostile environment, but those who do become the stuff of legend, bolstering the spirits of crusaders near and far.

**Righteous Oath:** A proclaimer cannot be evil or worship an evil deity, and he must choose cure spells for his spontaneous casting.

This alters the warpriest’s spellcasting.

**Cleanser of Evil (Su):** At 2nd level, a proclaimer can hold his weapon aloft and shout his deity’s name as a swift action, spending one use of fervor to deal 1d6 points of damage to all evil outsiders within 5 feet. At 5th level and every 3 levels thereafter, this damage increases by an additional 1d6. This damage has the same alignment as the proclaimer’s deity (for example, it counts as good and lawful for a worshiper of Ragathiel who uses this ability). At 7th level, the effect expands to include an area within 10 feet of the proclaimer, and it expands by 5 feet every 6 levels thereafter. A proclaimer can’t use fervor to damage undead or to heal.

This alters fervor and replaces sacred armor.

**Zone of Sanctification (Su):** At 4th level, when a proclaimer uses fervor to damage evil outsiders with his cleanser of evil ability, he can spend one additional use of fervor as a move action to create a zone of sanctification in the same area for 1 round. All evil outsiders in the zone when it becomes active must succeed at a Will saving throw (DC 10 + half the proclaimer’s level + his Wisdom modifier) or be pushed back until they are out of the area. Evil outsiders that end their turns in the area take damage as if affected by cleanser of evil.

This replaces channel energy.
Waterlogged Wastelands

Despite the necessity of water to sustain most forms of life, regions inundated with incessant rain struggle to support conventional agriculture, architecture, transportation, and waste disposal, frequently rendering them as uninhabitable as desolate wastelands—at least for those creatures who require such things. Those who do dwell in these areas must learn to harvest the wild plants that flourish in the deluge; navigate pathways overflowing with water using rafts, rope bridges, and other specialized equipment; and either avoid or prey upon the beasts that thrive in adverse weather as they compete for limited shelter and resources. Canny survivalists can find hiding places, useful flora, and other assets in these otherwise inhospitable lands, even harnessing the terrain to support entire communities.

Explorers in the southern frontiers of Sargava, for example, honed these techniques gradually as they pressed into the storm-wracked jungle, while the people who inhabit the waterlogged coastline now known as the Sodden Lands learned them swiftly to avoid complete annihilation at the hands of the burgeoning Eye of Abendego. In the lawless region of Shenmen in central Tian Xia, bandits experienced with their state's strange climate have turned the perpetual rainfall into a cover for their violent raids. Even the people of Tian Xia's Wanshou, who were devastated by an unexpected and powerful typhoon, manage to eke out a fragile, humble existence in their flooded province, although their survival is further pressured by the demands of their elder kraken overlord. These people all share a tenacity and a resourcefulness that allow them to find food, shelter, and even treasure within or beneath the churning waters of their sunken territories, where the ill prepared might struggle to find even potable water among the pestilent muck.

Flood Flourisher (Hunter Archetype)

Well adapted to their drenched surroundings, flood flourishers coordinate deadly ambushes with their loyal animal companions by capitalizing on their mastery of the soggy terrain.

**Twin Hunters (Ex):** Each time a flood flourisher gains a benefit from this archetype, she also grants the benefit to her animal companion.

This replaces hunter tactics.

**Skilled Ambusher (Ex):** At 3rd level, a flood flourisher gains either Athletic or Stealthy as a bonus feat.

This replaces the teamwork feat gained at 3rd level.

**Watery Stride (Ex):** At 5th level, a flood flourisher and her animal companion gain a swim speed equal to their base land speed (maximum 30 feet). A flood flourisher or animal companion that already has a swim speed instead gains a +10 bonus on Acrobatics checks to avoid provoking attacks of opportunity from swimming out of a threatened square.

This replaces woodland stride.

**Water Striker (Ex):** At 6th level, a flood flourisher gains the benefits of either Shot on the Run or Spring Attack, even if she does not meet either of the feats' prerequisites. She gains the benefits of this feat only while using her swim speed.

This replaces the teamwork feat gained at 6th level.

**Submerged Stealth (Ex):** At 8th level, a flood flourisher learns how to ambush targets from beneath the muck, becoming a silent threat. While in a deep bog, the flood flourisher can use cover from the water to attempt Stealth checks with no penalties from the natural environment. While in a deep bog, as long as she moves no more than 5 feet in a round, she has tremorsense out to a range of 30 feet against anything that moves within the same body of water. While underwater in a deep bog, she can hold her breath for a number of minutes equal to 6 times her Constitution score before she risks drowning.

This replaces swift tracker.

**Aquatic Action (Ex):** At 9th level, a flood flourisher gains the benefits of the aquatic action vigilante talent (see below).

This replaces the teamwork feat gained at 9th level.

**Sudden Strike (Ex):** At 12th level, a flood flourisher can better take advantage of the element of surprise. She can take a full round's worth of actions during the surprise round, rather than a single standard action or move action.

This replaces the teamwork feat gained at 12th level.

**Fast Submerged Stealth (Ex):** At 15th level, a flood flourisher can move up to her full swim speed with no penalty while using Stealth in a deep bog, and she can maintain her tremorsense from her submerged stealth while doing so.

This replaces the teamwork feat gained at 15th level.

**Fast Swimmer (Ex):** At 18th level, a flood flourisher increases her swim speed by 20 feet.

This replaces the teamwork feat gained at 18th level.

Vigilante Talents

Certain vigilantes learn to operate with lethal efficiency in flooded areas.

**Aquatic Action (Ex):** The vigilante uses weapons, natural weapons, and unarmed strikes in aquatic environments as though under the effect of freedom of movement, including when making melee attacks against targets in the water while the vigilante is on land. The vigilante ignores limitations and penalties on ranged attacks, including thrown weapons, imposed by being underwater for the first 15 feet. (See Underwater Combat on page 432 of the Pathfinder RPG Core Rulebook for more information.) A vigilante must be at least 8th level to select this talent.

**Gator Wrangle (Ex):** The vigilante gains a +8 bonus to his CMD against grapple combat maneuvers when using the grab ability, and he halves all damage from constrict attacks. When attacking a creature that is grappling him, an avenger...
vigilante deals an additional amount of damage equal to half his vigilante level.

