



Plant eidolon base forms are as follows.

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

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

Fungus (Swamp, Underground): **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** bite (1d6); **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** bite, limbs (arms), limbs (legs).

Leaf (Forest, Jungle, Swamp): **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** slam (1d8); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** limbs (arms), limbs (legs), slam.

Seaweed (Aquatic): **Size** Medium; **Speed** 20 ft., swim 40 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** slam (1d8); **Ability Scores** Str 12, Dex 14, Con 15, Int 7, Wis 10, Cha 11; **Free Evolutions** limbs (arms), slam, swim (2).

This alters the summoner's eidolon.

Summon Nature's Ally (Sp): A leshy caller can cast *summon nature's ally* as a spell-like ability a number of times per day equal to 3 + her Charisma modifier. At levels where a regular summoner would gain access to a new level of *summon monster* as a spell-like ability, the leshy caller instead gains the equivalent *summon nature's ally* spell; at 19th level, she can cast *summon nature's ally IX* or *gate*. When a leshy caller gains a *summon nature's ally* spell as a spell-like ability, she adds it to her class spell list (though she must still select it as a spell known if she wants to gain the ability to cast it as a normal spell). She adds leaf leshys^{B3}, gourd leshys^{B3}, fungus leshys^{B3}, seaweed leshys^{B3}, and lotus leshys^{B5} to her list of creatures for *summon nature's ally I, II, III, IV, and V*, respectively.

This alters summon monster.

PLANT EIDOLON SUBTYPE

Plant eidolons consist of vegetable matter infused with raw natural spiritual power.

Alignment: Any. Plant eidolons don't have alignment subtypes.

Base Form: Cactus (limbs [arms], limbs [legs], sting), conifer (claws, limbs [arms], limbs [legs]), fungus (bite, limbs [arms], limbs [legs]), leaf (limbs [arms], limbs [legs], slam), seaweed (limbs [arms], slam, swim [2]).

Base Evolutions: At 1st level, plant eidolons gain low-light vision as well as the resistance (electricity) and resistance (sonic) evolutions.

At 4th level, plant eidolons gain constant *pass without trace* and they can change shape into plants of the size category corresponding to their base form with results similar to *tree shape*.

At 8th level, plant eidolons gain the ability to use *speak with plants* for 1 minute per Hit Die per day with any plants related to the eidolon's base form. These minutes need not be consecutive.

At 12th level, plant eidolons gain immunity to paralysis, poison, sleep, and stun.

At 16th level, plant eidolons gain the ability to use *commune with nature* once per day and can use their *speak with plants* ability at will. At 20th level, plant eidolons gain a +8 resistance bonus on saving throws against mind-affecting effects. They lose their resistance (electricity) and resistance (sonic) evolutions and instead gain the immunity (electricity) and immunity (sonic) evolutions.

ARROW CHAMPION (SWASHBUCKLER ARCHETYPE)

While the swashbuckler's agile style of combat is equally suited to urban settings and wilderness, the bow and arrow is an indispensable asset in open areas and harsh terrain where fancy footwork isn't enough to close the distance or dodge the enemy's arrows.

Arrow Champion's Panache (Ex): An arrow champion regains panache when she makes a killing blow with a light or one-handed piercing melee weapon or a bow (a longbow, shortbow, composite longbow, or composite shortbow).

This alters panache.

Deeds: An arrow champion gains the following deeds, each of which replaces an existing deed.

Retaliation (Ex): When a foe hits the arrow champion with an attack, she can spend 1 panache point to make a retaliatory attack of opportunity against that foe. If the triggering attack is a melee attack, she can retaliate with a melee attack using a light or one-handed piercing melee weapon, provided the creature is within her reach. If the triggering attack is a ranged attack, she can retaliate with a ranged attack using a bow, provided that the creature is within 30 feet of her. This deed's cost cannot be reduced by any ability or effect that reduces the number of panache points a deed costs.

This deed replaces opportune parry and riposte.

Precise Aim (Ex): At 3rd level, when attacking with a light or one-handed piercing melee weapon, an arrow champion can add her swashbuckler level to the damage she deals, as the swashbuckler's precise strike deed. She can also add one-quarter of her swashbuckler level to the damage dealt when attacking with a bow, but the target must be within 30 feet of her. As a swift action, an arrow champion can spend 1 panache point to increase the range of the effect to her bow's first range increment. Unlike a normal swashbuckler, an arrow champion cannot spend panache to double the extra damage.

