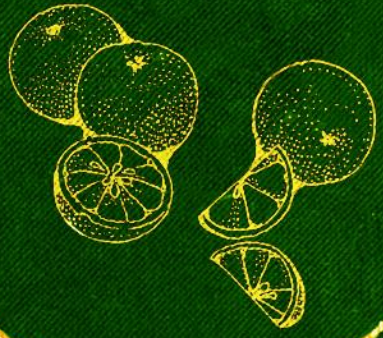




Fruits of the Spirit



Fruits of the Spirits

This book contains a selection of playable fruit classes for Pathfinder 1e.

Yes, you read that right.

Yes, that means you can be a half-elven grapefruit. *Technically*, a half-elven citrimancer with the grapefruit variety, but let's not quibble over terminology.

You may be wondering *why* someone would write this book – an excellent question. The inciting incident involved a player request for a homebrew banshee race, coupled with an excellent misreading and, importantly, a habit of taking *utterly ridiculous* ideas as seriously as possible.

The *concept* of this book is, indeed, extremely silly. The *contents*, though, are designed and written to fit into a Pathfinder campaign with the same straight-faced seriousness as enduring classics like the fighter, the cleric, or the one who plays the guitar at monsters. Providing you accept the premise of powers defined by fruit, rather than dragon bloodlines or patron deities, it's just another set of character concepts. Mostly.

Magical fruits appear widely in mythology, from the Golden Apples of the Trojan War to the Chinese Peaches of Immortality, the fruits of the Goblin Market, Sleeping Beauty's poisoned apple or Persephone's ill-fated pomegranate. They grant strange gifts or dreadful curses.

In a fantasy game, fruits offer another source of rare abilities and unusual fates. Their influence may come through eating magical fruit, or a more metaphorical route where the fruit in question is the symbol of a deity or has strong symbolic connotations. In a few cases, it may even be genetic, since ancestral plants in the family tree (sorry) have already been established through sorcerer bloodlines.

These alternate classes are particularly thematic for druids and wood kineticists, as well as for plant races such as the ghorans.

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PREFACE

My original intention, on embarking upon the task of writing this volume, was simply to publish an outline of and key to the various pomological phenomena that can be attested in extant annals of heroism and villainy. During the course of my researches, however, it became apparent that a simple schema would be of minimal value to the typical reader. Due to the scarcity of prior study in this field, little material has been available – this being one of the prime motivations for my own work – and I reasoned that few would possess the familiarity necessary to apply any key I might provide.

Through exhaustive discussions with my colleagues and editors, this volume has arrived at its final form. I must extend my considerable thanks to several in particular. The wizard Inglenook's knowledge of heroic bloodlines

proved invaluable in deciphering the nature of citrimancy and the spicerager.¹ The passages dealing with blightburn owe much to the kind assistance of Ilchvoth Blightwhisper, whose expertise,² immeasurably aided my own imperfect knowledge. For botanical matters, I am grateful for the comments and suggestions of Dr. Terraceous Hathe, as well as the unidentified druid dwelling in the Netherketh in the form of a bedraggled capybara.

In the descriptions that follow, I have given priority to the most common and well-attested forms of pomological influence. I hope that future work will permit me to furnish the public with the comprehensive, academic treatment that this subject so richly deserves.

Professor Q. H. Sleeg

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City of Peridot

¹ I encourage the interested reader to consult his recent work, *Bloodlines of Lesser Fame*.

² Garnered, no doubt, through countless unthinkable

experiments that would not have received ethical approval within the confines of an increasingly conservative and risk-averse academia.

Harvest Heroes

Scions of Goblin Fruit

It had been six days, and Dua-Von was coming to the last of his strength. He'd wandered the outskirts of these woods for years, but the brigands they ran into had chased them wildly through the trees for miles, and they'd lost all sense of direction. The Greencloak spread for hundreds of miles, and their chances of stumbling on any kind of settlement were slim indeed.

Lei-Mok wrapped his brother's arm more firmly over his own broad shoulders, and trudged wearily onwards. Few plants grew in the shade of the towering firs, and they'd seen little that wasn't poisonous. A few meagre berries had been their only water; it was too warm and dry for even morning dew. Throats burned and bodies felt like lead. Not even a hunter's trail had broken the endless expanse of forest.

When the grove drifted into view, Lei-Mok dismissed it as another hallucination. Their senses had been wandering for some time, with shadows creeping around their vision and half-heard voices chittering from nowhere. There was no reason, he calmly told himself, why pear trees would grow in the depths of a conifer wood.

"Over... there." Dua-Von paused for a moment and croaked out the words, feebly moving a hand to gesture in the direction of the grove. It took several more steps before Lei-Mok realised they were both seeing the same thing. Their hearts thrummed erratically as the starving brothers struggled through the dry brush towards the clearing. A sweet fragrance drifted on the air, drawing them onward until they broke through the ring of firs and into a wide swathe of grass, where several dozen magnificent pear trees bent low under the weight of plump, succulent fruit.

Weary beyond imagining, driven by pure instinct and primal hunger, the brothers didn't hesitate to grasp at the closest fruits and sink their teeth in. The pears were tender, rich and succulent, wiping the dust from cracked lips and soothing their parched throats. They ate and ate, until their aching and exhausted bodies were full to the brim, and they fell into blissful unconsciousness amidst the silken grass, lulled by the babbling of a clear stream.

It was many days later that the lost brothers strode back into town. Neighbours who'd given them up for dead broke off their conversations in astonishment. Friends sprang forward to welcome them. But soon the clamour of voices fell silent, as the townsfolk tasted the honey-sweet scent on the breeze, saw the youthful vigour of the two middle-aged men, and the iron-hard wooden flesh they now possessed. The brothers had feasted on the fruits of Faerie, and from that day they would be more, and less, than entirely human.

Symbols of Fruitfulness

"Before I was born, my mother dreamed," began the old dwarf, tapping the tight-rolled scroll thoughtfully in her hand. "For eight nights, she dreamed of a path through the woods, marked by blue flowers, and a clearing where the water flowed gently and a figure sang lullabies. So on the ninth day, she took off to find the path – six months pregnant with me, an' all – and see where it might go. Foolishness, of course; except she *did* find it."

"The way she tells it, it was like wandering back into her dream. She stood there for hours, listening to the songs and watching the young fellow weaving sunlight into golden fish, which he'd toss into the stream. After a while he remarked that she must be famished, and reached up to the tree, which obligingly bent a bough to his hand. He plucked a fat durian, big as your head, and peeled it open

with the merest brush of a finger – just like a feather, she said – and gave it to her.”

“Well, she took it of course, as you do when a god offers you something. He thanked her for listening to his songs for so long, and said the durian would bring a blessing: the child she bore would grow as beloved, as regal and as formidable as the durian fruit.”

At that, Ethabran Lawgiver looked up, gazing steadily into the eyes of the chieftains who sat around her. “Your selfish quarrels will end here, neighbours. If not for the duty you owe your kin, then as a favour to me, whose good opinion you have so anxiously sought to end this strife. Take up your pens and sign this accord, if you be my friends.” She paused, and a look of regretful steel came upon her. “And if not, try whether I bear thorns as sharp as the King of Fruits. One way or another, we *will* have peace in these lands.”

Marks of Divinity

Bhalsifa had always made a point of thanking the settakas for their generosity. Each sunset she called out her thanks to them on the evening breeze before leaving the gardens, and every feast-day she placed a heap of sweet pastries on a handkerchief beside the great chalk boulder that jutted in the midst of the bushes. Years ago, half the villagers had chided her for farming at one of the spirits’ chosen places, while the rest had rolled their eyes when she refused to have the stone broken up and cleared to make way for more spice bushes. She was just a poor cousin in those days, taking the land nobody else cared to farm. Nobody questioned her now, after so many years of abundant harvests.

When her son was born, she realised the time had come to make good on a bargain. It was after sunset, after her lover drifted to sleep and all was quiet, that she slipped out into the fields again with the baby bundled in her arms. She hesitated beside the stone for a long time, wanting to trust but still fearful, before honour and the memory of those fruitful years gave her the strength to lay the child down on a handkerchief and offer her thanks once more.

Nobody could understand how they’d all come to overlook the birthmark. It was a faint pink that would turn to brilliant scarlet over the coming months, and unmistakably like the chilis his mother grew. People joked that years of harvesting had carried the spice through her skin and into the womb. The jokes faded over the years, as they saw how the spice garden flourished under Chandhalu’s fingers, and how he lay on the chalk singing along to voices they could not hear.

It was the thirteenth year when the pillagers came, howling and hewing, painted with the names of grim and hateful beings that dwelled in the uppermost peaks. They torched the fields beyond the village, and slew the pigs, and when they reached Bhalsifa’s farm they hefted cruel and jagged picks, slaving with a mad zeal to tear apart the great chalk stone and all who dwelt on that farm.

That was the day of Chandhalu’s awakening, when the settakas cried out in the depth of night. They say the boy was like a raging wind that tore through the horde; they say the pillagers choked in agony at the mere heat of his breath. They found two score bodies amidst the bushes when the sun finally rose, cloven and burned, and a spade was twisted and broken at the boy’s feet where he slumbered against the rock.



A slight drizzle marred the afternoon, but Seasnala Breezeborne seemed unbothered as she leaned on the rock, gnawing at a pork skewer. Even the flotsam assortment of bandits that stomped out of the marsh didn't disturb her peace. They headed straight for her, perhaps drawn by the vibrant colours of her outfit. She waved the skewer cheerfully.

"Where's the tribute?" growled one of the burlier humans. "Where's the mayor?"

Seasnala shrugged. "Gone home, probably. I told them to get in out of the rain. You'd be the Wrathful Red Reavers, I take it?" The elf bowed in a manner that was both offensively sarcastic and graceful as a civet.