**Swamp Concoctions (Ex):** Twice per day as a full-round action, the vigilante can use the environment weapon vigilante talent (*Pathfinder RPG Ultimate Intrigue* 14) to improvise an alchemical weapon worth no more than 15 gp per vigilante level. This improvised weapon cannot be sold and must be used within 3 rounds before it becomes inert. The vigilante gains the benefits of the Throw Anything feat for the purpose of these improvised weapons. This ability cannot create improvised weapons that incorporate special materials unless those materials are also present. To select this talent, the vigilante must have the environment weapon vigilante feat, and he must have selected jungle, swamp, or water for that talent.

**Vortex Splash (Ex):** When in rain or waist deep in water, the vigilante can make a whirling splash as a full-round action, allowing him to attempt a single dirty trick (*APG*) combat maneuver or feint against each adjacent foe. The vigilante can make a separate choice for each target.

**WITCH HEXES**

The following witch hexes support witches who dwell in waterlogged regions.

**Congeal (Su):** The witch can make the water in a 10-foot radius around her sludgy and viscous for 1 minute, causing it to function as difficult terrain for all swimming creatures except herself. This also provides partial cover against physical effects that pass through the affected area.

**Murksight (Su):** The witch can see through natural fog, mist, and rain without penalty, ignoring any concealment bonuses gained from such effects. If the effect is created by magic, the witch can see up to 15 feet without penalty, with normal penalties and effects applying beyond that distance. This ability functions underwater as well, allowing the witch to see in murky water as though it were clear. This does not allow the witch to see anything she could not see otherwise, such as an invisible creature.

**Pollute Water (Su):** The witch can corrupt bodies of water with foul energies. This functions as the blight hex (*Pathfinder RPG Advanced Player’s Guide* 66), except it affects only either an area of standing water or a creature with the aquatic or water subtype. A creature of any type that drinks water from a polluted area must succeed at a Fortitude saving throw or become nauseated for 1d3 rounds and afflicted as if blighted with the blight hex curse. A creature that succeeds at this saving throw is immune to the effects of polluted water from this area for 24 hours. Polluted water does not quench thirst.

**Polluting Glance (Su):** The witch can corrupt nonmagical liquid items (such as alchemical remedies) with a look. The witch can choose one liquid item she can see within 30 feet and change its contents into polluted water as per her pollute water hex (see above). The number of polluting glance hexes the witch can have active at one time is equal to her Intelligence bonus (minimum 1).

The witch must have the pollute water hex to select this hex.

**Sink (Su):** The witch can cause a creature in water to struggle, imposing a –4 penalty on its Swim checks and reducing its swim speed (if any) by 10 feet for 1 minute unless it succeeds at a Fortitude saving throw; on a successful save, the effect’s duration is reduced to 1 round. The duration of this hex can be extended with the cackle hex (*Advanced Player’s Guide* 66). This hex does not stack with itself.
Those who travel through desolate wastelands are often perplexed to find the areas populated with life, while those who dwell in such areas must learn to survive and adapt to the life-threatening obstacles presented by a wasteland’s climate, dangerous wildlife, and environmental hazards. Wastelands often experience drastic, fast-paced changes in the landscape, but the locals refuse to give up their claim to the territory. Some stay to maintain the continuity of their culture and heritage. Others stay because they can’t afford the cost of leaving. Still others stay for the freedom (or isolation) a wasteland affords. In most such places, people are beholden to no one and can live according to their own values.

RACES OF THE WASTES

Though a surprising variety of creatures can eke out a living in wastelands, there are those whose long exposure to harsh environments has made them especially suited for life in the wastes. Each of the races below includes a trait; its type and any requirements are listed in parentheses. See page 326 of the *Pathfinder RPG Advanced Player’s Guide* for more information on traits.

ASH GIANTS

The genesis of these deformed giants is commonly tied to calamities both magical and, in rarer cases, technological. Ash giants’ deformities do not hinder their ability to live in wastelands, however; rather, these mutations help them thrive in hostile regions. Ash giants are immune to disease and are able to find meals in a variety of places where other races can scarcely survive. Besides the fresh meat they acquire by hunting and raiding, ash giants gladly devour carrion or any rotten food they come across while roaming their wasteland territories. Given their close association with vermin, ash giants tend to follow the mindless creatures’ senses and survival instincts, trusting them to find sources of food (however disgusting that food might be).

Ash giants have a dark sense of humor, and their jokes nearly always center on food. If one of their kind is accidentally killed, even as a result of a misguided prank turned deadly, the fallen comrade is praised for being a good sport before being quickly devoured as a fresh meal. Ash giants have no compunction about eating their own kind or the vermin that they keep as guardians and mounts.

Ash Bane (Regional, Wastelands): You have built up a resistance to the diseases that ash giants and their vermin guardians carry. You gain a +2 trait bonus on Fortitude saving throws to resist the disease abilities of ash giants and creatures with the vermin type. In addition, you gain a +1 trait bonus on melee attack rolls against vermin.

DWARVES

Dwarves can be found in many wastelands serving as caravan guards, trading their wares, or migrating in search of new lands to settle. The solitude of the wastelands often attracts them, as does the prospect of untapped natural resources in these areas. Dwarves do not see the difficulty of living in wastelands as a burden but instead regard the hard life...
and strenuous work as virtuous. Dwarves’ tendency to accept the world as it is helps them to thrive in environments that other races deem inhospitable.

The dwarven aphorism “stone endures” is taken seriously by dwarves living in wastelands, where they bring fortitude and a stubborn resolve to a life filled with daily hardships. Most dwarves living in the wastes follow the tenets of Torag, dutifully planning and preparing for any eventuality. This serves them well in dangerous lands where carelessness or even a single miscalculation can mean the difference between life and death—or a worse fate.

Despite the harsh conditions, dwarven communities in wastelands tend to engage in trade with their neighbors, no matter the distance. Typically, they trade dwarven armor, mead, and weapons for agricultural products and textiles. Dwarven traditionalism can be found in most of their wasteland societies, and in some cases, they follow those traditions even more strictly as a way to maintain a connection with their distant kin. With priests leading most of these wasteland settlements, it is not uncommon for arcane magic to be viewed with suspicion (or even hatred). Many dwarves living in the Mana Wastes see only the negative effects of arcane energy, such as unpredictable weather in primal magic zones or the pain caused by spells cast upon them. As a result, these dwarves have a particular dislike for practitioners of the arcane arts.

**Spellcaster’s Anathema (Race, Dwarf):** You see arcane magic as untrustworthy and its use as a calamity waiting to happen. You gain a +1 trait bonus on attack rolls against arcane spellcasters.

