

THE
SHAPESHIFTER



DAYTON JOHNSON

The Shapeshifter Base Class

By Little Red Goblin Games

Credits

-PRODUCER-

SCOTT GLADSTEIN

-DESIGNER-

DAYTON JOHNSON

-EDITORS-

IAN SISSON, CHRISTOS GURD, AND SCOTT GLADSTEIN

-ART-

RUI FIERRA AND COREY "THALZON" HALLBERG

-GRAPHIC DESIGN/LAYOUT-

SCOTT GLADSTEIN



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Questions? Comments? Contact us at:

ScottGladstein@littleredgoblingames.com

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Shapeshifter

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

The crucible of nature has no tolerance for stagnation. Some mortal souls take this lesson to heart and become exemplars of this ferocious ideal. Wielding protean magic as old as nature itself, shapeshifters twist their physical form to suit the foe at hand, and rend power from their fallen foes.

HIT DICE: D10.

Role:

Shapeshifters are flexible combatants, able to assail their foes with not only a flurry of tooth and fang, but the powers of foes that have fallen before them as well.

Alignment: ANY

STARTING WEALTH: 1d6 × 10 gp (average 35 gp)
In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The shapeshifter's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis), and Swim (Str).

SKILL RANKS PER LEVEL: 4 + Int modifier.

Class Features:

The following are the class features of the shapeshifter.

Weapon and Armor Proficiency:

The shapeshifter is proficient with all simple and martial weapons as well as light and medium armor. They are not proficient with heavy armor or shields of any sort.

Primal Energy (Su):

At 1st level, the shape shifter gains a pool of primal energy with a number of points in it equal to their shapeshifter level. While primal energy can be spent to achieve fantastic effects it's more often invested into visages, mantles and other class features. Investing points of primal energy into those class features grants the shapeshifter a specific ability while it is invested. The shapeshifter can redistribute his invested primal energy with his shapeshift class feature. Spent points of primal energy are restored after 8 hours of rest; these hours do not need to be consecutive.

Shapeshift (Su):

At 1st level the shape shifter may allocate points of primal energy to his visages as a standard action. Furthermore they gain the shapeshifter subtype, if they didn't have it already.

Shapeshifter Base Class

Table 1-1: The Shapeshifter

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	VISAGES PREPARED	MAXIMUM VISAGE LEVEL
1st	+1	+2	+0	+0	Primal energy, shapeshift, visage	2	1
2nd	+2	+3	+0	+0	Predator's focus	3	1
3rd	+3	+3	+1	+1	-	4	2
4th	+4	+4	+1	+1	Mantle	5	2
5th	+5	+4	+1	+1	Improved shapeshift	5	3
6th	+6/+1	+5	+2	+2	-	6	3
7th	+7/+2	+5	+2	+2	Predator focus	6	4
8th	+8/+3	+6	+2	+2	-	7	4
9th	+9/+4	+6	+3	+3	Mantle	7	5
10th	+10/+5	+7	+3	+3	Greater shapeshift	8	5
11th	+11/+6/+1	+7	+3	+3	Predator focus	8	6
12th	+12/+7/+2	+8	+4	+4	-	9	6
13th	+13/+8/+3	+8	+4	+4	Mantle	9	7
14th	+14/+9/+4	+9	+4	+4	-	10	7
15th	+15/+10/+5	+9	+5	+5	Predator focus	10	8
16th	+16/+11/+6/+1	+10	+5	+5	-	11	8
17th	+17/+12/+7/+2	+10	+5	+5	Mantle	11	9
18th	+18/+13/+8/+3	+11	+6	+6	-	12	9
19th	+19/+14/+9/+4	+11	+6	+6	Predator focus	12	10
20th	+20/+15/+10/+5	+12	+6	+6	Mantle	13	10

Shapeshifter Base Class

Visages (Su):

At 1st level, the shapeshifter gains the ability to shift his form into all manner of monstrous shapes. To this end they can prepare visage which provide a passive benefit or ability as long as the shapeshifter has points of primal energy invested in them.

A shapeshifter possesses instinctual knowledge of all of the visages they are capable of using and can spend an hour experimenting once per day to change what visage they have prepared. They may do this up to two additional times per day, the first time they do they become fatigued for 4 hours. If performed a second time they become exhausted for 8 hours.

All visages are polymorph effects, unlike ordinary polymorph effects they can be maintained at the same time as other polymorph effects from shapeshifter class features but not from polymorph effects from other sources.

Predator's Focus (Ex):

The hunger gnaws deep in the blood of a shapeshifter, a predatory lust for survival the compels it to succeed. A 2nd level, shapeshifter can choose an opponent he can see as a swift action to study with his predatory focus. The shape shifter gains a +1 bonus on attack rolls against that creature. A shapeshifter can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or has escaped.

At 7th, 11th, 15th, and 19th levels the bonus to attack rolls increases by +1. In addition at each of those levels the shapeshifter gains a new benefit against the target of their predatory focus from the following list. When they activate their predatory focus they can apply all the benefits they have chosen. Once made these choices cannot be changed.

BRUTAL ATTACK: The shapeshifter gains a bonus to confirm critical hits against their target equal to the bonus granted by their predators focus ability. If this bonus is +4 or greater they instead automatically confirm their critical hits against that target.

EXPLOIT WEAKNESS: Attacks made against the shapeshifter's target ignores 2 points of damage reduction per +1 bonus to attack rolls granted by this feature. If the DR has no type (such as DR 5/-) this is instead 1 point per +1.

FIRST BLOOD: The first attack the shapeshifter makes against their target deals an extra 1d6 points of bleed damage for every +1 to attack rolls this feature grants. The creature cannot suffer this damage again until they become the shapeshifters predatory focus again.

SIDEBAR: GAINING & LOSING FOCUS

Remember, predatory focus doesn't end unless your target flees, is dead, or you use predator's spite.

FOCUSED STRIKE: The first attack the shapeshifter makes against their target each round increases the bonus to attack rolls from their predatory focus by 2.

POUNCING STRIKE: The shapeshifter can choose to mark a target they can see as a free action made as part of an initiative check. They add their bonus from predators focus to this initiative check.

PREDATOR'S INSIGHT: The shapeshifter can make a Knowledge check against their target when he studies them with predatory focus. This Knowledge check gains a bonus equal to twice the bonus to attack rolls granted by predators focus and they may make that check untrained.

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PREDATOR'S SPITE: The shapeshifter may declare a creature that he is aware of who attacked them as the target of their predators focus as an immediate action. This allows the shapeshifter to change the target of their predators focus, even if the other target has not fled or is not dead.

SAVAGE STRIKE: The bonus on attack rolls from predators focus applies on damage rolls as well.

Mantle (Su):

The rituals by which a shapeshifter can twist and sculpt its form require them to consume the essence, physical or otherwise, of those they wish to gain the power of. These magics, ancient as the world itself, reshape their form into that which they eat. At 4th level, the shapeshifter can consume the very essence other creatures, adding their powers to their own. When a shapeshifter slays a creature who is the target of their prey focus ability or ritualistically consumes an important part of their body, they may gain that creature's mantle (a collection of powers based on that creature). The GM can, at their discretion, offer a mantle not normally provided by a creature of that type (such as if the shapeshifter slays a sorcerer or a creature with the half-fiend template).