"Cocky lass, ain't you. Some kind of sixpenny mercenary they bought in?" The man motioned slightly with his mace; not a flourish, but the kind of efficient gesture that demonstrated he did actually know how to use it, and wasn't leaving himself open, to boot. Not bad. "You don't want trouble with us. Doubt they paid you enough to be worth it."

"Who wants trouble?" She bit off the last chunk of pork and looked scornful. "I'm on my way to join the troupe at the Whiteglade Academy. Why would I go hiring myself out to go toe-to-toe with, what, a score of brigands who clearly know their way around a weapon, just for a handful of coins?"

The leader relaxed slightly and motioned for his followers to move in. "A dancer? Well, you can be on your way. Just tell me where—"

"I do it more as a public service," finished Seasnala, and sprang forward like a gazelle. A foot-long wooden spike, still smelling strongly of herb-roasted pork, embedded itself in a bandit's throat as she struck out. The others yelled, roared and rushed forward to cut her down.

Like quicksilver, the elf flowed effortlessly between the bandits in a blur of violence. She seized a smallsword from her first victim and lashed out lethally, alternating serpentine strikes with skull-cracking kicks. It seemed to the bandits that her skin thickened and yellowed as she moved, and their blades could not bite deeply on the rare occasions they found purchase at all. Bodies crumpled and cursing humans tripped over them.

The leader swung his mace in figures-of-eight, deflecting the deadly blade and ducking a foot that would have caved in his chest. The damned elf pirouetted straight into a low cut that almost cost him a leg. He was no weakling, though. Not like the worthless dreck who called themselves reavers; he'd been on the front lines against the dwarven hordes. So why was he getting so tired? So warm?

It was only then he noticed the faint green light that spilled from his opponent as she nimbly circled around him. He'd been into the Black Depths; he knew the eerie hue of pitchblende. She was striking too overtly, taunting him to parry, and all the while some abominable magic sapping his strength...

If he'd been quicker on the uptake, or chosen sunset rather than midday to claim his tribute, he might have reached those conclusions early enough to take his chance and run. As it was, the mace slipped from his numbing hand. A look of satisfaction crossed the elf's face, and green fire spread across her body as the blade finally took him.

Bananarchist

A reputation for cheery flamboyance belies the bananarchist's speed and unrelenting passion. These warriors learn to draw on rich chemical energy within their bodies, propelling them into the fray in a blur of motion. Resilient, fast and excelling in close formation, bananarchists can serve readily as frontline fighters or professional athletes. A strange kinship with the lethal taint of blightburn lets them flourish in the wastes, and many caravan drivers refuse to set foot on the road without a trusty bananarchist to guide them.

The bananarchist is an alternate class for the unchained barbarian.

Alignment: Any chaotic

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp). In addition, a bananarchist begins play with a set of striped linen pyjamas worth 10 gp or less.

Class Skills: The bananarchist's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha); Escape Artist (Dex), Knowledge (nature) (Int), Perception (Wis), Perform (Cha), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Table: Bananarchist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Potassium surge, tropical metabolism
2nd	+2	+3	+0	+0	Surge power, uncanny dodge
3rd	+3	+3	+1	+1	Bunch up +1
4th	+4	+4	+1	+1	Surge power
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6/+1	+5	+2	+2	Radiation resistance +4, surge power
7th	+7/+2	+5	+2	+2	Damage reduction 1/-
8th	+8/+3	+6	+2	+2	Surge power
9th	+9/+4	+6	+3	+3	Bunch up +2
10th	+10/+5	+7	+3	+3	Damage reduction 2/-, surge power
11th	+11/+6/+1	+7	+3	+3	Greater surge
12th	+12/+7/+2	+8	+4	+4	Cleansing peel, surge power
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14th	+14/+9/+4	+9	+4	+4	Absorb radiation, surge power
15th	+15/+10/+5	+9	+5	+5	Bunch up +3
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, surge power
17th	+17/+12/+7/+2	+10	+5	+5	Tireless surge
18th	+18/+13/+8/+3	+11	+6	+6	Danger sense +6, surge power
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20th	+20/+15/+10/+5	+12	+6	+6	Mighty surge, surge power

Class Features

Weapon and Armour Proficiency

Bananarchists are proficient with all simple and martial weapons. They are also proficient with light and medium armour, and with shields (except tower shields).

Potassium Surge (Ex)

A bananarchist can call upon particularly dense stores of energy-rich nutrients, releasing them for a sudden burst of speed and energy.

Starting at 1st level, a bananarchist can surge for a number of rounds per day equal to 4 + her Constitution modifier. For each level after 1st she possesses, the bananarchist can surge for 2 additional rounds per day. Temporary increases to Constitution, such as those gained from spells like *bear's endurance*, do not increase the total number of rounds that a bananarchist can surge per day. A bananarchist can enter surge as a free action. The total number of rounds of surge per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a surge, a bananarchist gains a +2 alchemical bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Reflex saving throws. Her movement speed increases by 10 feet. She also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the surge ends, and are not replenished if the bananarchist enters a surge again within 1 minute of her previous surge. While in a surge, a bananarchist cannot use any ability that requires patience or concentration, including readying actions and delaying.

A bananarchist can end her surge as a free action, and is fatigued for 1 minute after a surge ends. A bananarchist can't enter a new surge while fatigued or exhausted, but can otherwise enter a surge multiple times per day. If a bananarchist falls unconscious, her surge immediately ends.

Surge is an alchemical effect rather than an emotional one. It cannot be countered by effects such as *calm emotions*, but effects that suppress or neutralize poison also affect potassium surge. Unless otherwise noted, surge counts as the barbarian's rage ability for the purposes of rage powers.

Tropical Metabolism (Ex)

A bananarchist finds comfort in warmth, but is susceptible to the cold. She gains a +4 bonus on saving throws to resist hot environments, heat, and fire effects. However, she suffers a -2 penalty on saving throws against cold effects.

Surge Powers (Ex)

As a bananarchist gains levels, she learns to exploit her potassium surge in new ways. At 2nd level and every 2 levels thereafter, the bananarchist gains a surge power. A bananarchist gains the benefits of surge powers only while surging. Some of these powers are always active during a surge, and others require the bananarchist to take an action to use them. Unless otherwise noted, a bananarchist cannot select an individual power more than once.

Some of the following surge powers are stances. Activating a stance surge power is a move action. A bananarchist can't have more than one stance surge power active at a time. If she activates a stance surge power while another one is active, the current stance immediately ends. The stance can be intentionally ended at the beginning of the bananarchist's turn as a free action; otherwise, it lasts until the surge ends.

Bananarchists can't select cold-themed rage powers, such as winter rage, nor can they select blood powers or totem powers.

Bunch Up (Ex)

At 3rd level, a bananarchist is adept at fighting in very close proximity to others. She gains a +1 bonus to CMD while adjacent to an ally. The bonus increases to +2 at 9th level and +3 at 15th level.

Radiation Resistance (Ex)

At 6th level, a bananarchist can absorb and neutralize background radiation by absorbing it through her skin. She gains a +4 bonus to saving throws against radiation.

Damage Reduction (Ex)

At 7th level, a bananarchist gains damage reduction. Each time the bananarchist takes damage from a weapon or natural attack, subtract 1 from the damage taken. At 10th level and every 3 levels thereafter, this damage reduction rises by 1 point (up to 5 points at 19th level). Damage reduction can reduce damage to 0, but not below 0.

Greater Surge (Ex)

At 11th level, a bananarchist's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Reflex saves while surging increases to +3. In addition, the amount of temporary hit points gained when entering a surge increases to 3 per Hit Die.

Cleansing Peel (Ex)

At 12th level, substances secreted by the bananarchist's skin can soothe and purify.

She can use cleansing peel a number of times per day equal to her Constitution modifier. Using the ability is a standard action, and the bananarchist must be able to touch her target. This grants a +4 bonus on Heal checks affecting the skin, such as contact poisons, caltrops, splinters and insect bites. It also grants a +4 bonus on saving throws to overcome pain from injury to the skin, and against contact effects (such as contact poisons or diseases).

Absorb Radiation (Ex)

At 14th level, a bananarchist can harmlessly drain radiation from her surroundings. Any radiation damage she would take is halved. By expending a use of cleansing peel, she can duplicate the effects of *remove radioactivity*. She uses her class level as her caster level and her Constitution modifier as her casting ability modifier when making caster level checks.

Tireless Surge (Ex)

At 17th level, a bananarchist is no longer fatigued at the end of her surge. If she enters a surge again within 1 minute of ending a surge, she doesn't gain any temporary hit points from her surge.

Mighty Surge (Ex)

At 20th level, a bananarchist's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Reflex saves while raging increases to +4. In addition, the amount of temporary hit points gained when entering a surge increases to 4 per Hit Die.

Unique Surge Powers

Blightburn Glow (Ex)

While surging, the bananarchist is immune to radiation and sheds green light as a candle. She ignores the miss chance for concealment (but not total concealment) when attacking enemies within this light.

A bananarchist of at least 6th level with this surge power can select the sapping curse rage power without meeting the prerequisites.

Blightburn Fire (Ex)

While surging, the bananarchist is wreathed in eerie green flame. A creature that hits the bananarchist with a natural attack, unarmed strike, or non-reach melee weapon attack suffers 1d6 fire damage and is sickened for 1 round. The bananarchist must be at least 10th level and have the blightburn glow and sapping curse surge powers before selecting this surge power.