**Girtablilus**

Girtablilus are large, part-humanoid, part-scorpion creatures that make their nests in scorching wastelands, particularly where harsh winds blow and water is scarce. Most creatures cannot survive for long in such inhospitable environments, but girtablilus seem to thrive. This is partly because they are opportunistic predators; their diet consists mainly of insects, but they consume nearly any creature they can manage to slay. Some evil tribes of girtablilus even enjoy hunting and consuming intelligent humanoids.

Girtablilus also have a number of specialized adaptations that help them survive in wastelands. One such adaptation is their ability to hydrate themselves by efficiently extracting moisture not only from their prey’s flesh and organs but also from their victims’ bones and carapaces. Girtablilus also have the ability to slow their metabolism when food is scarce. While doing so, their movements and speech patterns are slow and exaggerated. If prey becomes available, they can spring back into action in the blink of an eye. Additionally, girtablilus have a tough exoskeleton with a waxy surface that limits the moisture they lose through evaporation.

Finally, girtablilus have stingers that can deliver potent, fast-acting venom, which they can use to outright kill prey or to paralyze it for later consumption, though they usually prefer to kill quarry with brute force, saving their venom for defensive purposes. Creatures that live near girtablilus are keenly aware of the danger that the creatures’ tails present, and girtablilus take advantage of this fear to intimidate and induce fear in other species and races.

**Venom Resistance (Combat):** You have spent considerable time in arid wastelands where girtablilus and other venomous creatures are common, and you have built up a resistance to poison. You gain a +2 trait bonus on Fortitude saving throws against poison, and once per day when attempting a saving throw to resist girtablilus poison, you can roll twice and take the higher result.

**Gnolls**

Gnolls are commonly found in the hot desert wastelands of Casmaron and Osirion, and though there was once a large population of these hyenic creatures in what is now the Mana Wastes, the transformation of that blighted area drove out all but the most mutated gnolls. These remaining tribes consider these lands their god-given and promised lands, and typically hunt any and all who dare to tread upon these sacred regions. Gnolls’ animalistic scavenging cleans wastelands of rancid carrion and tends to keep such areas free of endemic disease. This also allows gnolls to thrive in food-scarce regions, where they can scare lesser predators away from their kills to acquire food.

Gnolls’ success in these environments is directly related to their opportunistic nature, including ingesting things other wasteland creatures might not find edible, such as bones, hides, or decaying matter. Additionally, gnolls hunt in small packs and use tactics designed to split herds apart, isolating weaker members for easy capture. However vicious they are against their prey, though, gnolls support one another and continue to increase their numbers in these regions.

Gnolls make good use of their exceptional senses to keep themselves fed, finding both live prey and carrion by sight, hearing, and smell. They also track other scavengers to find more distant meals of carrion. However, stolen or scrounged carrion is only a small portion of the wasteland gnolls’ diet. They prefer eating fresh kills of birds, lizards, and snakes, as well as other humanoids. Gnolls typically kill and then immediately devour small prey, but with larger quarry, they often begin to eat while the creature is still alive.

**Pack Savvy (Social):** You have learned how to gain the respect of gnolls in your region, and you know something of their social structure. You gain a +3 trait bonus on Charisma-based skill checks when dealing with gnolls.

**Humans**

Humans are Golarion’s predominant race and can be found even in the most desolate wastelands. One of humans’ strongest assets is the coherence of their social groups. This socialization increases the sharing of knowledge and ensures that survival skills are passed along through societies and to future generations. Because of this, humans are able to adjust to new situations, environments, and crises. Being quick to adapt on a societal level is often for the best,
allowing advances in agriculture, architecture, social justice, and technology. Humans’ ability to adapt not only allows them to survive the inhospitable climates of wastelands but also helps them to colonize new regions. Humans can be found in virtually every environment, from searing deserts, frigid tundras, and tainted swamps to steamy jungles, volcanic plains, and Abyssal wastelands.

Another advantage humans have over many other creatures, even those of reasonable intelligence, is that they are constantly innovating and redesigning their environment to make it more hospitable, improving both the productivity of individuals and the security and well-being of communities. Cultural and technological changes stand out as humans’ most complex adaptations to the vagaries of the natural world.

**Wasteland Vagrant (Social):** You have spent most of your life learning how to survive in wastelands, and a lack of normal survival resources apparent in the environment is not a problem for you. When you gain this trait, pick one type of wasteland from the following list: blighted, Abyssal, desert, or waterlogged. You gain a +2 trait bonus on Survival checks in that type of wasteland terrain. (The GM determines whether terrain falls into the chosen type of wasteland.) Once you choose a type of wasteland terrain to gain this benefit in, you cannot change it later.

**Lamias**

Following the edicts of the eldest matrons of their people, lamias seek out and live in arid and lifeless wastelands. While the lion-bodied monstrous humanoids are the least powerful of the lamyros, they are the most widely known. These wicked creatures survive in remote areas and wastelands by making use of their natural weapons, hunting skills, and curse-given magical abilities, taking shelter in ancient ruins and temples.

Lamias are entirely carnivorous and typically stock a pen of humanoids that serve as both slaves and an emergency food supply. Lamias typically prefer to eat sentient races over lesser animals and vermin but do not pass up the lesser beings if food is scarce. Mainly ambush hunters, lamias are both quick and powerful. They tend to move about in a slow and methodical manner in an attempt to give prey a false sense of security, often using their magic charms or illusions to coax prey nearer, and then spring into action at the last moment. After a successful hunt, lamias attempt to restrain their prey, consume its blood, and then feast upon its flesh. Other lamias resort to stalking their prey over great distances before finally moving in when the target grows exhausted from the chase.

**Lamia’s Bane (Magic):** You have been exposed to the magical energies of lamias in your past, or you have heard innumerable stories about your family’s dealings with lamias, and you have built up a resistance to their charms. You gain a +1 trait bonus on saving throws against enchantment effects and a +2 trait bonus on saving throws against the spells and spell-like abilities of lamias.

**Ogres**

Ogres can be found throughout most of Golarion and in many of its wastelands. Bloodthirsty and aggressive, they thrive in such areas for a variety of reasons, including their societal structure. Ogres in wastelands depend on one another for survival. Being clumsy hunters and stalkers and lacking an understanding of water collection, ogres form raiding parties that instead depend on brute force to collect enough food and water to sustain themselves. Their main objective is to live off of other species, even other groups of ogres. Occasionally, they garner food and water as payment from smaller humanoids, such as goblins, in trade for protection and, in some cases, leadership.