Every mantle requires an amount of primal energy to function (listed as the mantle's cost) and the shapeshifter gains all of that mantle's benefits while the primal energy is invested. A shapeshifter can only ever have one mantle at a time. If the shapeshifter wishes to gain a new mantle then they must acquire one from a creature as indicated above. Investing primal energy into a mantle may be done as a swift action or as part of using the shapeshifter's shape shift class feature.

Improved Shapeshift (Su):

At 5th level, the shapeshifter can use his shapeshift ability as a swift action.

Greater Shapeshift (Su):

At 10th level, the shapeshifter can use his shapeshift ability as an immediate action.



List of Mantles (Aberations)

MANTLE OF THE HORROR

Any shapeshifter can become a writhing mass of bladed tentacles just as horrifying as any of Shub-Niggurath's thousand young. However those who hunt aberrant horrors become truly alien in mindset, able to rend minds and break spirits with ease.

Acquired from: Aberrations

Cost: 2 primal energy, plus an additional point of primal energy at 9th level and every 4 levels thereafter.

SAVAGE MIND (SP): At 4th level, while the shapeshifter has primal energy invested in this mantle they can slip insidious tendrils of blackest thought into the minds of others. When the shapeshifter succeeds on a Will save against a mind-affecting effect the creature who used the effect must make a Will save at the same DC. If they fail they are affected by a *confusion* spell for one round.

SCARY MONSTER (SU): At 9th level, while the shapeshifter has primal energy invested in this mantle, their countenance resembles nothing so much as a creature of the most foul and offensive nightmare one can imagine. Creatures take a -2 penalty on saves to resist fear effects caused by the shapeshifter and the shapeshifter gains a +2 bonus on Intimidate checks to demoralize creatures. At 13th, 17th and 20th levels this penalty and bonus increase by 2 (to a maximum of -/+8 at 20th level). If a creature is suffering from a fear effect caused by the shapeshifter they take a penalty to AC, attack and damage rolls equal to the bonus granted by this ability.

ERODE COURAGE (SU): At 13th level, while the shapeshifter has primal energy invested in this mantle the shapeshifter can rend the very hopes and dreams from his prey. Creatures within 30 feet of the shapeshifter must make a Will save (DC 10+ 1/2 shapeshifter level + shapeshifter's Charisma modifier) or be unable to benefit from morale bonuses for 1d4+1 rounds. Once a creature has made this save they are immune to this ability for 24 hours or until the shapeshifter makes a successful intimidate check against them.

BROKEN FUTURES (SU): At 17th level, while the shapeshifter has primal energy invested in this mantle they are aware of any creatures who are benefiting from a morale bonus within 30 feet of them. If they use their erode courage ability and spend a point of primal energy as an immediate action they may turn that bonus into an equal penalty for one minute or as long as it would normally persist, whichever is less.

EATER OF HOPE (SU): At 20th level, while the shapeshifter has primal energy invested in this mantle, they gain a +5 morale bonus to AC and attack rolls for 1 minute after slaying a creature with at least as many HD as their character level. The shapeshifter can suppress this bonus and grant it to another creature within 30 feet for the same duration as a free action.



List of Mantles (Animals & Beasts)

MANTLE OF THE BEAST

Nature is an unforgiving mistress, and the creatures forged upon her anvil are keenly aware of this fact. Shapeshifters who take beasts, common or otherwise, as prey are able to channel a razor sharp survival instinct to pull them out of even the most dire situations. A shapeshifter with the mantle of the beast takes on a more feral, bestial countenance- often like what he ate. A great dire boar might give him savage tusks and a thick warty hide, the heart of a regal white stag could bless him with the noble countenance of a prince, and a meal of an anglerfish might give him the spiny teeth and make him perpetually (and most unpleasantly) moist. These physical changes are largely superficial however- it is the mind of the beast one seeks, their primal cunning and concern.

Acquired from: Animals, Magical beasts, Vermin

Cost: 3 points of primal energy.

FIGHT OR FLIGHT (EX): At 4th level, while the shapeshifter has primal energy invested in this mantle, they gain one of the following to abilities while at 1/2 or less of their maximum hit points:

- **Fight:** The shapeshifter deals 1 extra point of damage per die rolled with each of their attacks and can reroll any die result that shows the minimum possible value on that die.
- **Flight:** The shapeshifter's movement does not provoke attacks of opportunity from creatures that they are aware of.

The shapeshifter may change which ability they possesses as a swift or immediate action.

RISK AVERSION (EX): At 9th level, while the shapeshifter has primal energy invested in this mantle they may spend a point of primal energy to gain one of the the following benefits depending on which ability they are using. If they are using the fight ability they may, once per round, roll twice on an attack roll and take the better result. If they are using the flight ability they may, once per round, roll twice on a saving throw and take the better result. In either case the shapeshifter may use this ability after they have rolled, but before the results of the roll have been revealed.

DIRE STRAITS (EX): At 13th level, while the shapeshifter has primal energy invested in this mantle they gain one of the following benefits, depending on which ability they are using. If they are using the fight ability they gain a +4 bonus on critical confirmation rolls, if they confirm a critical hit they may make an attack against that creature at their highest base attack bonus as a swift action. If they are using their flight ability, creatures making critical confirmation rolls against them suffer a -4 penalty. If they are subject to a critical threat they may make an attack against that creature as an immediate action.

CONSERVATION OF ENERGY (EX): At 17th level, while the shapeshifter has primal energy invested in this mantle they no longer need to spend primal energy to use their risk aversion class feature.

CRUCIBLE OF NATURE (EX): At 20th level, while the shapeshifter has primal energy invested in this mantle they gain one of the following benefits, depending on which ability they are using. If they are using the fight ability, they may spend a point of primal energy once per round to have one attack that hits automatically threaten a critical hit. If they are using their flight ability they can spend a point of primal energy once per round to move up to their speed immediately after an opponent misses them with an attack.



List of Mantles (Constructs - Dragons)

MANTLE OF IRON

Towering colossi of steel, clay, or flesh fueled by the power of the arcane, constructs are often considered to be the antithesis of a natural creature. Still, shapeshifters who hunt creatures animated by such eldritch magics find themselves inoculated against the reality warping effects of the arcane.

Acquired from: Constructs

Cost: 2 primal energy, plus an additional point of primal energy at 9th level and every 4 levels thereafter.

SPELL SCALES (SU): At 4th level, while the shapeshifter has primal energy invested in this mantle they may, once per round, choose to re-roll a failed saving throw against a spell or spell-like ability. They must use the second saving throw result, even if it's worse.

ARCANE SHELL (SU): At 9th level, while the shapeshifter has primal energy invested in this mantle, they gain spell resistance equal to 11 + their shapeshifter level. If they have an equal or greater amount of spell resistance from another source, increase that spell resistance by +2 instead.