Soporific Surge (Ex)

The bananarchist's body floods with sleep-inducing chemicals when she surges. Creatures adjacent to her suffer a -1 penalty on saving throws. In addition, they are treated as having 1 fewer hit die when determining whether they can be affected by a *sleep* effect. At 5th level and every 5 levels thereafter, both these effects increase by 1 (to a maximum of -5 penalty and 5 fewer effective hit dice at 20th level).

Citrimancer

Adventurers touched with the power of the enigmatic citrus are fonts of natural magic. Their bodies crackle with lightning, and their blood runs sour and acrid. Drawing on these elemental powers, the citrimancer can work magic as readily as a warrior swings a blade. Inheriting the startling diversity of their plant patrons, citrimancer' talents vary considerably from one to the next, each blessed with gifts that reflect their own unique heritage.

The citrimancer is an alternate class for the sorcerer.

Alignment: Any

Hit Die: d6

Starting Wealth: 2d6 × 10 gp (average 70 gp).

Class Skills: The citrimancer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks Per Level: 4 + Int modifier.

Table: Citrimancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Aftershock, cantrips, health	3	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3	Electricity resistance 5	4	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3	Variety power, variety spell	5	-	-	-	-	-	-	-	-
4th	+2	+1	+1	+4	—	6	3	-	-	-	-	-	-	-
5th	+2	+1	+1	+4	Variety spell	6	4	-	-	-	-	-	-	-
6th	+3	+2	+2	+5	—	6	5	3	-	-	-	-	-	-
7th	+3	+2	+2	+5	Variety power, variety spell	6	6	4	-	-	-	-	-	-
8th	+4	+2	+2	+6	Electricity resistance 10	6	6	5	3	-	-	-	-	-
9th	+4	+3	+3	+6	Variety power, variety spell	6	6	6	4	-	-	-	-	-
10th	+5	+3	+3	+7	Disease immunity	6	6	6	5	3	-	-	-	-
11th	+5	+3	+3	+7	Variety spell	6	6	6	6	4	-	-	-	-
12th	+6/+1	+4	+4	+8	—	6	6	6	6	5	3	-	-	-
13th	+6/+1	+4	+4	+8	Lightning child, variety spell	6	6	6	6	6	4	-	-	-
14th	+7/+2	+4	+4	+9	Electricity resistance 20	6	6	6	6	6	5	3	-	-
15th	+7/+2	+5	+5	+9	Variety power, variety spell	6	6	6	6	6	6	4	-	-
16th	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	5	3	-
17th	+8/+3	+5	+5	+10	Variety spell	6	6	6	6	6	6	6	4	-
18th	+9/+4	+6	+6	+11	Electrical immunity	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Variety spell	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Variety power	6	6	6	6	6	6	6	6	6

Class Features

Weapon and Armour Proficiency

Citrus are proficient with all simple weapons. They not proficient with armour or shields.

Aftershock (Ex)

As an immediate action when a citrimancer takes melee damage from a metal weapon or creature, he can induce an electric charge that strikes back at the wielder. The creature can attempt a Reflex saving throw (DC 10 + half his citrimancer level + his Charisma modifier). If it fails, it suffers 1d8 points of electrical damage + 1 point for every 2 citrimancer levels he possesses. The citrimancer can use this ability a number of times per day equal to 3 + half his citrimancer level.

Health (Ex)

A citrimancer gains a +4 bonus on saving throws against disease and immunity to scurvy. At 10th level, the citrimancer is immune to all diseases, mundane or magical.

Variety (Ex)

All citrimancer draw power from a particular archetypal citrus lineage that defines their magical gifts. This variety grants them spells, bonus feats and other special abilities. A citrimancer must pick one variety on taking his first level in the class; once made, this choice cannot be changed.

Where a variety power requires a saving throw, the DC is equal to 10 + 1/2 the citrimancer' class level + his Charisma modifier.

Spellcasting

A citrimancer casts arcane spells drawn primarily from the sorcerer/wizard spell list presented in Spell Lists. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a citrimancer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a citrimancer's spell is 10 + the spell level + the citrimancer's Charisma modifier.

Like other spellcasters, a citrimancer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Citrus. In addition, he receives bonus spells per day if he has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

A citrimancer's selection of spells is extremely limited. A citrimancer begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new citrimancer level, he gains one or more new spells, as indicated on Table: Citrimancer Spells Known (Unlike spells per day, the number of spells a citrimancer knows is not affected by his Charisma score; the numbers on Table: Citrimancer Spells Known are fixed). These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the citrimancer has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered citrimancer level after that (6th, 8th, and so on), a citrimancer can choose to learn a new spell in place of one he already knows. In effect, the citrimancer loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A citrimancer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a citrimancer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Electricity Resistance (Ex)

At 2nd level, a citrimancer gains electricity resistance 5. This increases to resistance 10 at 8th level, and resistance 20 at 12th level. At 18th level, he gains immunity to electricity.

Lightning Child (Su)

At 13th level, a citrimancer can sacrifice a spell slot to cast any spell of equal or lower level with

the electricity descriptor, even if he doesn't know it. If the spell is not on the sorcerer/wizard spell list, use the *highest* level it appears on any spell list when determining what spell slot is required. Using this ability increases the casting time as though applying a metamagic feat.

Citrimancer Varieties

Lemon

You are spiritually bound to a symbol of purity, cleansing and protection. The lemon within you repels contamination of body and mind, bringing sour blood and sweet dreams. Lightning that roils within you offers more tangible protection.

Bonus Spells: *remove sickness* (3rd), *trail of the rose* (lemon-scented) (5th), *remove disease* (7th), *repel vermin* (9th), *purify body* (11th), *cloak of dreams* (13th), *chain lightning* (15th), *heal* (17th), *ride the lightning* (19th).

Variety Arcana: When you target vermin with a harmful spell or use a spell from the healing subschool, treat your caster level as 2 higher.

Fragrance (Ex)

At 3rd level, your body exudes volatile aromatic compounds that deter insects and help stave off disease. Mundane, non-monstrous insects don't bite or pester you, and vermin swarms deal half damage to you. As a swift action, you can intensify this aura to gain a *sanctuary* effect against vermin, as well as a +4 bonus on saving throws against disease and the sickened and nauseated conditions. Ending the aura is a free action. You can use this ability for a number of minutes per day equal to your citrimancer level; this need not be consecutive but must be used in 1-minute intervals.

Bitter Blood (Sp)

At 7th level, your blood sours, revolting creatures that bite you. Any creature that hits you with a bite attack gains the sickened condition for 1 round unless it succeeds at a Fortitude save. Any creature that consumes your blood gains the nauseated condition for 1 round and the sickened condition for 1 minute, unless

it succeeds at a Fortitude save.

Dreamleaf (Sp)

At 9th level, you can cause a fragrant leaf to sprout from your body as a full-round action. You can place a leaf in a sleeping creature's mouth or under their pillow to affect their dreams in one of two ways.

If used to induce sweet dreams, the subject gains a bonus equal to their Charisma modifier on saving throws against effects that would influence their sleep or dreams. The subject is also affected by a *restful sleep* spell.

Alternatively, you can attempt to alter the subject's memory as though using a *modify memory* spell. You can only sweeten the target's memories: removing unpleasant memories, adding pleasant ones or altering memories to be more pleasant.

A successful Will save negates any of these effects. The DC of this save is equal to 10 + 1/2 your citrimancer level + your Charisma modifier, with further modifiers as the *nightmare* spell if used to modify memories. You can use this ability once per day at 9th level. At 17th level you can use this ability twice per day, and at 20th, three times per day.

Soured Spirit (Ex)

At 15th level, the sourness of lemon pervades your psyche. Any creature that targets you with a thought-detecting, mind-control, or telepathic effect must pass a Will saving throw or become nauseated for 1 round. You can choose to suppress or resume this ability as a free action at any time.

Purified Soul (Su)

At 20th level, your lemonine essence fully manifests. You no longer age, and any aging penalties you have incurred are removed. You gain immunity to inhaled infects and to the sickened and nauseated conditions. At will, you can touch any creature to remove the sickened condition.

Grapefruit

Fate or magic has granted you the weird gifts of the grapefruit, making you a catalyst for good or ill. Your body alters the effects of drugs and poisons, enhancing some and diffusing others. The vibrant zest that suffuses you makes you an inspiration to your allies, a herald of a new day.

Bonus Spells: *invigorate* (3rd), *invigorating poison* (5th), *reinvigorating wind* (7th), *confusion* (9th), *greater neutralize poison* (11th), *overwhelming poison* (13th), *unshakeable zeal* (15th), *resurrection* (17th), *heroic invocation* (19th).

Variety Arcana: You gain a bonus equal to your class level on skill checks to make and identify drugs, potions and tinctures. You heal ability damage from such substances at a rate of 1 per hour.

Bioavailability (Ex)

At 3rd level, your altered metabolism intensifies the effects of substances you consume. When you consume a potion, drug or tincture, any variable numeric effects, and any bonuses or penalties granted, are increased by 1.

Galvanizing Influence (Su)

At 7th level, you and allies within 10 feet of you gain a +1 bonus on initiative checks, Perception checks, and ability checks or saving throw against sleep, fatigue or exhaustion. The bonus increases by 1 at 11th level and every 4 levels thereafter.

Catalytic Touch (Su)

At 9th level, you can touch a creature (including yourself) as a standard action to affect it as though with *mutagenic touch*. Determine the effects as though you were under the influence of a random mutagen. The effects last for 1 hour. You can use this ability once per day for every 4 class levels you have.

Wakefulness (Ex)

At 15th level, you are permanently fresh and energetic. You no longer need to sleep (though you must rest to heal and recover spell slots as

normal), and gain immunity to sleep effects; you can choose to accept individual sleep effects if you wish. You ignore the effects of the fatigued condition, and treat the exhausted condition as though you were fatigued instead.