Ogre tribes value two attributes above all else: strength and fertility. With the former, they beat their environment into submission, and with the latter they keep their tribes’ numbers up. Ogre females are almost constantly pregnant, and the resultant bolstering of the population helps offset the high mortality rate caused by wasteland living.

Ogres try to avoid direct and prolonged exposure to sunlight, especially during the summer months. This helps them avoid water loss, and thereby death—heat exposure claims the lives of more wasteland-dwelling ogres than any other danger. Many ogre tribes in desert environments therefore limit their hunting, stalking, and scavenging to the cooler seasons and nighttime hours.

**Ogre Avoidance (Combat):** You have practiced defensive maneuvers to avoid being caught by ogres, whose grasps you know are tight and unforgiving. You gain a +2 trait bonus to CMD against bull rush and grapple combat maneuvers.

**Ratfolk**

Ratfolk have a remarkable ability to adapt to nearly any kind of wasteland region, contributing to their ubiquity in such places. In desert wastelands, ratfolk often dwell in burrows, having evolved slightly shorter legs and larger, protruding teeth that they can use for digging. Ratfolk in arid regions extract water primarily from seeds they graze on throughout the day. In such climates, they shed excess heat through their elongated tails to cool down rather than sweating or panting. This, combined with their oily coats, prevents them from losing too much water to evaporation. Desert ratfolk in particular have fur in a wide range of earth tones that helps them blend in with the sand and soil, camouflaging them from many of the predatory creatures that prowl wastelands.

Beyond their physical adaptations, ratfolk are avid negotiators and pride themselves as merchants in the wastelands. Ratfolk caravans in wastelands trade, sell, and barter for goods and services, often using the desperation of less adapted clientele to their advantage. Despite a ratfolk’s tendency to walk away from deals with the upper hand, other humanoids typically see their presence in an otherwise inhospitable area as a good sign.

**Scamper (Race, Ratfolk):** In desperate times, your adrenaline kicks in to help you avoid danger. During the first round of combat in which you can act, you ignore difficult terrain and
gain an additional 5 feet of movement. This benefit does not apply when you are carrying a medium or heavier load.

TIEFLINGS
Large concentrations of tieflings can be found in Abyssal wastelands such as the Worldwound. The destructive Abyssal creatures that permeate these regions sometimes infect mortal bloodlines, creating a continuous but erratic supply of tiefling offspring. These progeny, known as pitborn, are frequently greeted with hostility by their families and communities. Further, many tieflings with non-Abyssal heritages are also persecuted in their communities, and so they set off into the wastelands in search of isolation and peace. Despite much of their existence being defined by rejection and pain, tieflings have a fierce desire to survive.

Their dark heritage grants tieflings a certain resistance to many of the harshest environments, and they often find themselves able to live comfortably in regions that prove too extreme for other races. Their heritage also gives their bodies the potential to tap into and develop Abyssal traits. Some tieflings have thick, scaly skin that protects them and deflects attacks. Most food and water found naturally within these Abyssal wastelands is corrupted with vile poison, but tieflings' fiendish nature sometimes allows them to ingest these contaminants safely.

Tieflings sustain themselves in wastelands through a number of means. Tieflings can be of any alignment, though most who make the Worldwound their home are evil, often keeping large numbers of slaves meant for food, labor, and sacrifices, and raiding borderlands for equipment, food, water, and weapons. In the Worldwound, the corruption is so extensive that it has transformed the natural flora and fauna into fiendish monsters that prey upon those who try to make a meal of them, but tieflings' intelligence and curiosity helps them persevere in the face of both Abyssal and humanoid threats.

Neutralizing Gut (Race, Tiefling): Your fiendish heritage has made you more resilient to the many poisonous threats in wastelands. You gain a +2 trait bonus on saving throws against contact and inhaled poisons, and a +3 trait bonus on saving throws against ingested poisons.

WASTELAND CHRONICLER (BARD ARCHETYPE)
Some explore the farthest reaches of desolate wastelands, seeking to unlock the mysteries found there and meet the inhabitants of such regions, and chronicle their findings. The wasteland chronicler has discovered a connection to the wastelands and can use his performance to guide himself and others through these regions safely.

Wasteland Knowledge (Ex): A wasteland chronicler adds half his level (minimum 1) as a bonus on Knowledge (geography), Knowledge (local), Knowledge (nature), Knowledge (planes), and Survival checks.

This replaces bardic knowledge.
Technology has played an enormous role helping many of the sparse civilizations of the Mana Wastes persevere, particularly given the erratic nature of magic and the looming dangers of the wastes. New weapons, armors, and equipment have historically helped survivors blaze a trail toward survival and success, especially in places such as Alkenstar, Dongun Hold, and Martel. In these places, many thank divine inspiration for the technology that helps them survive, and dedication to a number of gods with ties to the technological is common.

Brigh, the goddess of clockwork and invention, is dominant among these faiths. All manner of experimenters, inventors, and tinkerers devote themselves to the Whisper in the Bronze. Her followers dwell within labs throughout cities in the Mana Wastes or travel the wastes in search of inspiration or ancient technology. Brigh’s worship is particularly notable in Alkenstar, where shrines to the goddess serve as workshops to the various inventors and engineers of the city. Indeed, one of the largest temples to Brigh in the Inner Sea region is located in Alkenstar, and the city’s factions and guilds often use their divine inspiration to craft rare and unique marvels.

Across the Ustradi River lies the dwarven city of Dongun Hold. These dwarves venerate Angradd, the dwarven god of fire, tradition, and war. They believe that firearms serve as the latest weapons of war, and that the Forge-Fire encourages the dwarves of the Hold to create increasingly potent firearms to show their piety and strength.

The two cities contend with the followers of Cixyron, daemonic harbinger of gunpowder and poisonous metals. Pockets of worshipers of the Furious Thunder constantly search for new firearms to use in servitude to their daemon lord. They scour the Mana Wastes for firearms, occasionally attacking the inventors of Alkenstar and Dongun Hold to acquire the weapons they desire. When bullets won’t do, these followers use deadly poison, viewing it as an homage to the harbinger’s domain over poisonous metals.

DIVINE CRAFTING FEATS
Worshipers of Angradd and Brigh are skilled crafters, infusing their creations with divine energies. The following feats allow characters to imbue crafted items with magical energy to grant new abilities and effects.