SPELL IMMUNITY (SU): At 13th level, while the shapeshifter has primal energy invested in this mantle, they may spend a point of primal energy as an immediate action when a spell penetrates their spell resistance. If they do then the spell is treated as though it failed instead. The shapeshifter can choose to do this after the spell penetrates their resistance, but before any other effects are applied

ELDRITCH DIFFUSION (SU): At 17th level, while the shapeshifter has primal energy invested in this mantle and a spell or spell like ability fails against their spell resistance all creatures (including allies) within 10 feet of the shapeshifter take 1d6 points of force damage per 2 caster levels of the effect.

SPELL SHIELD (SU): At 20th level, while the shapeshifter has primal energy invested in this mantle no longer needs to spend primal energy to use their spell immunity ability.

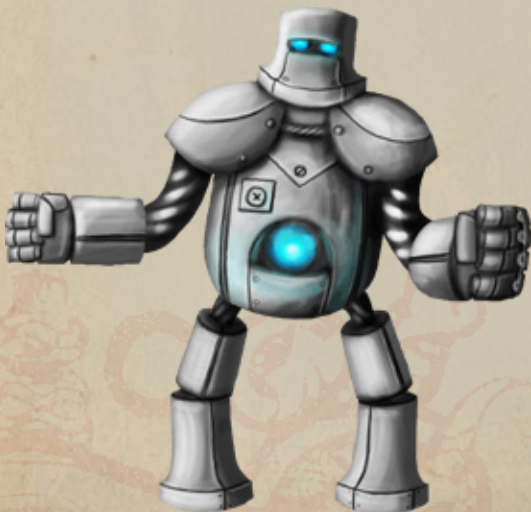
MANTLE OF THE DRAGON

Powerful, cunning, and ever more dangerous with age, dragons are in many ways the apex predators of the natural world. Thus the mantle of the dragon is something of an achievement for a shapeshifter. A shapeshifter channeling the power of the dragons becomes a whirling dervish of carnage and fury.

Acquired from: Dragons

Cost: 2 primal energy, plus 2 additional points of primal energy at 9th level and every 4 levels thereafter.

DRACONIC FLESH (SU): At 4th level, while the shapeshifter has primal energy invested in this mantle, they gain a +1 enhancement bonus to their natural armor bonus, 2 claw attacks (these are secondary natural attacks), and 10 points of energy resistance. The energy resistance granted by this ability is the same as the type of damage as dealt by the breath weapon of the dragon they consumed. If the dragon's breath weapon deals physical damage they instead gain half their energy resistance as DR/magic. If the dragon's breath weapon deals multiple types of damage, the shapeshifter picks one option. At 9th level and every 4 levels thereafter, increase this energy resistance by 10.



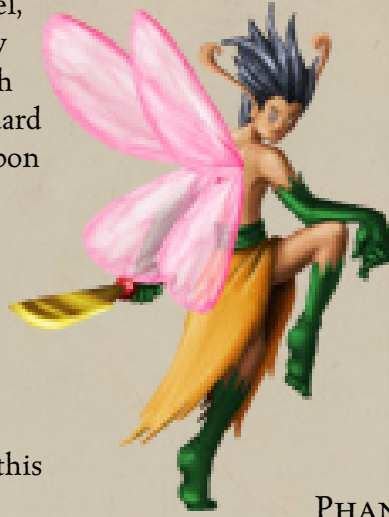
List of Mantles (Dragons - Fey)

DRAGON'S BREATH (SU): At 9th level, while the shapeshifter has primal energy invested in this mantle they gain a breath weapon that they may unleash as a standard action. It is the some type of breath weapon as the dragon they have consumed with the exception that it has a range of 20 ft if it's a cone and 40 feet if it's a line. Regardless of its shape it deals 1d6 points of damage per shapeshifter level using the same type of damage dealt by the dragon's breath weapon. A Reflex save (DC 10 + shapeshifter level) halves this damage. Once the shapeshifter uses this ability, they can't use it again for 1d4 rounds, unless they spend a point of primal energy. At 13th level and every for levels thereafter the area of these breath weapons doubles.

DRACONIC WINGS (SU): At 13th level, while the shapeshifter has primal energy invested in this mantle, they gain leathery draconic wings that grant them a fly speed of 60 feet with average maneuverability, as well as two wing attacks. These attacks are secondary attacks.

DRAGON'S CUNNING (SU): At 17th level, while the shapeshifter has primal energy invested in this mantle, they gain blindsight out to 60 feet, as well as immunity to paralysis and sleep.

DRACONIC ESSENCE (SU): At 20th level, while the shapeshifter has primal energy invested in this mantle the damage of his breath weapon improves to d10s and they are immune to the type of energy damage dealt by their breath weapon ability, if it deals physical damage then they only take half of that type of damage.



MANTLE OF THE TRICKSTER
The preeminent tricksters of the magical world, Fey are proficient in the sort of vexing tactics required to turn a mighty foe into a simpering mess. Shapeshifters who quarry these mercurial beings can harry and befuddle their foes to no end.

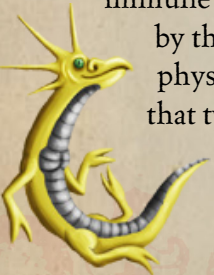
Acquired from: Fey

Cost: 1 point of primal energy, plus 2 additional points of primal energy at 9th level and every 4 levels thereafter.

PHANTASMAL FEINT (SU): At 4th level, while the shapeshifter has primal energy invested in this mantle and an opponent within his reach misses them with an attack, they may attempt a Bluff check to feint their opponent as an immediate action. If this attempt is successful they may weave an illusion of them flickering into nothing, discorporating over a swarm of butterflies, or some other stranger effect. Regardless of the exact nature of the illusion the shapeshifter gains concealment against that creature until the end of the shapeshifter's next turn.

DIRTY PRANKSTER (SU): At 9th level, while the shapeshifter has primal energy invested in this mantle, they can make a dirty trick combat maneuver in place of a feint check. This combat maneuver does not provoke an attack of opportunity.

PROLIFIC TRICKSTER (SU): At 13th level, while the shapeshifter has primal energy invested in this mantle, using phantasmal feint no longer requires an immediate action. Instead the shapeshifter can do it up to three times per round as a free action when an opponent misses with an attack. Furthermore the shapeshifter can use any combat maneuver with Phantasmal Feint, not just dirty trick. These combat maneuvers don't provoke attacks of opportunity.



List of Mantles (Fey - Humanoids)

LARK (SU): At 17th level, while the shapeshifter has primal energy invested in this mantle the concealment becomes total concealment, and the shapeshifter can move up to half their speed as an immediate action, if they succeed at the combat maneuver or feint check.

MAD MANEUVERS (SP): At 20th level, while the shapeshifter has primal energy invested in this mantle, creatures he performs a feint or combat maneuver on become confused as per the *confusion* spell until the end of their next turn (no save). Once a creature has been subjected to this ability it is immune to it for 1 round.

MANTLE OF MAN

Nature is an unforgiving mistress, the mortal races realized this and clustered themselves in mighty towers of civilization. Shapeshifters who hunt the civilized races take on the traits that allowed them to separate themselves from the natural world in the first place, becoming cunning diplomats and deceptive scoundrels.