New Dawn (Su)

At 20th level, you are an embodiment of unpredictable, revitalizing change. You are immune to fatigue and exhaustion. Whenever you fail a saving throw against a transmutation effect that targets you, you can choose to incur the effects of your catalytic touch instead. Whenever you make a skill check to persuade others to accept a novel idea, you roll twice and take the better result.

Yuzu

You were marked with the mysterious duality of the yuzu: delectable fragrance that captivates others, and a burning acidity. Your spells bring bliss to friends in times of peace, soothing mental anguish and calloused skin. To your foes, you bring caustic agony.

Bonus Spells: *acid orb* and *sleep* (3rd), *calm emotions* (5th), *burst of nettles* (7th), *vitriolic mist* (9th), *strip scales* (11th), *heroes' feast*, (13th), *caustic eruption* (15th), *euphoric tranquility* (17th), *transmute blood to acid* (19th).

Variety Arcana: When you cast a spell with the acid descriptor, increase the damage by 1 per damage die or the duration by 25% (minimum 1 round). This duration bonus does not stack with other effects that extend duration.

Yuzu Euphoria (Ex)

Your body secretes a natural pleasing fragrance. From 3rd level, you gain a +4 alchemical bonus to Diplomacy checks against creatures within 10 feet, or if the target has the scent ability, within the range of their scent ability.

Once per day, you can exude the vapours as a *euphoric cloud* centred on yourself. You are immune to the cloud's effects. At 9th level and again at 15th level, you can use this ability one additional time per day.

Cleansing Steam (Su)

At 7th level, you gain Steam Spell as a bonus feat. You can use it to transform fire spells into steam on land, as well as underwater; when you do so, they gain the water descriptor.

Once per day, you can conjure a cloud of purifying steam. This functions as *obscuring mist*, but creatures within gain a +4 bonus on saving throws against emotion effects, disease and inhaled effects. They can immediately attempt a new saving throw against any such effect. If this save fails, there is no additional effect, but a successful save counts toward curing an affliction such as poison or disease. A creature gains this additional saving throw only once per use of this ability.

At 15th level, you can use this ability twice per day.

Acidity (Ex)

At 9th level, your body's natural acidity grants you acid resistance 10. Any creature that damages you with a bite attack suffers acid damage equal to 1d6 + your Constitution modifier. Creatures using blood drain take an additional 1d6 damage for every point of Constitution dealt.

At 15th level your acid resistance increases to 20.

Soften Skin (Su)

At 15th level, you can channel the soothing essence of yuzu to heal and soften skin. You can end a bleed effect by touching a creature as a standard action. In addition, you can make a touch attack to affect a creature as though using *erode defences*. The DC is equal to 10 + 1/2 your citrimancer level + your Charisma modifier, and the maximum duration is 1 round per class level. You can use this ability at will, but once a creature succeeds at the saving throw, it's immune to this ability for 24 hours.

Twofold Gift (Su)

At 20th level, you fully embody the yuzu's dualistic nature. Your bonus on Diplomacy checks increases to +8, and all creatures with a

sense of smell are treated as having the scent ability when determining its effects. You gain immunity to acid and to any scent-based or inhaled effect, unless you choose to accept it. Whenever you cast a spell with an elemental descriptor (acid, cold, electricity or fire) you can choose to convert half the damage to acid.

Vinebound

A vinebound is a living catalyst, possessing the gift of alchemy that turns sunlight into sweet sugars and heady liquors. Just as the bunch of grapes symbolizes plenty, the vinebound brings abundance in his wake. Like an alchemist, he studies the mysteries of transformation, but he relies on instinct and inherent magic rather than laborious scholarship. Vinebounds are often peculiar, but they are natural charmers and entertainers, rarely turning down an opportunity to join in revelry of any sort.

The vinebound is an alternate class for the alchemist.

Alignment: Any

Hit Die: d8

Starting Wealth: 3d6 × 10 gp (average 105gp).

Class Skills: The vinebound's class skills are Appraise (Int), Craft (any) (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Perform (sing) (Cha), Profession (Wis), Spellcraft (Int), Survival (Wis).

Skill Ranks Per Level: 4 + Int modifier.

Table: Vinebound

Level	Base	Fort	Ref	Will	Special	Extracts Per Day					
	Attack Bonus	Save	Save	Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+0	Abundance, alchemy, bonhomie, Brew Potion, Drunken Sing-Along, drunken spirit, lurch, wanton strength 1d4	1	-	-	-	-	-
2nd	+1	+3	+3	+0	Cloak of the vine, discovery, poison resistance +2	2	-	-	-	-	-
3rd	+2	+3	+3	+1	Goodberry, staggering evasion	3	-	-	-	-	-
4th	+3	+4	+4	+1	Discovery, in vino veritas	3	1	-	-	-	-
5th	+3	+4	+4	+1	Inner warmth, poison resistance +4, synthesis	4	2	-	-	-	-
6th	+4	+5	+5	+2	Discovery, number 2/-	4	3	-	-	-	-
7th	+5	+5	+5	+2	Healing fruits, wanton strength 1d6	4	3	1	-	-	-
8th	+6/+1	+6	+6	+2	Discovery, poison resistance +6	4	4	2	-	-	-
9th	+6/+1	+6	+6	+3	Good cheer	5	4	3	-	-	-
10th	+7/+2	+7	+7	+3	Discovery, numb 4/-, poison immunity	5	4	3	1	-	-
11th	+8/+3	+7	+7	+3	Bibulous haze, distilled courage	5	4	4	2	-	-
12th	+9/+4	+8	+8	+4	Discovery	5	5	4	3	-	-
13th	+9/+4	+8	+8	+4	Wanton strength 1d8	5	5	4	3	1	-
14th	+10/+5	+9	+9	+4	Discovery, numb 6/-	5	5	4	4	2	-
15th	+11/+6/+1	+9	+9	+5	Fertile aura	5	5	5	4	3	-
16th	+12/+7/+2	+10	+10	+5	Discovery	5	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5	Revelry	5	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	Discovery, numb 8/-	5	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6	Wanton strength 1d10	5	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Alchemy of sun	5	5	5	5	5	5

Class Features

All of the following are class features of the vinebound.

Weapon and Armour Proficiency

Vinebounds are proficient with all simple weapons. They are also proficient with light armour, but not with shields.

Alchemy (Su)

Vinebounds have an intuitive sense for alchemical secrets, and learn to unlock those mysteries. A vinebound gains the alchemy class feature and the ability to mix extracts, as the alchemist class feature. He uses Charisma, rather than Intelligence, for all effects relating to his extracts, such as bonus extracts per day, the maximum level of extracts he can prepare, and the DCs of his extracts.

Spiritous Formulae

Vinebounds add *enhance water* and *pick your poison* to their extract list as 1st-level extracts, and *rotgut* as a 2nd-level extract.

Brew Potion

At 1st level, a vinebound gains Brew Potion as a bonus feat. A vinebound can brew potions of any formulae he knows (up to 3rd level), using his vinebound level as his caster level. The spell must be one that can be made into a potion. The vinebound does not need to meet the prerequisites for this feat.

Drunken Sing-Along

At 1st level, a vinebound gains Drunken Sing-Along as a bonus feat.

Drunken Spirit (Ex)

At 1st level, a vinebound can drink a unit of wine or other strong alcohol to gain 1 drunken spirit point. The act of drinking is a standard action that does not provoke attacks of opportunity. The vinebound's pool can hold drunken spirit equal to 2 + half his class level. These drunken spirit points last for 1 hour or until spent, whichever comes first. Unless otherwise noted, spending a drunken spirit point is a free action.

A vinebound is immune to alcohol addiction.

Bonhomie (Ex): At 1st level, the vinebound can spend 1 point of drunken spirit to roll 1d6 and add it to the result of a Bluff, Diplomacy or Perform check. He can do this after he makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, he rolls another 1d6 and adds it to the check. He can continue to do this as long as he rolls natural 6s, up to a number of times equal to his Charisma modifier (minimum 1).

Lurch (Ex): At 1st level, when a melee attack would normally miss the vinebound, he can allow it to hit him and dramatically stagger a few steps backward, moving up to 10 feet directly away from the attacker. This movement provokes attacks of opportunity as normal. The attack deals the minimum amount of damage (as though the attacker had rolled a natural 1 on each damage die).

Wanton Strength (Ex): At 1st level, a vinebound can spend 1 drunken spirit point to gain a surge of stupefied strength for 1 minute. This allows him to roll 1d4 and add it to the result of any Strength check, Strength-based combat manoeuvre check or Strength-based damage roll. However, he suffers a -2 penalty to Wisdom. At 7th level the bonus increases to 1d6, at 13th level it increases to 1d8, and at 19th level it increases to 1d10.

Cloak of the Vine (Ex): At 2nd level, providing he has at least 1 drunken spirit point in his pool, a vinebound gains a +4 bonus on saving throws against fear, pain and cold effects.

Inner Warmth (Ex): At 5th level, providing he has at least 1 drunken spirit point, a vinebound is protected against cold conditions as though under a permanent *endure elements* spell.

Numb (Ex): At 6th level, providing he has at least 1 drunken spirit point in his pool, a vinebound gains DR 2/- against nonlethal damage and nonlethal cold resistance 2. This increases by 2 at 10th level and every 4 levels thereafter.

Bibulous Haze (Su): At 11th level, allies within 10 feet benefit from the vinebound's cloak of the

vine bonus.

Distilled Courage (Ex): At 11th level, providing he has at least 1 drunken spirit point, a vinebound is immune to fear effects and fear conditions.

Good Cheer (Sp): At 9th level, the vinebound can spend 1 drunken spirit point to use *unbreakable heart* or 3 drunken spirit points to use *good hope* as spell-like abilities.