**Aligned Crafting**
Your magical creations reject those you oppose.

**Prerequisite:** Craft Magic Arms and Armor or Craft Wondrous Item.

**Benefit:** When you craft a magic weapon, magic armor, a magic shield, or a wondrous item, you can infuse it with a bit of your convictions. Creatures that are more than one alignment step away from you are sickened while using or wearing this item. An item that has been infused with your alignment can never have an opposing special ability added to it later (for example, a longsword infused with your lawful good alignment cannot later gain the anarchic weapon special ability). Infusing the item with your alignment in this way increases the items total construction cost by 10%.

**Create Enhanced Firearm**
You can craft superior firearms.

**Prerequisites:** Craft Magic Arms and Armor; Craft (weapons) 1 rank or Gunsmithing UC.

**Benefit:** When you craft a firearm or magical firearm, you can use reinforced components to make the weapon more reliable. This increases the item’s total construction cost by 10%. The misfire chance of the weapon is reduced by 1. This can never reduce a firearm’s misfire chance by more than 1.
**Reinforce Crafting**

Your magical creations are harder than most.

**Prerequisites:** Craft Magic Arms and Armor, ability to cast *make whole* or *mending*.

**Benefit:** When you craft a magic weapon, magic armor, or magic shield, you can add a fortifying element to the item. This increases the item’s total construction cost by 10%. If it’s a weapon, when it becomes broken, the penalty to attack and damage rolls is reduced to –1 (this can never reduce a broken weapon’s penalty to attack and damage to 0 or a positive number). If it’s a suit of armor or a shield, when it becomes broken, the bonus it grants to AC is reduced by one-quarter, rounding down. Other drawbacks of the broken condition to weapons, armor, and shields still apply as normal.

**Normal:** A broken weapon imposes a –2 penalty on attack and damage rolls. The bonus a broken suit of armor or a broken shield grants to AC is halved.

**Keeper of Constructs (Inquisitor Archetype)**

Some of Brigh’s inquisitors, and occasionally those who follow Torag, track down malicious construct crafters and fight renegade constructs with unrivaled expertise.

**Penetrating Blows (Ex):** A keeper of constructs’ attacks are divinely guided to pierce the defenses of constructs. The keeper of constructs treats her weapons as adamantine for the purpose of overcoming damage reduction when attacking constructs. At 8th level, she ignores the first 5 points of DR or hardness when attacking constructs. At 16th level, she ignores the first 10 points of DR or hardness when attacking constructs.

This replaces the inquisitor’s domain.

**Construct Influence (Ex):** A keeper of constructs’ knowledge of constructs’ inner workings allows her to gain an upper hand over constructs. She can use the Intimidate skill to demoralize constructs, and when she attempts to do so, she gains a bonus on the check equal to half her inquisitor level (minimum 1).

This replaces stern gaze.

**Construct Lore (Ex):** A keeper of constructs adds twice her Wisdom modifier plus her Intelligence modifier as a bonus when attempting Knowledge checks to identify the abilities and weaknesses of constructs.

This replaces monster lore.

**Wrest Control (Sp):** At 14th level, three times per day, the keeper of constructs can issue a command to a construct as a standard action. This functions as a *suggestion* spell that is dismissible, affects the construct despite its normal immunity to mind-affecting effects, and has a caster level equal to the keeper of constructs’ inquisitor level. The construct can resist the command with a successful Will saving throw (DC = 10 + half the keeper of constructs’ inquisitor level + her Wisdom modifier). A construct that successfully saves is immune to this ability for the following 24 hours. This effect immediately ends if the construct is attacked while under its influence.

If an affected construct was being controlled by a creature, that individual can regain control of the construct with a successful Charisma check (attempting this check requires a standard action) opposed by the inquisitor’s Charisma check. On a success, the original creature regains full control of the construct and this effect ends.

This replaces exploit weakness.

**Toxic Sniper (Slayer Archetype)**

Followers of the daemonic harbinger Cixyron hide throughout the Mana Wastes, scavenging for guns. With significant firepower in hand, the Furious Thunder's snipers bring poisonous death to the wastes.

**Weapon and Armor Proficiency:** A toxic sniper is proficient with all simple weapons and firearms. He is proficient with light armor.

This alters the toxic sniper’s weapon and armor proficiency.

**Scraper’s Gun:** A toxic sniper gains the Gunslinger UC feat, a battered gun identical to that gained by a 1st-level gunslinger, and the ability to restore his battered gun as if he were a gunslinger.

This replaces track.

**Sharpshooter’s Study (Ex):** A toxic sniper’s focus makes him extremely deadly with ranged weapons. He gains a bonus on attack and damage rolls against his studied target only when attacking with a ranged weapon.

This alters studied target.

**Toxic Grit (Ex):** At 2nd level, the toxic sniper gains the Amateur Gunslinger UC feat as a bonus feat.

This replaces the slayer talent gained at 2nd level.

**Toxic Shots (Ex):** At 4th level, a toxic sniper can coat his ammunition in poison without requiring a pitted bullet (*Pathfinder RPG Ultimate Combat* 141). He is trained in applying poison in this way and cannot accidentally poison himself when applying poison to his ammunition. The toxic sniper can create a number of toxic shots per day equal to half his slayer level plus his Wisdom modifier. The penetrating nature of a toxic shot increases the DC of any poisons applied in this way by 2. A toxic sniper cannot create a toxic shot that is part of an alchemical cartridge.

This replaces the slayer talent gained at 4th level.

**Marksman (Ex):** At 6th level, a toxic sniper reduces the penalty on Stealth checks while sniping by 5. He reduces the penalty by 5 again at 12th level and at 18th level. At 8th level, he increases the distance from which he can deliver a ranged sneak attack against his studied target by 10 feet. This increases by 10 feet again at 14th level and at 20th level.

This replaces slayer talents gained at 6th, 8th, 12th, 14th, 16th, 18th, and 20th levels.

**Precise Toxin (Ex):** At 10th level, a toxic sniper can deliver a toxic shot to especially vulnerable areas. When he hits an opponent with a toxic shot and deals sneak attack damage, he can forgo all his bonus damage to increase the DC of the shot’s poison. The DC increases by 1 for every 2d6 points of sneak attack damage he forgoes in this way.

This replaces the slayer talent gained at 10th level.
More than 5,000 years ago, the expansionist archwizard Nex and his nation came into conflict with Geb and that necromancer's own kingdom, and the two powerful mages became bitter, hateful rivals.