Acquired from: Humanoids, Monstrous Humanoids
Cost: 3 primal energy

SILVER TONGUE (EX): At 4th level, while the shapeshifter has primal energy invested in this mantle gains Diplomacy and Bluff as class skills. They may treat their shapeshifter level as the number of ranks they have in those skills, or add 1/2 their level as a bonus on those skills, whichever would result in a greater bonus.



HONEYED WORDS (EX): At 9th level, while the shapeshifter has primal energy invested in this mantle they may roll twice on the first Diplomacy check they make against a creature to improve its attitude in a 24 hour period and take the better result. If both check results would be successful the creature's attitude improves by two steps instead of one. Furthermore, provided a creature is at least indifferent toward the shapeshifter they always want to believe the shapeshifter, granting them a +5 bonus on Bluff checks against that creature.

NICE SAVE (SU): At 13th level, while the shapeshifter has primal energy invested in this mantle would take an action that would worsen a character's attitude towards them, they may make a Diplomacy check with a DC of 15 + the creature's Wisdom modifier, Charisma modifier, or Sense Motive bonus (whichever is higher). If the shapeshifter succeeds the action does not adjust a creature's attitude towards them. Once the shapeshifter uses this ability on a creature they can't use it again on that creature for 24 hours.

WINNING SMILE (SU): At 17th level, while the shapeshifter has primal energy invested in this mantle they may make a Bluff or Diplomacy check against a DC equal to twice the save DC of a mind affecting or emotion effect that another creature is under the effect of. On a success, the creature gains a new Will save against the ability with a bonus equal to 1/2 the shapeshifters level.

WITTY RIPOSTE (SU): At 20th level, while the shapeshifter has primal energy invested in this mantle they can reflect mind-affecting effects that they suffer from back on their user. The shapeshifter can make a Diplomacy or Bluff check against a DC equal to twice the save DC of the mind affecting or emotion effects that target them. If they beat the DC then the creature that used the ability against them is instead considered to be the target of the ability.

List of Mantles (Oozes)

MANTLE OF SLIME

Most creatures look down on oozes for being mindless blobs of protoplasm, however like the noble shark, they haven't changed because they haven't needed to. Shapeshifters who hunt these viscous creatures become horrifying masses of gelatinous flesh, capable of consuming and devouring anything that comes

within their reach.

Acquired from: Oozes

Cost: 1 primal energy, plus an additional point of primal energy at 9th level and every 4 levels thereafter.

OOZE BODY (SU): At 4th level, while the shapeshifter has primal energy invested in this mantle they, and all of their gear becomes viscous and permeable. They may move freely through other creatures squares. Likewise creatures may move through squares they occupy, although the shapeshifter counts as difficult terrain. The shapeshifter can attack creatures within themselves and count as flanking the creature while doing so.

CORROSIVE MUCUS (SU): At 9th level, while the shapeshifter has primal energy invested in this mantle they deal 2d6 + their shapeshifter level in acid damage to creatures that start or end their turn in the shapeshifter.

ABSORB FLESH (SU): At 13th level, while the shapeshifter has primal energy invested in this mantle they may absorb the flesh of creatures within them. Creatures who take acid damage from the shapeshifters corrosive mucus ability must make a Fortitude save (DC 10 + shapeshifter level) or take a point of Constitution damage. The shape shifter gains 20 temporary hit points for each creature that takes the Constitution damage dealt by this ability.

NIMBLE PSEUDOPOD (SU): At 17th level, while the shapeshifter has primal energy invested in this mantle, they gain a tentacle attack with a range of 20 feet. They may make an attack with it as an immediate action, this attack can be used to make any combat maneuver that can normally be made in place of a melee attack.

FORMLESS BODY (SU): At 20th level, while the shapeshifter has primal energy invested in this mantle, they become immune to critical hits and precision damage.



List of Mantles (Plants)

MANTLE OF THE FOREST

Plants are among the oldest of earthborn life, and there's power in that wisdom. Shapeshifters who hunt these verdure beasts gain some measure of their arboreal nature, becoming verdant emperors, capable of exerting their will over lesser plant life.

Acquired from: Plants

Cost: 2 primal energy, plus an additional point of primal energy at 9th level and every 4 levels thereafter.

PHOTOSYNTHESIS (SU): At 4th level, while the shapeshifter has primal energy invested in this mantle they may spend 4 hours in direct sunlight in place of sleeping and eating, when they have done this at any point during the previous 24 hours they gain a +4 bonus on saves against paralysis, poison, polymorph, sleep effects, and stunning.

ARBOREAL GATE (SU): At 9th level, while the shapeshifter has primal energy invested in this mantle they may spend a point of primal energy to cast *tree stride* as a spell like ability, using their shapeshifter level as their caster level.

CROWN OF THE FOREST (SU): At 13th level, while the shapeshifter has primal energy invested in this mantle they may use Transport via Plants instead of tree stride with their Arboreal gate ability. In addition, provided they have spend at least 4 hours in direct sunlight they become immune to any effect they gain a bonus to with their Photosynthesis ability.

BOGFIELD (SU): At 17th level, while the shapeshifter has primal energy invested in this mantle, they can spend a point of primal energy to have the ground within 100 feet of them erupt into a thick, murky bog. The shapeshifter can choose to have this count as difficult terrain for any creatures he chooses, and may entangle any number of creatures in the field as an immediate action. A Reflex save (DC 10 + shapeshifter level) negates this effect. This ability works on any sort of ground, even worked stone, magma, or other equally bizarre locales. The bog moves with the shapeshifter and disappears after 1 minute or when the shapeshifter dismisses it.

BOG STRIDER (SU): At 20th level, while the shapeshifter has primal energy invested in this mantle they may move to any point within their bog as a swift action.



List of Mantles (Undead)

MANTLE OF UNLIFE

There is power on the other side of life. Shapeshifters who hunt the walking dead are well aware of this fact, becoming pulsing beacons of the dread power of negative energy. This power twists and warps their bodies, making them capable of taking massive amounts of punishment

Acquired from: Undead Creatures

Cost: 2 primal energy, plus an additional point of primal energy at 9th level and every 4 levels thereafter.

NECROTIC SOUL (SU): At 4th level, while the shapeshifter has primal energy invested in this mantle, they are healed by negative energy and damaged by positive energy, just like an undead creature. In addition they gain an amount of temporary hit points when they gain the mantle or at the start of each day equal to 4 times their Charisma bonus (minimum 8).

LIFE LEECH (SU): At 9th level, while the shapeshifter has primal energy invested in this mantle, they gain lifesense out to a range of 10 feet and the temporary hit points granted by their necrotic soul ability increases to 6 times their Charisma bonus (minimum 12). Once per round, they can spend a point of primal energy to deal 1d6 points of negative energy damage per 2 shapeshifter levels to a target they successfully hit with a melee attack. For every 2 points of damage dealt by this ability they regain a temporary hit point to the pool granted by their necrotic soul ability.