This deed alters precise strike.

Swift Switch (Ex): At 3rd level, while the arrow champion has at least 1 panache point, she can sheathe or draw an unhidden light or one-handed piercing melee weapon or a bow as a swift action without provoking attacks of opportunity. If the

arrow champion spends 1 panache point, she can perform either action as an immediate action. In addition, if she has the Quick Draw feat and one of her hands is free, she can sheathe a weapon and draw an unhidden weapon as part of the same swift action, provided that one of the weapons is a bow and the other is a light or one-handed piercing melee weapon. If she spends 1 panache point, she can perform the switch as an immediate action.

This deed replaces swashbuckler's initiative.

Archer's Feint (Ex): At 7th level, when the arrow champion hits a foe within 30 feet with a bow attack, she can forgo the damage and instead attempt a Bluff check to feint against that foe as a swift action. If successful, in addition to the normal benefits of feinting, she doubles the extra damage from precise aim on her next melee attack before the end of her next turn.

This deed replaces superior feint.

Weapon Versatility (Ex): At 5th level, an arrow champion learns to use precision-based tricks just as accurately with her bow as with her melee weapons. Provided that her swashbuckler level is high enough, she can use the bleeding wound, deadly stab, menacing swordplay, perfect thrust, stunning stab, and targeted strike deeds when attacking with a bow, so long as her target is within 30 feet. If she spends a panache point to increase the range of her precise aim ability, the increased range applies to this ability as well.

This replaces swashbuckler weapon training.

Versatile Weapon Mastery (Ex): At 20th level, an arrow champion gains the benefits of swashbuckler weapon mastery when using a light or one-handed piercing melee weapon or a bow.

This alters swashbuckler weapon mastery.

WILDSTRIDER (SWASHBUCKLER ARCHETYPE)

Most swashbucklers call cities their home, but some prefer deserts, marshlands, mountains, or woods, where the rough terrain grants them an advantage, and have little interest in the comforts of an urban lifestyle.

Class Skills: A wildstrider gains Knowledge (nature), Stealth, and Survival as class skills, but does not gain Knowledge (nobility), Sense Motive, and Sleight of Hand as class skills.

This alters the swashbuckler's class skills.

Deeds: A wildstrider gains the following deeds, each of which replaces an existing deed.

Subterfuge (Ex): A wildstrider adds Stealth to the list of skills to which the derring-do deed applies. At 15th level, she adds Stealth to the list of skills on which she can take 10 using the swashbuckler's edge deed.

This deed replaces dodging panache and alters derring-do and swashbuckler's edge.

Adroit Step (Ex): At 3rd level, a wildstrider can use a swift action to treat a 5-foot square of difficult terrain as if it were normal terrain. If she also spends a panache point, she can treat all difficult terrain as though it were normal terrain until the end of her turn.

This deed replaces kip-up.

Keen Gaze (Ex): At 11th level, while a wildstrider has at least 1 panache point, she can ignore the miss chance from concealment (but not total concealment) caused by normal and magical fog, smoke, and undergrowth, but not other sources of concealment or a miss chance, such as *blur*.

This deed replaces subtle blade.

AVENGING BEAST (VIGILANTE ARCHETYPE)

Some vigilantes turn to natural traditions and supernatural forces to transform into beasts, unleashing a primal fury on their foes before returning to an ordinary guise.

Class Skills: An avenging beast gains Knowledge (nature) and Spellcraft as class skills, but does not gain Disable Device, Knowledge (engineering), Perform, and Sleight of Hand as class skills.

This alters the vigilante's class skills.

Skill Ranks per Level: An avenging beast gains a number of skill ranks equal to 4 + his Intelligence modifier at each level, instead of 6 + his Intelligence modifier.

This alters the vigilante's skill ranks per level.

Animal Mask (Ex): An avenging beast gains an ornate animal-headed mask that is a focus for his power and must be worn when assuming his vigilante identity. This mask symbolizes one specific animal, and the animal cannot be changed once chosen. Without this mask, an avenging beast cannot assume his vigilante identity. An avenging beast who loses his mask can replace it after 1 week through a specialized ritual that takes 8 hours to complete and costs 200 gp per avenging beast level.

This alters dual identity.