The nations' intense magical warfare rent the very land. Geb used foul magic to raise all of his subjects who perished in the war as undead automatons. Meanwhile, Nex pushed his own arcane knowledge to dangerous heights, wielding potent wish magic against Geb, building himself a personal demiplane and achieving immortality. This constant barrage of magic eventually twisted the region between the two nations and created the chaotic wasteland now known as the Mana Wastes.

Today, the nations' conflict is officially in a state of detente. Most of the direct conflict ended in 576 AR, when the archmage fled into the his extradimensional sanctum, the Refuge of Nex, and a frustrated Geb committed ritual suicide, only to return to his lands as a ghost who cannot rest until he becomes certain that his rival is defeated. Now, new factions take the reins of the magical conflict, though day-to-day life sees the two nations interacting much more peacefully than either progenitor wizard would approve of.

**SPELLS**

The Arclords of Nex and the Blood Lords of Geb continue to craft new spells to aid in the cold war between the two nations, as well as to deal with new threats that rise from the Mana Wastes. Use of this magic has spread beyond the region and into the repertoires of casters of all types.

**ABSORBING BARRIER**

*School* abjuration; *Level* alchemist 4, sorcerer/wizard 4, summoner 4

*Casting Time* 1 standard action

*Components* V, S, F (a jagged scrap of metal)

*Range* medium (100 ft. + 10 ft./level)

*Target* 40-ft.-radius sphere; see text (S)

*Duration* 1 hour/level or until discharged

*Saving Throw* none (harmless); *Spell Resistance* no (harmless)

You ward all creatures and objects in the area from ranged weapons. The spell’s area of effect is often a sphere, although you can shape it to be smaller than the maximum area or to exclude certain adjacent areas or objects (for example, if you are warding a specific structure, or if you are roughly warding the front lines of a battlefield). This spell’s area is also up to 40 feet in height, so flying creatures benefit as long as they are in this area of effect.

Creatures and objects in the warded area gain damage reduction 20/magic against ranged weapons. Once the spell has prevented a total of 20 points of damage per caster level (maximum 200 points) to creatures and objects in the area, it is discharged.

**DRAIN CONSTRUCT**

*School* necromancy; *Level* sorcerer/wizard 2, witch 2

*Casting Time* 1 standard action

*Components* V, S

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

*Target* one construct

*Duration* 1 round/level (D)

*Saving Throw* Will negates; *Spell Resistance* no

You weaken a target construct, temporarily sapping its animating force and limiting its normal functionality. If the construct fails its saving throw, for the duration of this spell, it loses any damage reduction and fast healing it had and its base speed is reduced by half. Additionally, the construct takes a −4 penalty to Strength while this spell is in effect. This penalty increases by 2 for every 3 caster levels beyond 3rd (maximum −14). If the construct is normally immune to magic, this spell’s sapping effect is less penetrating and the construct receives a +4 bonus on its saving throw.
FORCED MUTATION
School transmutation; Level cleric 3, inquisitor 3, magus 3, occultist 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a small piece of radioactive clay)
Range touch
Target living creature touched
Duration 1 round/level
Saving Throw Fortitude negates; Spell Resistance yes
The body of the target creature twists and distorts, reshaping into a grotesque figure. Because of the disfigurement, the creature takes a -4 penalty to Constitution and Charisma. The creature also receives one of the following deformities (your choice) from the list in the mutant acquired template (Pathfinder RPG Bestiary 5 180): blind, deaf, fragile, fractured mind, lame, poor ability (applied to your choice of Strength, Dexterity, Intelligence, or Wisdom), spasms, and useless arm. The deformity is subject to all limitations described in the mutant template (for example, this spell cannot impose the lame deformity on a creature with a base speed slower than 20 feet).

HIDE FROM UNDEAD, GREATER
School abjuration; Level cleric 3, inquisitor 3
This spell functions as hide from undead, except the spell does not immediately end if a warded creature attempts to turn or command undead, channels positive energy, touches an undead creature, or attacks any creature. Instead, when the warded creature takes one of these actions, an intelligent undead creature can attempt another Will saving throw to negate the effects of the spell.

INFLUENCE WILD MAGIC
School abjuration; Level bard 2, cleric 2, druid 2, medium 2, mesmerist 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Effect 20-foot-radius burst of stabilizing magic centered on you
Duration 10 minutes/level
Saving Throw none (harmless); Spell Resistance no (harmless)
This spell creates an area of stabilizing magical energy that emanates from you. Any creature within this area that fails a concentration check to cast a spell normally in an area of wild magic (Pathfinder RPG GameMastery Guide 188) rolls twice to determine the wild magic effect and choose its preferred result.

UNHALLOWED BLOWS
School transmutation [evil]; Level antipaladin 1, cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M/DF (a pinch of dust from a destroyed undead creature)
Range close (25 ft. + 5 ft./2 levels)
Target one undead creature/level, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)
This spell empowers the natural attacks or unarmed strikes of undead creatures, granting a +1 enhancement bonus on attack and damage rolls made by the target with its unarmed strikes or attacks with one natural attack. This spell can cause an undead creature's unarmed strike to deal lethal damage, but in this case, the attack does not gain an enhancement bonus. Unhallowed blows can be made permanent with a permanency spell. In this case, the caster must be at least 9th level and must expend 2,500 gp worth of diamond dust as a material component.

UNHALLOWED BLOWS, GREATER
School transmutation [evil]; Level antipaladin 3, cleric 3, inquisitor 3, sorcerer/wizard 3, witch 3
Range medium (100 ft. + 10 ft./level)
Target one undead creature/level, no two of which can be more than 30 ft. apart, or one undead creature; see text
Duration 1 hour/level
This spell functions as unhallowed blows, except the enhancement bonus is +1 per 4 caster levels (maximum +5). Alternatively, you can imbue all of a creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).
Greater unhallowed blows can be made permanent with a permanency spell. In this case, the caster must be at least 11th level and must expend 7,500 gp worth of diamond dust as a material component.

VIOLENT MISFIRE
School evocation; Level sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a small piece of flint)
Range close (25 ft. + 5 ft./2 levels)
Target one early or advanced firearm
Duration 1 round/level
Saving Throw Will negates (object); Spell Resistance yes (object)
This spell creates a chaotic charge within the black powder loaded in a target firearm. The next time the target weapon fires during this spell's duration, it automatically misfires. If this misfire causes the firearm to explode, the radius of the explosion is doubled and it deals maximum damage to all creatures in the radius. The firearm's wielder also takes 1d6 additional points of fire damage per 2 caster levels (maximum 10d6) you have.
If the target is an advanced firearm, and the firearm misfires a second time in a row while this spell is in effect, it does not explode but still deals the additional damage to the wielder as described.