GHOST BODY (SU): At 13th level, while the shapeshifter has primal energy invested in this mantle, the temporary hit points granted by their necrotic soul ability increases to 10 times their Charisma bonus (minimum 20). In addition they can give themselves the incorporeal ability and subtype as a swift or immediate action. Each round that they remain incorporeal subtracts 5 from the pool of hit points granted by this ability. If the shapeshifter has none of these temporary hit points remaining at the start of his turn he returns to being corporeal.

NECROTIC AURA (SU): At 17th level, while the shapeshifter has primal energy invested in this mantle, the temporary hit points granted by their necrotic soul ability increases to 15 times their Charisma bonus (minimum 30). In addition, whenever they are struck with an attack and take damage to the temporary hit points granted by their necrotic soul ability, they may choose to have all creatures other than themselves within 10 feet of them take negative energy damage equal to 2d6 + the amount of temporary hit points they lost.

UNDEATH ETERNAL (SU): At 20th level, while the shapeshifter has primal energy invested in this mantle, the temporary hit points granted by their necrotic soul ability increases to 20 times their Charisma bonus (minimum 40). He regains 5 of these temporary hit points at the start of each of his turns.



List of Visages

1st Level Visages

ADHESIVE SKIN

A shape shifter with primal energy invested in this visage becomes exceptionally sticky. They gain an enhancement bonus to CMD checks to initiate or maintain a grapple equal to 1/2 their level. They also take an equal penalty on checks to resist or escape a grapple.

COMPRESSION

A shapeshifter with primal energy invested in this visage is able to compress themselves in all manner of impossible ways. They gain the compression universal monster ability, allowing them to move through an area as small as one-quarter their space without squeezing or one-eighth its space when squeezing.

ELECTRO CELLS

A shape shifter with primal energy invested in this visage gains the ability to generate an electric current. Their natural attacks, as well as other weapons created by their visage class features deal an extra 1d6 points of electricity damage. At 10th level this improves to 2d6. The shapeshifter may spend a point of primal energy to have the one attack deal 1d6 points of electricity damage per 2 shape shifter levels they possess. If this attack deals damage to the target they are dazed for one round. A Fortitude save (DC 10+ shapeshifter level) negates the daze effect, but not the damage.

EXTRA LIMBS

A shape shifter with primal energy invested in this visage gains an additional pair of limbs, these can be legs or arms. A pair of legs grants a shape shifter a +4 to their CMD against overrun and trip maneuvers, as well as adding 10 feet to their base speed. A set of extra arms grants them no extra attacks but allows them to wield extra weapons and to retrieve items on their person as a swift action.



List of Visages (1st Level)

FLESH POCKETS

A shapeshifter with primal energy invested in this visage is able to hide objects within their body. They can store one object that is at least one size category smaller than themselves, 2 objects two sizes smaller, 4 objects three sizes smaller and so forth. The shape shifter gains a bonus on Sleight of Hand checks equal to $1/2$ their level to hide these objects.

FORMSHIFT

A shapeshifter with primal energy invested in this visage can, as part of investing in the visage assume the form of any creature or object with the same size as themselves. This does not change any of the shapeshifters stats. The shape shifter gains a +10 competence bonus on Disguise checks to pass as the form they have shifted into. This is a polymorph effect and thus all of their gear melds into their body unless the new form is humanoid in shape. Items that provide constant bonuses and do not need to be activated continue to function while melded in this way (with the exception of armor and shield bonuses, which cease to function). Items that require activation cannot be used while they maintain that form.

FRIGID BLOW

shape shifter with primal energy invested in this visage gains the ability to vaporize the fluid in their soft tissues, freezing them. Their natural attacks, as well as other weapons created by their visage class features, deal an extra 1d6 points of cold damage . At 10th level this improves to 2d6. The shapeshifter may spend a point of primal energy to have the one attack deal 1d6 points of cold damage per 2 shape shifter levels they possesses. If this attack deals damage to the target they become fatigued for 1d6 rounds. A Fortitude save (DC 10 + shapeshifter level) negates the fatigue, but not the damage.

LOW-LIGHT VISION

A shape shifter with primal energy invested in this visage gains the low-light vision ability.

MAGE VISION

A shapeshifter with primal energy invested in this visage gains constant *detect magic* as a spell-like ability. If the shapeshifter is at least 5th level they may invest an additional point of primal energy to have the effect act as a constant *arcane eye* spell.

NATURAL ARMOR

A shapeshifter with primal energy invested in this visage grows thick scales, a tough carapace, durable chitlin or some other form of biological armor granting them a +4 natural armor bonus while unarmored. The shape shifter can invest an additional point of primal energy in this visage to increase the natural armor bonus provided by +2. At 4th level and every 4 levels thereafter the natural armor bonus provided by this visage improves by +1 and the shapeshifter can invest an extra point of primal energy to improve it by an additional +1 per 4 levels they have attained.

NATURAL ATTACKS

A shape shifter with primal energy invested in this visage gains one of the following natural attacks: bite, claw, gore, slam, hoof. The chosen attack deals damage as appropriate to a creature of the shape shifter's size. At 6th level and every 6th levels thereafter the shape shifter can gain one additional natural attack from this list. The first natural attack they make each round is considered to be a primary natural attack, while the rest are secondary natural attacks. If the shapeshifter makes an attack with a manufactured weapon then all natural attacks they makes that round are considered secondary attacks. The shapeshifter can invest additional points of primal energy in this visage to treat additional natural attacks as primary natural attacks. Because of the shapeshifter's creative interpretation of anatomy they need not be limited to normal limb placement for these natural attacks. They could, for example, replace their hands with mouths just as easily as growing claws on their hands. The shapeshifter can have multiple instances of a given natural attack.

List of Visages (1st Level)

SAVAGE CLAWS

A shape shifter with primal energy invested in this visage may improve the critical threat range or the critical threat multiplier of one of their natural attacks by 1. They may invest multiple points of primal energy in this manner, each point confirms this visages benefit to an extra natural attack. If the shape shifter is at least 5th level they can choose to improve the critical threat range of a natural attack by 2, the critical multiplier by 2, or the threat range and the critical threat range and the multiplier by 1. This does not require an additional investment of primal energy.



SCENT: A shape shifter with primal energy invested in this visage gains the scent ability.

SHARK SPRINT

A shape shifter with primal energy invested in this visage may breath underwater and gains a swim speed equal to their base speed. The shapeshifter can spend a point of primal energy to move 10 times their base speed as a swift action.

SHIFTY EYED

A shape shifter with primal energy invested in this visage adds half their level to Perception checks and Survival checks to track a creature. They also gain the uncanny dodge ability of the barbarian class (see Chapter 3 of the Pathfinder Core Rulebook). At 4th level, they gain the improved uncanny dodge ability.

SLIPPERY BODY

A shapeshifter with primal energy invested in this visage becomes exceptionally slick. They gain an enhancement bonus to CMD to escape a grapple and on Escape Artist checks equal to 1/2 their level.