Revelry (Sp): At 17th level, the vinebound can spend 6 drunken spirit points to use *joyful rapture* as a spell-like ability.

Discovery

At 2nd level, and every even-numbered level thereafter, the vinebound makes an impressive alchemical discovery or gains new insight into his malleable metabolism.

Poison Resistance (Ex)

At 2nd level, a vinebound gains a +2 bonus on all saving throws against poison. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, a vinebound becomes completely immune to poison.

Staggering Evasion (Ex)

At 3rd level, as long as he has at least 1 drunken spirit point, a vinebound gains evasion, as the rogue class feature of the same name.

In Vino Veritas (Ex)

At 4th level, whenever his drunken spirit pool contains at least 1 point, the vinebound is compelled to speak the truth as though subject to a *zone of truth*. He can attempt to overcome this with a Will saving throw, but a new saving throw is required each round.

Synthesis (Su)

At 5th level, a vinebound synthesises alcohol naturally, as a consequence of his altered metabolism.

His drunken spirit pool begins each day containing a number of points equal to his Constitution bonus (minimum 1). He can augment this as normal by consuming alcohol,

and points gained through the drunken spirit ability no longer disappear after 1 hour.

Abundance (Su)

A vinebound's touch can bring forth nature's plenty. Vegetation heavy with fruit grows in one 10-foot square per class level, counting as light undergrowth. The affected squares must form a continuous area. This is considered naturally-occurring difficult terrain. The vinebound can pass through affected areas as though he had the wilderness stride class feature. If the ground is not capable of supporting plant life, the plants die after 1d6 hours.

He can use this ability a number of times per day equal to his class level + his Intelligence modifier.

At 3rd level, the vinebound can imbue the fruits with healing power, as though casting a *goodberry* spell.

At 7th level, the vinebound can expend unused extract slots to create fruits that act as infusions of any conjuration (healing) extract he knows of the same level. A single use of abundance allows him to create a number of infusions up to his Charisma modifier.

Improved Staggering Evasion (Ex)

At 9th level, as long as he has at least 2 drunken spirit points, a vinebound gains improved evasion, as the rogue advanced talent of the same name.

Fertile Aura (Su)

At 15th level, the vinebound projects an aura of fruitfulness that bestows the enrichment effect of *plant growth* centred on himself. He can suspend or resume the aura as a free action.

Alchemy of Sun (Su)

At 20th level, a vinebound gains fast healing 2 while in natural sunlight, or increases any existing fast healing or regeneration by 2. He synthesizes 1 drunken spirit point per hour (up to his maximum) while in bright light of any kind. Twice per day, when he uses abundance, he can cause the fruits to grant the benefits of a *heroes'*

feast spell.

Vinebound Discoveries

A vinebound can select from the following discoveries.

Alchemist Discovery

The vinebound gains a discovery from the following list of alchemist discoveries, using his vinebound level as his alchemist level: aromatic extract, bitter pill, bottled ooze, chameleon, combine extracts, concentrate poison, dilution, elixir of life, enhance potion, extend potion, eternal potion, glimmering infusion, healing touch, infusion, intuitive understanding, lasting tinctures, lingering spirit, material mastery, pickled quasit, pheromones, promethean disciple, ranged baptism, remedy extract, sandstone solution, spell knowledge, spontaneous healing, volumizer.

This discovery can be selected any number of times, granting a different alchemist discovery each time.

Ascending Abundance (Sp)

The vinebound can expend one use of abundance to use *climbing beanstalk* as a spell-like ability.

Bounteous Abundance (Su)

When the vinebound uses abundance, he can expend an additional use to have the fruits provide the benefits of *harvest season* for 1 creature per class level. At 10th level, they nourish creatures that eat them as a *bountiful banquet*.

Drunkard's Recovery (Ex)

The vinebound gains Drunkard's Recovery as a bonus feat.

Effortless Drinker (Ex)

The vinebound doesn't provoke attacks of opportunity when he consumes a drink, including extracts and potions.

Energizing Light (Ex)

Whenever the vinebound succeeds at a saving throw against a light spell or effect, he can spend 1 drunken spirit point as an immediate action to gain temporary hit points equal to 1d4 + the level of the spell. These temporary hit points don't stack with themselves, and last for a maximum of 1 hour. When he rests in bright, natural sunlight, he is healed of twice the normal amount of hit point damage and ability score damage.

Green Fingers (Su)

The vinebound can expend a use of abundance to heal a plant creature with a touch. This either heals damage equal to 1d8 + his class level, or functions as a *remove disease* spell that only works on plant creatures.

Hardy Liver (Ex)

The vinebound gains Hardy Liver as a bonus feat, regardless of whether he meets the prerequisites.

Harvest Steed (Sp)

The vinebound can expend two uses of abundance to use *wicker horse* as a spell-like ability.

Inebriated Inspiration (Ex)

The vinebound can use his drunken spirit to augment Knowledge checks, as the inspiration class feature. The vinebound can use inspiration on any Knowledge checks without expending a use of drunken spirit, provided he's trained in the skill and has at least one point in his drunken spirit pool. Inebriated inspiration counts as the inspiration class feature for the purpose of prerequisites.

A vinebound with this discovery can select any of the following investigator talents in place of discoveries, using his vinebound level as his investigator level: amazing inspiration, eidetic recollection, inspired intelligence, tenacious inspiration.

Irresistible Harvest (Su)

When the vinebound uses abundance, he can expend an additional use to grow supernaturally appetizing fruit. Creatures within the vegetation or adjacent to it that can see or smell the fruit become fascinated (Will negates), either sampling the fruit (delicious and harmless) or simply examining it. The distraction of a nearby combat or other dangers prevents this ability from working.

While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. In addition, the target can attempt a new Will saving throw once per minute to break free of the fascination. The fruit loses its potency after one minute per class level, becoming mundane (but delicious) fruit.

Long-term companions (such as an adventuring party) grow used to the effects of the fruit, and are immune to its fascinating effects.

Luxuriant Growth (Sp)

The vinebound can expend one use of abundance to use the enrichment effect of *plant growth* as a spell-like ability, or two uses to duplicate the overgrowth effect. If he has the fertile aura class feature, he can spend a single use of abundance to use either ability. He must be at least 6th level to select this discovery.

Metabolic Efficiency (Ex)

The vinebound needs to eat and drink only 1/4 as often as normal, needs only 2 hours of sleep each night (including to replenish his drunken spirit pool and extract slots), and can hold his breath for up to 1 hour per point of Constitution.

Spirit Goggles (Ex)

Providing he has at least 1 drunken spirit point in his pool, the vinebound gains a +4 bonus on saving throws against the horrific appearance universal monster ability. He can expend 1 point

of drunken spirit to reroll a failed saving throw against such effects; if the reroll is successful, he treats all creatures as having partial concealment for 1 round as his vision blurs.

Succulent Sweetness (Ex)

The vinebound gains both the ghoran's delicious racial trait and the Delectable Feint feat, even if he doesn't meet the prerequisites.

Sunlight Suffusion (Su)

The vinebound can release some of the light within his body, as an *unbearable brightness* spell. He can use this once per day at 8th level, and one additional time per day at 12th level and every 4 levels thereafter. He must be at least 8th level to select this discovery.

Sunlit Strike (Su)

The vinebound gains Sunlit Strike as a bonus feat; he can activate its benefit as a swift action. He must have the Sunlight Suffusion discovery to select this discovery.

Wilderness Stride (Su)

The vinebound gains the wilderness stride class feature.

Spicerager

Countless heroes seek the thrill of adventure, but for the spicerager, this yearning goes one step further. When adventure calls, her veins fill with the fire of spices and the savour of herbs, turning the rush of adrenaline into an irresistible and intoxicating surge. Without that excitement, life seems dull and flavourless. A spicerager may be mild in times of peace, but inside burns a tireless zest for battle and a hunger that can be sated only by constant risk.

Alignment: Any

Hit Die: d10

Starting Wealth: 3d6 × 10 gp (average 105gp).

Class Skills: The spicerager's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Table: Spicerager

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Spicemark, spicemark power, spicerage, preternatural scent				
2nd	+2	+3	+0	+0	Woodland stride				
3rd	+3	+3	+1	+1	Aromatic aura				
4th	+4	+4	+1	+1	Eschew materials, spicemark power, ragecasting				
5th	+5	+4	+1	+1	Spicecasting				
6th	+6/+1	+5	+2	+2	Spicemark feat				
7th	+7/+2	+5	+2	+2	Spicemark spell, mystic talent				
8th	+8/+3	+6	+2	+2	Spicemark power				
9th	+9/+4	+6	+3	+3	Spicemark feat				
10th	+10/+5	+7	+3	+3	Raging stride, spicemark spell				
11th	+11/+6/+1	+7	+3	+3	Greater spicerage				
12th	+12/+7/+2	+8	+4	+4	Spicemark feat, spicemark power				
13th	+13/+8/+3	+8	+4	+4	Improved mystic talent, spicemark spell				
14th	+14/+9/+4	+9	+4	+4	Spontaneous spicecasting				
15th	+15/+10/+5	+9	+5	+5	Spicemark feat				
16th	+16/+11/+6/+1	+10	+5	+5	Spicemark power, spicemark spell, the spice must flow				
17th	+17/+12/+7/+2	+10	+5	+5	Tireless spicerage				
18th	+18/+13/+8/+3	+11	+6	+6	Spicemark feat				
19th	+19/+14/+9/+4	+11	+6	+6	Greater mystic talent				
20th	+20/+15/+10/+5	+12	+6	+6	Mighty spicerage, spicemark power				

Weapon and Armour Proficiency

Spiceragers are proficient with all simple and martial weapons, light armour, medium armour, and shields (except tower shields).