Spellcasting: An avenging beast casts divine spells as a hunter and uses the hunter's spell list.

This replaces the vigilante talents gained at 4th, 8th, 10th, 14th, and 16th level.

Patron Spells: An avenging beast selects a patron from the witch patron list and adds the patron bonus spells to his spell list (up to 6th-level spells). Patron spells of 7th level or higher are not counted as being on the avenging beast's spell list.

This replaces vigilante specialization.

Wild Shape (Su): At 5th level, when in his vigilante identity, the avenging beast gains the ability to take on the shape of the animal represented by his animal mask. This ability functions identically to the druid's wild shape ability, except the ability does not improve beyond functioning as *beast shape I*. The avenging beast treats his vigilante level as his druid level for the purposes of this ability. An avenging beast can use wild shape once per day at 5th level and one additional time per day at 7th level and every 2 levels thereafter, for a total of eight times per day at 19th level.

This replaces startling appearance, frightening appearance, and stunning appearance.



FERAL CHAMPION (WARPRIEST ARCHETYPE)

When a warpriest devotes himself to a god of the natural world, he is sometimes blessed with supernatural powers that allow him to evoke animalistic power and fury.

Feral Blessing: A feral champion must take the Animal blessing and does not gain a second blessing.

This alters blessings.

Sacred Claws (Su): Rather than empowering a physical weapon, a feral champion grows claws as primary natural weapons on each hand. These claws deal damage as a warpriest's sacred weapon and can be enhanced as such.

This alters sacred weapon.

Wild Shape (Su): At 7th level, a feral champion gains wild shape, as the druid ability of the same name, and treats his warpriest level – 3 as his effective druid level for the purposes of this ability. However, a feral champion does not gain the ability to take on elemental or plant forms with wild shape. A feral champion can use wild shape once per day at 7th level and one additional time per day every 4 levels thereafter, for a total of four times per day at 19th level.

This replaces sacred armor.

DISASTER BLESSINGS (WARPRIEST BLESSINGS)

Evil deities that offer the Air, Earth, Fire, and Water blessings or nonevil deities with disasters in their portfolios might also offer these disaster blessings as options for their warpriests.

Earthquake Blessing

The fury of the quaking earth infuses your faith.

Stone's Base (Minor): You can touch an ally to bless it with the stalwart resilience of stone. For 1 minute, the creature gains a +4 bonus to its CMD against maneuvers that would move the ally or knock it prone.

Earth Hammer (Major): At 10th level, you can touch a weapon to bless it with the force of a mighty earthquake for 1 minute. When the weapon hits a creature, the target must succeed at a Reflex save or fall prone; either way, the creature is immune to this ability for 24 hours.

Flood Blessing

You see proof of your convictions in the churning waters of a flood.

Lasting Breath (Minor): You can touch an ally to bless it with an extra reserve of breath. For 1 minute, while the ally holds its breath, standard and full-round actions don't decrease the number of rounds the ally can hold its breath (see page 445 of *Pathfinder RPG Core Rulebook*).

Tsunami Burst (Major): At 10th level, when you are hit by a melee attack, you can invoke this blessing as an immediate action. A wave of water blasts out from you at your attacker, attempting a bull rush combat

maneuver check using your CMB but adding your Wisdom modifier instead of your Strength modifier.

Tornado Blessing

The howling wrath of a tornado inspires your religion.

Dust Devil (Minor): When you hit with a weapon attack, you can use a swift action to cause a sudden burst of wind and debris to swirl around your target. The target is dazzled for 1 minute.

Howling Gale (Major): At 10th level, you can invoke a howling windstorm around yourself as a standard action. For 1 minute, any Large or smaller creature takes twice as much movement to enter a space adjacent to you due to the winds, and thus can't take a 5-foot step to move adjacent to you.

Wildfire Blessing

In the flames of a wildfire you take inspiration.

Leaping Flames (Minor): You touch an ally to bless it with the speed of a wildfire for 1 minute. The ally gains a +10-foot enhancement bonus to its base speed, and the ally gains a +1 dodge bonus to its AC against attacks of opportunity.

Fiery Wake (Major): At 10th level, when you move, you can use a swift action to invoke a blazing blessing on yourself. For the rest of your turn, your movement leaves behind a 10-foot-tall wall of opaque fire in your path. The wall burns for 1 minute. A creature that touches the wall takes 2d6 points of fire damage.