SPINE BOLT

A shape shifter with primal energy invested in this visage gains the ability to fire a single quill, spine or other protrusion per round as a ranged natural attack. This natural attack deals 1d8 + the shapeshifters Strength modifier points of piercing damage, has a range increment of 30 feet, with 10 range increments. If the shapeshifter has the natural attacks visage prepared they can add this natural attack to the list of natural attacks they can select with that visage. This potentially allows them to make multiple ranged natural attacks per round.

TAIL

A shapeshifter with primal energy invested in this visage gains a tail, this grants them an enhancement bonus on Acrobatics checks to balance on a surface equal to 1/2 their level. If they have the natural attacks visage prepared they add tail slap to the list of natural attacks they can grant with that visage.

List of Visages (2nd Level)

2nd Level Visages

AUGMENTED REFLEXES

A shapeshifter with primal energy invested in this visage gains a +4 inherent bonus to their Dexterity score. At 6th level and every 4 levels thereafter the shapeshifter can invest an additional point of primal energy to improve this bonus by an additional +1. Additionally, the shapeshifter can spend a point of primal energy as an immediate action to add their 1/4th shapeshifter level on one Dexterity check or Dexterity-based skill check.

BONESMITH

The shapeshifter can cause one of their limbs to sprout a boney facsimile of a weapon with which they are proficient. This weapon has all of the stats that a normal weapon of its type would have (although two handed weapons must still be wielded in two hands) and benefits from any visage that modifies their natural weapons. Weapons created by this ability are not natural weapons and must be wielded like manufactured weapons. The shapeshifter can choose to fully remove these weapons from their body. Removed weapons calcify and crumble into dust after 1 minute.

CHROMOPHORIC SCALES

A shapeshifter with primal energy invested in this visage can shift their skin color at-will. This grants them a bonus on Stealth checks equal to 1/2 their level. They can spend a point of primal energy to improve this bonus to +40. This improved bonus only lasts until the shapeshifter moves or otherwise takes actions, after which creatures may make new checks to notice the shapeshifter.

CLEVER PREDATOR

A shapeshifter with primal energy invested in this visage gains a +4 inherent bonus to their Intelligence score. At 6th level and every 4 levels thereafter the shapeshifter can invest an additional point of primal energy to improve this bonus by an additional +1. Additionally, the shapeshifter can spend a point of primal energy as an immediate action to add 1/4th their shapeshifter level on one Intelligence or Intelligence-based skill check.

DARKVISION

A shapeshifter with primal energy invested in this visage gains darkvision 120 feet.

Elemental Armor: A shapeshifter with primal energy invested in this visage gains resist energy 10 against one of the following damage types: acid, cold, electricity, fire, or sonic. The shapeshifter can invest multiple points in this visage to gain resistance to additional types of damage from this list. At 6th level and 10th levels, this energy resistance improves by an additional 10 points.

GRASPING TENTACLES

The shapeshifter must have the natural attacks visage prepared to use this visage. They add tentacle to the list of natural attacks they can grant themselves with that visage. These tentacles have a reach of 10 feet. The shapeshifter can spend a point of primal energy to attempt to grapple a creature that they hit with a tentacle attack, using the d20 result they rolled for the attack as the d20 result for the CMB check to initiate the grapple.

IMMACULATE BIOLOGY

A shapeshifter with primal energy invested in this visage becomes immune to disease or poison. If they are currently suffering from a such an affliction they can spend a point of primal energy when they roll further saves against a disease or poison to gain a bonus on the save equal to 1/2 their shapeshifter level.

List of Visages (2nd Level)

LONG ARM OF VENGEANCE

A shapeshifter with primal energy invested in this visage adds 5 feet to the range of one of their natural attacks. They can invest multiple points of primal energy into this visage; each point applies this benefit to a different natural attack that they possess. The shapeshifter can, once per round, spend a point of primal energy when making an attack with a natural weapon with this visage to cause that limb to extend out to a target within 30 feet. If the attack hits then the shapeshifter can drag themselves to a square adjacent to the target that they hit. At 6th level and every 4 levels thereafter the range they may extend their limbs when they expend primal energy improves by 5 feet. If the shapeshifter uses this attack to grapple a creature they can drag it to them instead of dragging themselves to it.

QUILL ARMOR

The shapeshifter can invest a point of primal energy in this visage to grow savage spikes, teeth or some other maiming implement all over their body. Any creature striking the shapeshifter with its body or a hand-held weapon deals normal damage, but at the same time, the attacker takes 1d6 points of piercing damage + 1 point per shapeshifter level.

PACK LEADER: A shapeshifter with primal energy invested in this visage gains a +4 inherent bonus to their Charisma score. At 6th level and every 4 levels thereafter the shapeshifter can invest an additional point of primal energy to improve this bonus by an additional +1. Additionally, the shapeshifter can spend a point of primal energy as an immediate action to add 1/4th their shapeshifter level on one Wisdom or Wisdom-based skill check.



List of Visages (2nd & 3rd Level)

SWIFT FOOTED

A shapeshifter with primal energy invested in this visage gains a +20 foot enhancement bonus to the move speed of their choice. The shapeshifter can spend a point of primal energy to move 10 times their base speed as a swift action. 6th level and every 4 levels thereafter this bonus increases by 10 feet.

SWOLLEN MUSCLES

A shapeshifter with primal energy invested in this visage gains a +4 inherent bonus to their Strength score. At 6th level and every 4 levels thereafter the shapeshifter can invest an additional point of primal energy to improve this bonus by an additional +1. Additionally, the shapeshifter can spend a point of primal energy as an immediate action to add their 1/4th shapeshifter level on one Strength check, combat maneuver check, or to their Combat Maneuver Defense when an opponent attempts a maneuver against them.

TOUGH AS NAILS

A shapeshifter with primal energy invested in this visage gains a +4 inherent bonus to their Constitution score. At 6th level and every 4 levels thereafter the shapeshifter can invest an additional point of primal energy to improve this bonus by an additional +1. Additionally, the shapeshifter can spend a point of primal energy as an immediate action to add 1/4th their shapeshifter level on one Constitution check.

UNBREAKABLE WILL

A shapeshifter with primal energy invested in this visage gains a +4 inherent bonus to their Wisdom score. At 6th level and every 4 levels thereafter the shapeshifter can invest an additional point of primal energy to improve this bonus by an additional +1. Additionally, the shapeshifter can spend a point of primal energy as an immediate action to add 1/4th their shapeshifter level on one Wisdom or Wisdom based skill check.

3rd Level Visages

ALL AROUND VISION

A shapeshifter with primal energy invested in this visage gains all around vision, and can no longer be flanked.

ARCANE TALONS

A shapeshifter with primal energy invested in this visage gains a +1 enhancement bonus to attack and damage rolls with a single natural weapon they possess when they invest primal energy in this visage. At a 6th level and every 4 levels thereafter, this bonus increases by +1, to a maximum of +5 at 18th level. The shapeshifter can invest additional points of primal energy in this visage, each one extends these benefits to an extra natural attack.

BURROW

A shapeshifter with primal energy invested in this visage can burrow through earth and stone. They gain a burrow speed of 10 feet. They cannot bring unwilling creatures along with them, unless those creatures are helpless. The shapeshifter can spend a point of primal energy to move 10 times their burrow speed as a swift action. 6th level and every 4 levels thereafter this speed increases by 10 feet.