Spicemark

Each spicerager has a source of magic somewhere in her heritage that empowers her spicerages, bonus feats, and bonus spells. This may reflect ancestral liaisons with a deity who favours incense from a specific plant, the influence of a place of natural power, or a blood relationship to a spice fey or plant. Regardless of the source, this influence manifests in a number of ways. A spicerager must pick one spicemark upon taking her first level of spicerager. Once made, this choice cannot be changed.

The spicerager gains spicemark powers at 1st level, 4th level, and every 4 levels thereafter. The spicemark powers a spicerager gains are described in her chosen spicemark. For all spell-like spicemark powers, treat the character's spicerager level as the caster level.

At 6th level and every 3 levels thereafter, a spicerager receives one bonus feat chosen from a list specific to each spicemark. The spicerager must meet the prerequisites for these bonus feats. At 7th, 10th, 13th, and 16th levels, a spicerager learns an additional spell derived from her spicemark. These spells are in addition to the number of spells given on Table: Spicerager. These spells cannot be exchanged for different spells at higher levels.

If the spicerager takes levels in another class that grants a spicemark, the spicemarks must be the same type, even if that means that the bloodline of one of the classes must change. Subject to GM discretion, the spicerager can change her former spicemark to make them conform.

Spicerage (Su)

The spicerager's supernatural infusion grants her the ability to spicerage. At 1st level, a spicerager can spicerage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can spicerage for 2

additional rounds per day. Temporary increases to Constitution (such as those gained from spiceraging or spells like bear's endurance) don't increase the total number of rounds that a spicerager can spicerage per day. The total number of rounds of spicerage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

A spicerager can enter a spicerage as a free action. While in a spicerage, a spicerager gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, she takes a -2 penalty to Armour Class. She also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the spicerage ends, and are not replenished if the spicerager enters a spicerage again within 1 minute of her previous spicerage. While in a spicerage, a spicerager cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting).

A spicerager can end her spicerage as a free action. When the spicerage ends, he's fatigued for a number of rounds equal to twice the number of rounds spent in the spicerage. A spicerager cannot enter a new spicerage while fatigued or exhausted, but can otherwise enter spicerage multiple times during a single encounter or combat. If a spicerager falls unconscious, her spicerage immediately ends, placing her in peril of death.

Spicerage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Preternatural Scent (Ex)

A spicerager's herbal ancestry leaves her with an uncanny ability to detect and distinguish aromas. A spicerager gains the scent ability. If she already has this, she gains a +4 bonus to any checks made using the ability.

In addition, the spicerager gains a bonus equal to half her class level on checks made to identify plants and botanical substances by scent or taste. She also gains this bonus on skill checks to prepare food, such as Profession (chef).

Woodland Stride (Ex)

Starting at 2nd level, a spicerager may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Aromatic Aura (Su)

At 3rd level, a spicerager is immune to the sickened condition, and treats nauseated as sickened. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against sickening or nauseating effects. This ability functions only while the spicerager is conscious, not if she is unconscious or dead.

Ragecasting (Su)

At 4th level, the spicerager gains the ability to cast spells even while spiceraging. she can also cast these spells defensively and can make concentration checks for these spells while spiceraging. While spiceraging, she can cast and concentrate on only her spicerager spells (see below); spells from other classes cannot be cast during this state.

Eschew Materials

At 4th level, the spicerager gains Eschew Materials as a bonus feat.

Spell Casting

Beginning at 4th level, a spicerager gains the ability to cast a small number of divine spells drawn from the bloodrager spell list. To learn or cast a spell, a spicerager must have a Wisdom score equal to at least 10 + the spell level. she can cast spells she knows without preparing them ahead of time. The saving throw DC against a spicerager's spell is 10 + the spell level + the spicerager's Wisdom modifier.

Like other spellcasters, a spicerager can cast only a certain number of spells of each level per day. her base daily spell allotment is given on Table: Spicerager. In addition, she receives bonus spells per day if she has a high Wisdom score. The spicerager does not need to prepare these spells in advance; she can cast any spell she knows at any time, assuming she hasn't yet used up her allotment of spells per day for the spell's level.

The spicerager's selection of spells is limited. At 4th level, a spicerager knows two 1st-level spells of her choice. A spicerager gains more spells as she increases in level, as indicated on Table: Spicerager Spells Known. Unlike spells per day, the number of spells a spicerager knows is not affected by her Wisdom score, but it is affected by any bonus spells she gains from her bloodline. At 8th level and every 3 levels thereafter, a spicerager can choose to learn a new spell in place of one she already knows. This swap follows all the same rules as for a sorcerer.

Table: Spicerager Spells Known

	Spells Known			
	1st	2nd	3rd	4th
4th	2	—	—	—
5th	3	—	—	—
6th	4	—	—	—
7th	4	2	—	—
8th	4	3	—	—
9th	5	4	—	—
10th	5	4	2	—
11th	5	4	3	—
12th	6	5	4	—
13th	6	5	4	2
14th	6	5	4	3
15th	6	6	5	4
16th	6	6	5	4
17th	6	6	5	4
18th	6	6	6	5
19th	6	6	6	5
20th	6	6	6	5

Spicercasting (Ex)

A spicerager's blood is infused with rare and exotic compounds. At 5th level, a spicerager can tap into her blood to fuel her spells. She can incur 1 point of Constitution damage while casting a spell to replace up to 25gp per spicerager level of costly material components. This ability can be used twice per day initially, and one additional time at 15th and 20th level.

A spicerager immune to Constitution damage cannot benefit from this ability. Spicercasting cannot replace costs incurred as an offering to another creature (such as *planar ally* spells), nor spell foci.

Mystic Talent

At 7th level, a spicerager gains a special mystic ability from her spicemark.

She can gain a familiar as the wizard ability; the familiar is fey rather than a magical beast. her effective wizard level is equal to her spicerager level -4.

Alternatively, she can gain a metamagic, spell focus, item mastery or item creation feat for which she qualifies, as a bonus feat. she must meet the prerequisites of the feat.

Raging Stride (Su)

At 10th level, while raging, a spicerager can move through even magically-enhanced undergrowth without injury or penalty. In addition, she gains a +4 bonus to resist any effect that would impede her movement, such as entangling, grappling or paralysis.

Greater Spicerage (Su)

At 11th level, a spicerager's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while spiceraging increases to +3. In addition, the amount of temporary hit points gained when entering a Spicerage increases to 3 per Hit Die.

Upon entering a Spicerage, the spicerager can apply the effects of a spicerager spell she knows of 2nd level or lower to herself. The spell must have a range of touch or personal. If the spell's

duration is greater than 1 round, it instead lasts for the duration of the Spicerage. This use consumes a spicerager spell slot, as if she had cast the spell; she must have the spell slot available to take advantage of this effect.

Greater Spicerage counts as the barbarian's greater rage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Improved Mystic Talent

At 13th level, a spicerager gains a bonus feat for which she meets the prerequisites. she can select a metamagic, spell focus, item mastery or item creation feat for which she qualifies.

If she has a familiar, she can select a feat that requires a familiar as a prerequisite. Alternatively, she can allow her familiar to gain a feat for which being a familiar is a prerequisite.

Spontaneous Spicercasting

Starting at 14th level, a spicerager can sacrifice rounds of Spicerage to cast a spell she does not know but which is on the list of spicerager spells. she must expend the spell slot as normal, as well as one round of Spicerage per level of the spell to be cast.

The Spice Must Flow (Su)

At 16th level, a spicerager gains the benefits of a *freedom of movement* spell while spiceraging. In addition, whenever the spicerager is suffering from hit point bleed damage, she gains a +1 bonus to caster level checks from the flow of raw spiceblood.

Tireless Spicerage (Su)

At 17th level, a spicerager no longer becomes fatigued at the end of her Spicerage.

Greater Mystic Talent

At 19th level, a spicerager gains a bonus feat for which she qualifies, following the same rules as improved mystic talent.

Mighty Spicerage (Su)

At 20th level, a spicerager's bonus on melee attack rolls, melee damage rolls, thrown weapon

damage rolls, and Will saves while spiceraging increases to +4. In addition, the amount of temporary hit points gained when entering a spicerage increases to 4 per Hit Die.

Furthermore, the spell she can apply to herself at the beginning of a spicerage due to the greater spicerage class feature is not limited to only spells of 2nd level or lower.

Spicerager Spicemarks

When a spicerager enters a spicerage, she often takes on a physical transformation influenced by her spicemark and powered by the magic that roils within her. Unless otherwise specified, she gains the effects of her spicemark powers only while in a spicerage; once the spicerage ends, all powers from her spicemark immediately cease, and any physical changes the spicerager underwent revert, restoring her to normal.

Chili

Bonus Feats: Antagonize, Burning Amplification, Flame Blade Dervish, Focused Discipline, Great Fortitude, Run, Sickening Spell, Steadfast Personality

Bonus Spells: *produce flame* (7th), *veil of ash* (10th), *repugnant taste* (13th), *cleanse* (16th).

Spicemark Powers: When you spicerage, chili infuses your blood with terrifying effects.

Searing Breath (Su)

At 1st level, as a standard action that does not provoke attacks of opportunity, you can breathe a cloud of choking spice in a 10-foot cone that leaves foes blinded and gasping. Creatures affected can attempt a Fortitude saving throw (DC 10 + half your class level + Charisma modifier). If they fail, they are sickened and treat all other creatures as having concealment for 1d4 rounds. You can use this ability once per day initially, and one additional time per day for every 4 levels in the class.

Burning Resistance (Ex)

At 4th level, you gain fire resistance 5, as well as a +2 bonus on saving throws against pain or

poison. At 8th level, your fire resistance increases to 10, and the bonus on saving throws against pain or poison increases to +4.