VIOLENT MISFIRE, MASS
School evocation; Level sorcerer/wizard 6
Range medium (100 ft. + 10 ft./level)
Target one early or advanced firearm/level, no two of which can be more than 30 ft. apart
This spell functions as violent misfire except as noted above.
In Golarion’s wastelands, magic can be both a blessing and a curse to those reliant on its power for survival.

In areas such as the Mana Wastes, where primal magic abounds, chaotic and random effects can manifest when a magic item is activated, adding an element of dread every time a wielder utters a command word. Intelligent creatures are quite cautious and frugal when they use magic items in these spaces, as they know that every activation intended to save a life might instead cause harm to innocents.

In other wastelands, where the magical energy of spells isn’t so chaotic, the land’s inhabitants can become overly dependent on magic in their efforts to survive. Foraying into a deadly ruin to scavenge might be well and good when one knows that healing charges from a wand are abundant, but when death comes calling and that magic is depleted, the wastelands are unforgiving.

Individuals living in ruined settings, whether by choice or circumstance, share common traits: a certain tenacity that allows them to survive in areas that actively attempt to quell life, and a deep knowledge of how reliance on magic items might help or hinder their efforts to survive. Below are some magic items that the inhabitants of wastelands might use to even the odds.

<table>
<thead>
<tr>
<th><strong>ANTHILL BOOTS</strong></th>
<th><strong>PRICE</strong> 12,500 GP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SLOT</strong> feet</td>
<td>CL 13th</td>
</tr>
<tr>
<td><strong>AURA</strong> moderate conjuration</td>
<td></td>
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<tr>
<td><strong>WEIGHT</strong> 2 lbs.</td>
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Ants occasionally crawl in and out of the numerous tiny holes dotting these sturdy, thick-soled boots. The boots’ wearer receives a +4 competence bonus on Fortitude saving throws against swarms’ distraction ability. Additionally, once per day, the wearer can call forth a swarm of army ants (Pathfinder RPG Bestiary 16) as a standard action. This functions as the spell *vomit swarm*, except the swarm crawls out from the boots instead of being vomited forth. The swarm lasts for 13 rounds before dissipating.

**CONSTRUCTION REQUIREMENTS**
Craft Wondrous Item, *vomit swarm*<sup>APG</sup>

<table>
<thead>
<tr>
<th><strong>BEAST TALISMAN</strong></th>
<th><strong>PRICE</strong> 18,900 GP</th>
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<tbody>
<tr>
<td><strong>SLOT</strong> neck</td>
<td>CL 5th</td>
</tr>
<tr>
<td><strong>AURA</strong> faint transmutation</td>
<td></td>
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<tr>
<td><strong>WEIGHT</strong> —</td>
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</tbody>
</table>

Carved to resemble a predatory animal, this small charm hangs from a leather cord. While assuming the form of an animal (such as when using the wild shape class feature or when under the effects of a beast shape spell), its wearer can expend one prepared spell or spell slot of up to 4th level as a standard action (0-level spells cannot be expended in this way). When the wielder does so, she gains an enhancement bonus on all of her natural weapons equal to twice the level of the spell or spell slot expended. This enhancement bonus applies to attack and damage rolls made with the natural weapons and lasts for 5 minutes. The bonus does not allow the wielder’s natural weapons to bypass damage reduction, except for DR/magic.

**CONSTRUCTION REQUIREMENTS**
Craft Wondrous Item, greater magic fang

<table>
<thead>
<tr>
<th><strong>BRACERS OF PRIMAL MASTERY</strong></th>
<th><strong>PRICE</strong> 30,000 GP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SLOT</strong> wrists</td>
<td>CL 5th</td>
</tr>
<tr>
<td><strong>AURA</strong> faint abjuration</td>
<td></td>
</tr>
<tr>
<td><strong>WEIGHT</strong> 1 lb.</td>
<td></td>
</tr>
</tbody>
</table>

Seven mithral strips weave their way around these steel bracers, which thrum ever so faintly with the force of stabilizing magic. When the wearer activates a magic item, casts a spell, or uses a spell-like ability that triggers a primal magic event (Pathfinder Campaign Setting: Inner Sea Magic 13), the resulting event is rolled (or otherwise determined) twice, and the caster can choose which of the two events occur. The bracers also allow the wearer to roll twice and choose the result when using a *rod of wonder*.

**CONSTRUCTION REQUIREMENTS**
Craft Wondrous Item, *dispel magic*

<table>
<thead>
<tr>
<th><strong>GRASPING CLOAK</strong></th>
<th><strong>PRICE</strong> 3,000 GP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SLOT</strong> shoulders</td>
<td>CL 3rd</td>
</tr>
<tr>
<td><strong>AURA</strong> faint transmutation</td>
<td></td>
</tr>
<tr>
<td><strong>WEIGHT</strong> 1 lb.</td>
<td></td>
</tr>
</tbody>
</table>

The long, threadbare tatters of this well-worn cloak coalesce into the rough form of a claw with opposable appendages, aiding the wearer with a helpful additional appendage when he might need it most. As a swift action, the wearer can use the cloak to retrieve any one small, stowed item carried on his person or any such unattended item within 5 feet. The wearer can hold one such item in the cloak, but he can’t use the cloak to manipulate it (other than to put it in his hand) and can’t wield a weapon or shield with the cloak. Additionally, once per day, the wearer can brace himself with the cloak’s claw as a standard action, gaining a +4 competence bonus to CMD for 1 round. While the cloak is providing this bonus, it can’t be used to hold or retrieve a stowed or unattended item.

**CONSTRUCTION REQUIREMENTS**
Craft Wondrous Item, *mage hand*

<table>
<thead>
<tr>
<th><strong>MEDALLION OF DEMONIC DISRUPTION</strong></th>
<th><strong>PRICE</strong> 32,000 GP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SLOT</strong> neck</td>
<td>CL 7th</td>
</tr>
<tr>
<td><strong>AURA</strong> moderate abjuration</td>
<td></td>
</tr>
<tr>
<td><strong>WEIGHT</strong> 1 lb.</td>
<td></td>
</tr>
</tbody>
</table>

Meant to be worn around the neck, this medallion made of braided, blue-tinged white gold hangs from a silver chain.
When a creature with the demon subtype uses its summoning ability with 100 feet of the medallion’s wearer, it must attempt a concentration check with a DC equal to 15 + double the level of its summoning ability. If the summoner fails this concentration check, none of the summoned creatures appear, and the use of the demon’s summoning ability is wasted. On a successful concentration check, the number of creatures that the demon’s summon ability is wasted. On a successful concentration check with a DC equal to 15 + double the level of the medallion’s wearer, it must attempt a concentration check with a DC equal to 15 + double the level ability.

**CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *dimensional anchor*

**PRIMAL DOWSER**

**PRICE**

1,800 GP

**SLOT** none

CL 3rd

**WEIGHT** —

**AURA** faint divination

This triangular-shaped rod is made from metal tubes and is small enough to fit into a pocket or a pouch. One tube on the item is inlaid with a line of small emeralds, and the other is inlaid with a line of small sapphires. A *primal dowsers* can be activated as a standard action to detect and identify the presence of variant magic within 60 feet for up to 10 minutes per day. In or near an area of primal or wild magic, the emeralds glow, and in or near magic dead zones, the sapphires glow. This item’s duration need not be used all at once, but it must be used in 1-minute intervals.

**CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *detect magic*

**NAIL OF BLOOD**

**PRICE**

25,000 GP

**SLOT** special; see below

CL 7th

**WEIGHT** —

**AURA** moderate necromancy

Inscribed along its length with wicked-looking runes, this 3-inch-long nail is made of black metal and gives off a faint, eerie blue glow. Powered by strange necromantic magic, the nail allows a spellcaster to cast spells within a magic dead zone by drawing on the caster’s life force to power her magic. To be effective, the nail must be placed alongside the flesh in an empty magic item slot (excluding eyes, head, and headband). In a process that takes 1 round, the nail melts painlessly into the wielder’s flesh before taking effect (removing the nail is also painless and takes 1 round). Once the nail is in place, its wielder can cast within a magic dead zone up to one spell of each spell level she knows or has prepared and could normally cast. If she wishes to cast additional spells in the magic dead zone, she can do so up to her normal limit, but each additional spell thus cast causes her to become fatigued and requires a successful concentration check (DC = 15 + the spell’s level) or the spell fizzes. If the *nail of blood* would cause the wielder to be fatigued when she already has the fatigued condition, she becomes exhausted. She can’t use the *nail of blood* to cast additional spells while she is exhausted, no matter what effect caused her exhausted condition.

**CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *blood transcription*¹

**WHEEL OF SURVIVAL**

**PRICE**

1,800 GP

**SLOT** none

CL 3rd

**WEIGHT** 1 lb.

**AURA** faint divination

This 4-inch wooden wheel is small enough to fit into a pocket or a pouch. By rolling the wheel on the ground (this requires a standard action to activate the item), the wheel begins rolling toward the nearest body of clean, potable water with enough liquid for the wielder to quench her thirst. Alternatively, the wheel rolls toward the nearest normal magic area if the wielder is in an area of primal magic, a magic dead zone, or another variant type of magic. (If necessary, the wielder must specify whether the wheel should seek water or normal magic when she activates the item.) The wheel can roll for up to 10 minutes per day until it leaves the region of variant magic, it reaches the body of water, or the wielder instructs it to stop (a free action). This item’s duration need not be used all at once, but it must be used in 1-minute intervals. As part of its movement, the wheel can ascend or jump up to 30 feet. A *wheel of survival* is unaffected by variant magic regions.

**CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *detect magic*

**VERMIN MASK**

**PRICE**

10,080 GP

**SLOT** head

CL 7th

**WEIGHT** 1 lb.

**AURA** moderate transmutation

These stylized wooden masks are carved to resemble a common type of wasteland vermin, such as a giant ant, scorpion, or spider. While using wild shape or a *vermin shape* spell to assume the form of a vermin that corresponds with the mask’s design, the wearer gains the following benefits. First, the wearer can speak normally despite the limitations of the form’s anatomy. Furthermore, the effect of the wearer’s wild shape ability (if any) lasts for 3 additional hours, and when the wearer is under the effects of a *vermin shape* spell, the spell lasts for 7 additional minutes.

**CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *wild shape* class feature, *vermin shape* I

**WAND PROTECTOR**

**PRICE**

18,500 GP

**SLOT** none

CL 5th

**WEIGHT** —

**AURA** faint abjuration

This lacquered wooden tube is designed to protect a wand during transportation. When held in an off hand, the wielder can safely cast spells from her wand without chance of incurring a primal magic event (*Pathfinder Campaign Setting: Inner Sea Magic* 13). A wand protector can be used only in conjunction with wands casting spells that require a standard action or shorter. Once the *wand protector* has prevented 10 primal magic events, it crumbles into dust.

**CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *dispel magic*
The hardy residents of Alkenstar have weathered the treacherous Mana Wastes for generations—but their clockwork protectors are running amok, and it’s up to the PCs in Warden of the Reborn Forge to save the day!

The wastes of Golarion are rife with primal magic that warps arcane energy to unpredictable and often dangerous ends. Inner Sea Magic provides all the details necessary for including this volatile subsystem in your game.

WOULD YOU LIKE TO KNOW MORE?
Adventuring in a blasted locale? People of the Wastes is far from the only resource available to enhance your game! If you’d like to infuse your wasteland experiences with history and detail, check out the following additional Pathfinder RPG resources, which will help you with everything from alternative magic systems to providing ready-made adventures in the heart of ruined wonders.

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Life might be scarce in the barren corners of Golarion, but Pathfinder Player Companion: People of the Wastes provides all the tools you need to become a master of wasteland domains. Whether your character is roaming the magic-singed lands of the Mana Wastes, the flooded fields of the Sodden Lands, the blighted depths of the Fangwood, or the demonic wilds of the Worldwound, this book offers advice, class options, and gear that allow her to survive and thrive where no hero ever should. Find the perfect trait for your wasteland-born character, or just the right archetype, feats, or spells to reflect her training in a harsh locale.

Inside this book you'll find:

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▶ A host of new firearms and gun-toting archetypes for characters who hail from the Grand Duchy of Alkenstar, including the gun chemist alchemist and the gun smuggler rogue.

▶ New witch hexes and vigilante talents for characters living in boggy wastes, plus ranger traps and the blightwarden ranger archetype for those who tread blight-filled lands.

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