CAUSTIC SECRETION

The shapeshifter can invest a point of primal energy in this visage to secrete corrosive fumes. Any creature striking the shapeshifter with its body or a hand-held weapon deals normal damage, but at the same time, the attacker takes 1d6 points of acid damage + 1 point per shapeshifter level. Creatures who start their turn adjacent to the shapeshifter must make a Fortitude save (DC 10 + shapeshifter level) or be sickened until the start of their next turn.

List of Visages (3rd Level)

CONSTRICTING CLAWS

shapeshifter with primal energy invested in this visage gains the grab ability on one of their natural attacks, using the result they rolled on their d20 roll for the attack roll as the d20 result on their grapple roll. The shapeshifter can invest additional points of primal energy in this visage each one extends these benefits to an extra natural attack. The shapeshifter can spend a point of primal energy to give themselves the constrict ability for on all of their natural attacks until the end of their turn.

CREATE SPAWN 1

A shapeshifter with primal energy invested in this visage can, as a standard action, grow an entirely new creature out of themselves. This functions as a supernatural version of the *summon nature's ally 3* spell with an unlimited duration, save that the shapeshifter cannot summon creatures with a subtype. The shapeshifter shares a telepathic link with the creatures they create with this ability and can summon them in any space adjacent to themselves or part of their body (such as a quill attack fired at a foe or a weapon created with their bonesmith visage). In order to divest primal energy from this ability, the shapeshifter must be adjacent to the creatures created by this ability. If the creatures created with this ability die or are separated from the shapeshifter for more than 24 hours they must immediately spend a point of primal energy for each such creature. If they have none remaining then they take a temporary negative level that persists for 24 hours for each creature.

FLIGHT

A shapeshifter with primal energy invested in this visage can sprout wings, propel themselves with sacks of gas, or something stranger. Regardless of the method, they gain a fly speed of 40 feet with average maneuverability. The shapeshifter can spend a point of primal energy to move 10 times their fly speed as a swift action. At 6th level and every 4 levels thereafter this speed increases by 10 feet. If the primal host uses wings to fly, then they add wing attack to the list of natural attacks they may select with the natural attacks visage.



List of Visages (3rd Level)

FORMSHIFT 2

This visage functions as the formshift visage save that the shapeshifter can also turn any creature up to and including creatures of large and small size. This grants the shapeshifter a size modifier of 1. Small creatures apply this modifier as a bonus to attack rolls and AC, and as a penalty to CMB and CMD. Large creatures apply this modifier as a penalty to AC and attack rolls, but as a bonus to CMB and CMD.

IMPROVED NATURAL ATTACKS

A shapeshifter with primal energy invested in this visage gains the benefits of the Improved Natural Attack feat with a single natural attack of their choosing and may add 1.5 times their Strength modifier on that natural attacks damage rolls. The shapeshifter can invest additional points of primal energy in this visage, each one extends these benefits to an extra natural attack.

SHIFTERS ENDURANCE

A shapeshifter with primal energy invested in this visage can spend a point of primal energy when making a Fortitude save against an ability that has a partial effect on a successful save. If they succeed then they take no effect from the ability. If they fail they may instead attempt the Fortitude save a second time.

SHIFTER'S GRACE

A shapeshifter with primal energy invested in this visage gains a +2 bonus on Reflex saves. At 6th level and every 4 levels thereafter this bonus improves by +1. The shapeshifter can spend a point of primal energy when making a Reflex save against an ability that has a partial effect on a successful save. If they succeed then they take no effect from the ability. If they fail they may instead attempt the Reflex save a second time at a -4 penalty.

SHIFTER'S RECOVERY

A shapeshifter with primal energy invested in this visage can shape shift their own wounds shut. When they invest primal energy in this visage they gain 15 + 3 times the sum of their shapeshifter level and Constitution modifier in temporary hit points. These temporary hit points last for 1 minute or until primal energy is removed from this visage. The shapeshifter can also spend a point of primal energy to regain an amount of hitpoints equal to half of the temporary hit points granted by this ability.

TOXIC BILE

A shapeshifter with primal energy invested in this visage can secrete a deadly poison from their natural attacks. This poison deals 2d6 + the shapeshifters level points of damage on the start of the that creatures turn for a number of rounds equal to the shapeshifter's Constitution modifier. A Fortitude save (DC 10 + shapeshifter level) negates this and ends the affliction. The shapeshifter can spend a point of primal energy when making an attack to change this poison's effect to 1d4 +1 points of ability score damage, targeting an ability score of the shapeshifter's choice.

TREMOR SENSE

A shapeshifter with primal energy invested in this visage gains tremorsense out to a range of 10 feet. At 6th level and every 4 levels thereafter the range of this ability improves by 5 feet. The shapeshifter can spend a point of primal energy to double the range of their tremorsense for a number of rounds equal to half their shapeshifter level.

List of Visages (3rd & 4th Level)

TROGLODYTE'S MUSK

A shapeshifter with primal energy invested in this visage emits a pungent odor. All creatures within 20 feet of the shapeshifter must make a Fortitude save (DC 10 + shapeshifter level) or be sickened until the start of their next turn. Creatures who make this save are immune to its' effects for 24 hours. The shapeshifter may spend a point of primal energy as a swift action, if they do then they increase the range of this ability by 20 feet and the penalty it grants by 1/4 their level. Furthermore, creatures in the area must immediately make the Fortitude save against this effect, even if they have already discussed on a save against it.

VITREOUS JET

A shapeshifter with primal energy invested in this visage can build the pressure in the fluid behind their eyes to immense levels and then release it in a jet strong enough to pierce flesh. They may, as a swift action, make a ranged touch attack against a creature within 30 feet. On a hit, the creature takes 2d6 + the shapeshifters level points of piercing damage. If the shapeshifter spends a point of primal energy when making this attack they may deal an extra 1d6 points of slashing damage per 2 shapeshifter levels they possesses and doubles the range. At 6th level and every 4 levels thereafter the range of this ability improves by 10 feet.



4th Level Visages

CREATE SPAWN 2

This functions as the create spawn visage, save that it functions as *summon nature's ally 4* and the shapeshifter can invest an additional point of primal energy in this visage to give the creatures they has summoned the benefits of one visage they has prepared. Spawn created with this ability cannot spend points of primal energy on these visages.

DAMAGE REDUCTION

The shapeshifter can invest a point of primal energy in this visage to gain DR equal to 1/4th their level overcome by bludgeoning, piercing, or slashing (shapeshifter's choice). The shapeshifter can spend a point of primal energy as an immediate action to double this DR and treat it as DR/- until the start of their turn.

ECHOLOCATION

A shapeshifter with primal energy invested in this visage gains blindsense out to a range of 10 feet per 2 shapeshifter levels. The shapeshifter can spend a point of primal energy as an immediate action to improve this to blindsight. They cannot use this ability if they are deafened, and cannot detect anything in an area of magical silence.