Neutralise Pain (Su)

At 8th level, you can touch another creature as a move action to grant a +4 bonus on saving throws against pain effects for one minute. If the creature is currently suffering from a pain effect, it can make another saving throw immediately.

Invigorating Aura (Su)

At 12th level, during a spicerage your aromatic aura is suffused with an invigorating fiery rush. Your allies within the aura gain a +4 alchemical bonus on saving throws against sleep, poison and disease effects, and gain a +2 alchemical bonus to damage rolls.

Fiery Charge (Su)

At 16th level, when you make a successful attack at the end of a charge, your target suffers an additional +1d6 fire damage and must make a Constitution saving throw (DC 10 + half your class level + Charisma modifier) or be blinded for one round.

Red Hot Chili Pepper (Su)

At 20th level, you gain immunity to fire, pain, and poison effects. Creatures that deal damage to you with natural or touch attacks are sickened for 1 round (Fortitude negates).

Rosemary

Bonus Feats: Channel Smite, Cleansing Burst, Consecrate Spell*, Esoteric Advantage, Kirin Style, Know Weakness, Soulwrecking Strike.

*the spicerager need not meet the racial prerequisite for this feat.

Bonus Spells: *unbreakable heart* (7th), *communal protection from evil* (10th), *hypercognition* (13th), *dispel evil* (16th).

Spicemark Powers: Your spicerage is richly fragrant and savoury, cleansing minds and air alike.

Raging Recollection (Ex)

At 1st level, your memories are potent enough to penetrate the fog of your spicerage. You can use Knowledge skills while spiceraging, provided they are class skills and you are trained in them. You may attempt all Knowledge skill checks untrained. This counts as the bardic knowledge class feature.

Aura of Purity (Su)

At 4th level, your presence purifies the air around you. Diseases, inhaled poisons, and noxious gaseous effects (such as *stinking cloud*) are negated in a 10-foot aura around you. You can activate or suspend this aura as a free action. Effects caused by spells whose level is more than half your class level are unaffected.

Forgetful Strike (Su)

At 8th level, you can cloud the memories of others with your melee attacks. Each time you confirm a critical hit, the target must succeed at a Will saving throw or be affected as though by *mental block* for 1 round. The DC of this save is equal to $10 + 1/2$ your spicerager level + your Constitution modifier. This is a mind-affecting compulsion effect.

Disperse Evil (Su)

At 12th level, you can channel energy as a cleric of your class level, but only to harm evil outsiders and undead. The DC of this save is equal to $10 + 1/2$ your spicerager level + your Constitution modifier. You can channel energy a number of times per day equal to $3 +$ your Constitution modifier. This counts as Alignment Channel for the purpose of prerequisites.

In addition, you can select Cleansing Burst without meeting its prerequisites. Its penalties apply to evil outsiders, as well as undead.

Unconquered Recollection (Su)

At 16th level, you gain immunity to memory-altering effects. You can always take 10 on Knowledge checks in which you are trained, and three times per day you can take 20 on a Knowledge check.

Purifying Wrath (Su)

At 20th level, your aura of purity is always active, even when you aren't spiceraging, and when you deal damage to a creature with a melee attack, it loses access to disease and poison abilities for 1 round. Your attacks gain the *bane* weapon special ability against evil extraplanar creatures and evil incorporeal undead.

Saffron

Bonus Feats: Calm Disposition, Disruptive*, Ostentatious Display, Persuasive, Persuasive Bribery, Skill Focus (Appraise), Skill Focus (Diplomacy).

*as a fighter of the same class level.

Bonus Spells: *fool's gold* (7th), *golden guise* (10th), *euphoric cloud* (13th), *envious urge* (16th).

*The spell from *Villain Codex*, not *Arcane Anthology*.

Spicemark Powers: Your spicerage leaves your flesh gloriously golden and clouds others' minds with greed.

Dreams of Splendour (Su)

At 1st level, you can fill an enemy's mind with thoughts of limitless wealth. Each time you confirm a critical hit, the target must succeed at a Will saving throw or be fascinated for 1 round. The DC of this save is equal to $10 + 1/2$ your spicerager level + your Constitution modifier. This is a mind-affecting compulsion effect.

Incorruptible (Su)

At 4th level, your golden splendour leaves you immune to disease, poison and abilities that would damage your appearance.

Trail of Gold (Su)

At 8th level, you leave a wake of golden yellow as you move. This fills any square you move through, granting concealment for 1 round. Whenever you make a full attack, your own square also gains concealment.

Limitless Wealth (Su)

At 12th level, you don't incur Constitution damage when you use spicecasting while spiceraging. You can use spicecasting to replace material components in a spell cast by an adjacent creature.

Immortal Splendour (Su)

At 16th level, you gain immunity to polymorph effects, aging effects, Charisma damage and Charisma drain.

Golden Glory (Su)

At 20th level, you are suffused with golden splendour and the confidence of riches beyond counting. You gain immunity to fear, doubt and effects that undermine your confidence, and you add your Charisma modifier as well as your Wisdom modifier on Will saving throws. These benefits apply even while not spiceraging. When you spicerage, your dreams of splendour ability also affects the target as a *haze of dreams* spell (Will negates).

Endurian

For many, the mark of the durian is both a blessing and an affliction. Few warriors can match their durability, for their skin grows tough and warded by formidable thorns. The powerful fragrance that surrounds the endurian is sweet and gladdening to their friends, but a reeking blight to adversaries; yet even friends may tire of its constant presence. An endurian has a perceptive gaze and speaks with authority, making them natural leaders and judges.

The endurian is an alternate class for the paladin.

Alignment: Cannot be chaotic or evil

Hit Die: d10

Starting Wealth: 5d6 × 10 gp (average 175gp).

Class Skills: The endurian's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perform (Oratory) (Cha), Profession (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks Per Level: 4 + Int modifier.

Table: Endurian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Natural Armour
1st	+1	+2	+0	+2	Challenge 1/day, wild empathy	+0
2nd	+2	+3	+0	+3	Lay on hands, thorns	+1
3rd	+3	+3	+1	+3	Mercy, pungent aroma 10 ft.	+1
4th	+4	+4	+1	+4	Challenge 2/day, challenging orator	+1
5th	+5	+4	+1	+4	Bond of devotion, tactical bond	+1
6th	+6/+1	+5	+2	+5	Mercy	+2
7th	+7/+2	+5	+2	+5	Challenge 3/day, stern gaze	+2
8th	+8/+3	+6	+2	+6	Potent aroma, thorns (magic)	+2
9th	+9/+4	+6	+3	+6	Mercy	+2
10th	+10/+5	+7	+3	+7	Challenge 4/day, demand truth	+3
11th	+11/+6/+1	+7	+3	+7	Pungent aroma 20 ft.	+3
12th	+12/+7/+2	+8	+4	+8	Guarding thorns (good and lawful), mercy	+3
13th	+13/+8/+3	+8	+4	+8	Challenge 5/day, inspiring presence	+3
14th	+14/+9/+4	+9	+4	+9	Majestic aroma	+4
15th	+15/+10/+5	+9	+5	+9	Mercy	+4
16th	+16/+11/+6/+1	+10	+5	+10	Challenge 6/day, royal command	+4
17th	+17/+12/+7/+2	+10	+5	+10	Pungent aroma 30 ft.	+4
18th	+18/+13/+8/+3	+11	+6	+11	Mercy	+5
19th	+19/+14/+9/+4	+11	+6	+11	Challenge 7/day, overwhelming presence	+5
20th	+20/+15/+10/+5	+12	+6	+12	King of fruit	+5

Class Features

All of the following are class features of the endurian.

Weapon and Armour Proficiency

Endurians are proficient with all simple and martial weapons. They are also proficient with light armour, medium armour and shields (but not tower shields).

Challenge (Ex)

Once per day, an endurian can challenge a foe to combat. As a swift action, the endurian chooses one target within sight to challenge. The endurian's melee attacks against the target of her challenge deal extra damage equal to her class level. She receives damage reduction 1/— against attacks made by the target of her challenge. This DR increases by +1 for every four levels the endurian possesses.

The endurian can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

Challenging a foe requires much of the endurian's concentration. The endurian takes a –2 penalty to her Armor Class, except against attacks made by the target of her challenge.

The challenge remains in effect until the target is dead or unconscious, or until the combat ends.

Wild Empathy (Su)

An endurian can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The endurian rolls 1d20 and adds her endurian level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the endurian and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with

influencing people, it might take more or less time.

An endurian can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Lay On Hands (Su)

Beginning at 2nd level, an endurian can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her endurian level plus her Charisma modifier. With one use of this ability, an endurian can heal 1d6 hit points of damage for every two endurian levels she possesses. Using this ability is a standard action, unless the endurian targets herself, in which case it is a swift action. Despite the name of this ability, an endurian only needs one free hand to use this ability.

Alternatively, an endurian can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the endurian possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Thorns (Su)

At 2nd level, the endurian's skin sprouts formidable thorns that grant a +1 natural armour bonus to AC. Providing she wears light or no armour, any creature that strikes the endurian with an unarmed strike or natural weapon or that grapples her takes 1d4 points of piercing damage. Weapons that strike her also take this damage, though the damage is unlikely to penetrate the weapon's hardness.

At 6th level, and every 4 levels thereafter, the natural armour bonus and the damage dealt by the thorns increases by +1. At 8th level the thorns count as magic for the purpose of overcoming damage reduction. At 12th level the thorns count as both good and lawful for the purpose of overcoming damage reduction.

Mercy (Su)

At 3rd level, and every three levels thereafter, an endurian can select one mercy. Each mercy adds an effect to the endurian's lay on hands ability. Whenever the endurian uses lay on hands to heal damage to one target, the target also receives the additional effects from all of the mercies possessed by the endurian. A mercy can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the mercy actually removes the affliction that causes the condition.

These abilities are cumulative. For example, a 12th-level endurian's lay on hands ability heals 6d6 points of damage and might also cure fatigued and exhausted conditions as well as removing diseases and neutralizing poisons. Once a condition or spell effect is chosen, it can't be changed.

Pungent Aroma (Ex)

At 3rd level, an endurian exudes a powerful scent that is revolting to enemies and pleasant to her allies. This grants her the stench ability with a 10-foot radius, sickening enemies for a number of rounds equal to half her class level.

A Fortitude saving throw (DC 10 + half her endurian level + Con modifier) negates the sickened effect. Creatures that successfully save cannot be affected by the same endurian's stench for 24 hours.

Allied creatures are immune to the sickening effect. While they remain within the pungent aroma's radius, they gain a +4 morale bonus on saving throws against scent-based effects and those that cause the sickened or nauseated conditions. Creatures that are neither allies nor enemies are unaffected.

At 11th level and 17th level, the radius of the pungent aroma increases by 10 feet.

Pungent aroma is considered an overpowering scent. Strong wind or currents suppress this ability, and any effect that suppresses the stench also negates the benefits.

Challenging Orator (Ex)

At 4th level, while in a verbal debate, such as a court proceeding, negotiation, or verbal duel, the endurian can target another creature participating in the debate as a swift action and expend a use of her challenge.

This grants her a bonus equal to half her class level on Diplomacy checks, and to the DC of skill checks to demoralize her. She also gains a morale bonus equal to her Charisma modifier (minimum +1) on Will saves against effects originating from the target.

In a verbal duel, she increases her determination by an amount equal to the DR granted by her challenge. She gains a bonus equal to half her class level on skill checks to counter baiting, mockery, red herrings and wit. She can use this ability only once per verbal duel.

These effects remain until she or the target is no longer actively participating in the verbal debate.

Bond of Devotion (Ex)

At 5th level, an endurian inspires devotion that allows her to form a special bond. This bond can take one of two forms. Once the form is chosen, it cannot be changed.

The first is a bond to her companions. This bond allows her to gain a teamwork feat as a bonus feat. She must meet the prerequisites for this feat. She gains an additional bonus feat at 8th level and every four levels attained after 8th, to a maximum of five bonus feats at 20th level.

The second option is to form a close bond with an animal companion. An endurian who selects an animal companion can choose from the list available to the ranger. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the endurian's effective druid level is equal to her endurian level -4.

Tactical Bond (Su)

If the endurian chooses to bond with her companions at 5th level, she also gains the tribal cooperation spirit power of the shaman's tribe

spirit. If she chooses an animal companion, she instead gains the hunter's senses domain power of the druid's panther domain.

Stern Gaze (Ex)

At 7th level, an endurian's gaze is discerning and imperious. The endurian gains a morale bonus on all Intimidate and Sense Motive checks equal to half her class level (minimum +1).

Potent Aroma (Ex)

At 8th level, the bonus granted to allies by pungent aroma applies on saving throws against fear effects.

When a creature subject to the endurian's wild empathy fails its saving throw against her pungent aroma, she can immediately attempt a wild empathy check to improve its attitude. Resolve the effects of the pungent aroma based on the creature's new attitude.

Demand Truth (Su)

At 10th level, the endurian can expend a use of her challenge to impose the effects of a *zone of truth* on a number of creatures up to her Charisma modifier within 30 ft. A Will save negates this effect (DC 10 + half her endurian level + Cha modifier).

Inspiring Presence (Sp)

At 13th level, the endurian can expend two uses of lay on hands to use *good hope* as a spell-like ability with a caster level equal to her class level.

Majestic Aroma (Su)

At 14th level, the morale bonus from the endurian's aroma applies against all emotion

effects. Immunity to poison no longer protects living enemies from the stench, though it grants a +4 bonus on the saving throw.

Royal Command (Sp)

At 16th level, the endurian can expend two uses of lay on hands to use *geas/quest* or *mark of justice* as a spell-like ability.

Beloved (Su)

At 19th level, the endurian can project an aura of majesty in a 30-ft. radius for a number of rounds per day equal to her class level; this functions as *overwhelming presence*. This need not be used consecutively but must be used in one-round increments.

King of Fruit (Ex)

At 20th level, the endurian's thorns are treated as adamantine for the purpose of overcoming the damage resistance and hardness of creatures or weapons that strike her (but not for other purposes). While she maintains a challenge, she can attempt an Intimidate check to demoralize the target of her challenge in place of an attack; apply the usual penalties for iterative attacks to the Intimidate check.

Animals that enter the area of her pungent aroma are not sickened, but treat her as though she were affected by a permanent *alpha instinct* spell as long as they remain in the area and for 10 minutes thereafter.

Botanical Feats

Blood Price

You have learned to feed your spells on your hunger for excitement, instead of your life force.

Requirements: Spicecasting class feature, spicerage class feature

Benefit: You can expend 5 rounds of spicerage to gain an additional daily use of spicecasting.

Drunken Connoisseur

Requirements: Spiritous formulae class feature, drunken spirit class feature, Spiritous Spontaneity

Benefit: Select a number of formulae you know equal to your Intelligence modifier. Add these to your spiritous formulae list, allowing you to prepare them by expending drunken spirit points.

Lethal Shock

Requirements: Aftershock class feature, Lingering Shock, Sacrificial Shock, base Fortitude saving throw +4

Benefit: Once per day, you can harm yourself to unleash a devastating bolt of electricity. As a standard action, you can deal yourself 2d6 piercing damage with a metallic weapon to create a chain lightning effect, as though cast by a sorcerer of your character level. The electricity is non-magical. After you use this ability, you are stunned for 1 round and exhausted for 1 minute.

Lingering Shock

Requirements: Aftershock class feature

Benefit: Your aftershock staggers creatures who fail their saving throw for 1 round. In addition, they take a further 1d8 electrical damage at the end of their next turn.

Mouth-Watering Aroma

Your powerful scent is fragrant and captivating to friend and foe alike.

Requirements: Pungent aroma class feature

Benefit: Instead of sickening enemies that fail their saving throw, your aroma imposes a -4 penalty on all skill checks made as reactions (such as Perception checks) and on concentration checks, and a -2 penalty to AC, on Will saving throws and weapon damage rolls.

Pitchblende Gift

You can manipulate the strange energy of blightburn that glows within you.

Prerequisite: 6th-level bananarchist.

You gain the blightburn manipulation class feature, as a kineticist blightburner.

Sacrificial Shock

Requirements: Aftershock class feature, Lingering Shock

Benefit: You can catalyze your blood with metallic weapons to unleash a potent electrical charge. As a swift action when making a melee attack, you can deal yourself 1d4 piercing damage with a weapon in your off-hand to grant the shock and shocking burst properties to your main weapon for 1 round. Both weapons must be metallic. This electricity damage is non-magical. Alternatively, you can do this when casting a spell with the electricity descriptor to grant a +1 alchemical bonus to the caster level.

Salad Chef

You are adept at turning plants into delicious and useful products.

Benefit: You get a +2 bonus on Profession (chef) and Craft (cooking) relating to plant products, and Craft or Knowledge checks to harvest plants and plant creatures. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Special: You can use this feat in place of Harvest Parts to qualify for the Grisly Ornament feat.

Slippery Customer

Requirements: 5th-level bananarchist

Benefit: You are particularly adept at escaping bonds and making others fall. You gain a +2 bonus to Escape Artist checks. Whenever an adjacent creature fails a bull rush, drag, overrun, reposition or trip combat manoeuvre check against you, you can make a trip combat manoeuvre check against them as an immediate action that doesn't provoke attacks of opportunity.

Spiritous Spontaneity

Requirements: Spiritous formulae class feature, drunken spirit class feature

Benefit: You can create an extract of a formula in your spiritous formulae list by expending a number of drunken spirit points equal to the formula's level.

Stinging Spray

Requirements: Citrimancer, Blood Spurt

Benefit: When you take damage from a slashing or piercing attack, you can release a cone-shaped burst of acidic blood within a 15-ft. range. This spray deals 1d4 points of acid damage + 1 for every 2 citrimancer levels you possesses, and dazzles the target for 1 round. You can use this ability a number of times per day equal to 3 + your Constitution modifier (minimum 1).

Wild Harvester

Your botanical knowledge and skill in preparing vegetarian cuisine makes you a deadly opponent for plant creatures.

Requirements: Salad Chef, Survival 4 ranks, Knowledge (nature) 4 ranks

Benefit: You gain favoured enemy (plants) as the ranger class feature, using your bonus from Salad Chef as your favoured enemy bonus. The

attack and damage bonus applies only to melee weapons. This feat counts as favoured enemy (plants) for the purpose of meeting prerequisites.

Thunderous Harvest

Requirements: Horse chestnut tree.

Benefit: Once per day as a full-round action while fruiting, you can spin rapidly, showering those nearby with spiked chestnuts. Creatures within 30 feet incur 1d6 bludgeoning and piercing damage per Hit Die you possess, and are knocked prone. A successful Reflex saving throw halves the damage and negates the prone condition. Creatures within your space are unaffected.

Zest for Life

Requirements: Aftershock class feature

Benefit: You can expend a use of aftershock as a standard action to heal yourself half the amount of damage it would normally deal, or to use *stabilize* on another creature as a spell-like ability.

If you are reduced to 0 or fewer hit points, you can expend all remaining uses of aftershock as an immediate action to heal yourself as above and automatically stabilize.

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