EXTRA BRAIN

A shapeshifter with primal energy invested in this visage grows an additional brain with an exact copy of their personality. While this additional brain remains active the shapeshifter becomes immune to the first non-harmless mind-affecting effect that targets them. The duration of these effects continue to expire normally, but their effects are suppressed until the primal energy in this visage is spent or divested. The shapeshifter can invest multiple points of primal energy in this visage, each one grants them an additional brain.

List of Visages (4th & 5th Level)

FORMSHIFT 3

This visage functions as the formshift visage save that the shapeshifter can also turn any creature up to and including creatures of huge and tiny size. This grants the shapeshifter size modifier of 2. Tiny creatures apply this modifier as a bonus to attack rolls and AC, and as a penalty to CMB and CMD. Huge creatures apply this modifier as a penalty to AC and attack rolls, but as a bonus to CMB and CMD.

PUTREFYING STRIKE

A shapeshifter with primal energy invested in this visage can liquefy a creature's internal organs with one of their natural attacks and drain them, absorbing their biomass to healing their wounds. Natural attacks modified by this visage ignore up to 1 point of damage reduction per 4 shapeshifter levels and deal 1d4-1 points of Constitution drain on a critical hit. The shapeshifter can spend up to 3 points of primal energy on this ability. The first point doubles the amount of damage reduction they ignore, the second allows the primal host make the attack as a touch attack, and the third deals a point of Constitution drain, regardless of whether or not the attack critically hit. If a creature takes Constitution drain from this visage, the shapeshifter gains an amount of temporary hit points equal to twice their level. These temporary hit points last until the start of their next turn. If the shapeshifter spent any amount of primal energy on this ability, these temporary hit points are instead actual hit points. The shapeshifter can invest additional points of primal energy in this visage; each one extends these benefits to an extra natural attack.

5th Level Visages

BILLOWING LUNGS

A shapeshifter with primal energy invested in this visage gains the ability to let loose a thunderous roar as a standard action. Creatures within a 30 foot cone of the shapeshifter must make a Fortitude save (DC 10 + shapeshifter level) or take 1d6 points of sonic damage per shapeshifter level. The shapeshifter can make an intimidate check as part of using this ability to demoralize creatures that can hear the shapeshifter. Creatures who are subject to this ability are immune to it after 24 hours. The shapeshifter can spend a point of primal energy when activating this ability to add an additional point of damage for each die they rolls. Foes who fail to save against a shout amplified in this manner are deafened for 1d4 rounds.

BIO-PUPPET

A shapeshifter with primal energy invested in this visage can influence a creature's nervous system with infinitesimally small micro organisms. This functions as an extraordinary version of the *charm monster* spell with a range of touch, save that the creature may make a Will or Fortitude save (DC 10 + shapeshifter level) to negate it and the creature receives another such save at the start of each of its turns to negate it. The shapeshifter may spend a point of primal energy to have this ability function as dominate monster against that creature instead. Creatures who make the save against this ability are immune to this effect for 24 hours. Creatures without a functioning nervous system are immune to this ability.

List of Visages (5th Level)

CORROSIVE SALIVA

A shapeshifter with primal energy invested in this visage gains the ability to spit a glob of corrosive saliva at a foe as a swift action. This ability is a ranged touch attack with a range of 10 feet per 4 shapeshifter levels. On a hit, the creature takes 2d6 + the shapeshifter's level points of acid damage. The shapeshifter can spend a point of primal energy when activating this ability cause a foe struck by this visage's effect to make a Fortitude save (DC 10+ shapeshifter level) or become sickened for 1 round.

CREATE SPAWN 3

This functions as the create spawn 2 visage, save that it functions as *summon nature's ally 5* and the shapeshifter can invest an additional point of primal energy in this visage to give the creatures they has summoned the benefits of one visage they has prepared. Spawn created with this ability can spend a point of primal energy on the visage granted by this ability, after which they immediately lose access to it.

MITE SWARM

A shapeshifter with primal energy invested in this visage can spawn a cloud of dire mites from their body as a standard action. This cloud is dense and acts as supernatural *fog cloud* spell. The mites die, ending this effect, after 2d4 rounds. Creatures who end their turn in the area of this effect take 2d4 points of slashing damage. The shapeshifter can spend a point of primal energy when activating this ability to spawn a prodigious number of mites. This acts like a *solid fog* spell, lasts for 2d8 rounds and deals 4d6 points of damage to creatures who end their turn in the cloud.

OPTIMIZED REJUVENATION

A shapeshifter with primal energy invested in this visage heals quickly. Anytime they heal hit points through non-magical means they regain an additional amount of hitpoints equal to their shapeshifter level. The shapeshifter may spend a point of primal energy to grant themselves an amount of fast healing equal to their shapeshifter level for a number of rounds equal to their Constitution modifier. While the shapeshifter has fast healing granted by this ability they automatically recover from physical blindness or deafness, as well as the effects of severed limbs, broken bones, and ruined organs after 1 round by growing new body parts to replace those that were compromised.

SHIFTED ANATOMY

A shapeshifter with primal energy invested in this visage can shift their internal organs, rendering telling blows upon them all but impossible. The shapeshifter has a 50% chance to ignore any precision damage dealt to and/or critical hits scored against the shapeshifter. The shapeshifter can spend a point of primal energy as an immediate action to negate an instance of precision damage or a critical hit that would apply to them.

SPINE BURST

A shapeshifter with primal energy invested in this visage gains the ability to let loose an explosion of spines as a standard action. Creatures within 30 feet of the shapeshifter (DC 10 + shapeshifter level) must make a Reflex save or take 1d6 points of damage per shapeshifter level. This damage is half piercing and half slashing. A successful save halves this damage. The shapeshifter can spend a point of primal energy when activating this ability to add an additional point of damage for each die they rolls. This ability counts as a natural attack for the purpose of shapeshifter visages.

List of Visages (6th & 7th Level)

6th Level Visages

ANTI-MAGIC SCALES

A shapeshifter with primal energy invested in this visage gains spell resistance equal to 11 + their shapeshifter level. they may spend a point of primal energy as an immediate action when a spell fails against this spell resistance to dispel the spells effect entirely.

CREATE SPAWN 4

This functions as the create spawn 3 visage, save that it functions as *summon nature's ally 6* and the shapeshifter can invest an additional point of primal energy in this visage to give the creatures they has summoned the benefits of one visage they have prepared. Spawn created with this ability can spend the invested points of primal energy on the visages granted by this ability, this ends the visage's benefits after the points are spent and the effect is used. Alternatively the shapeshifter can spend points of primal energy directly from their pool on them.

FLESH READER

A shapeshifter with primal energy invested in this visage gains the ability to learn the details of a foe by injuring them. If they can hit a foe with a natural attack, they gain information as if they made the appropriate Knowledge skill check with a result equal to 15 + their shapeshifter level + their Wisdom modifier.

GREATER ARCANE TALON

A shapeshifter can only invest points of primal energy in this visage if they have points invested in the arcane talon visage. A shapeshifter with primal energy invested in this visage can imbue any natural attacks that have an enhancement bonus with the following magical weapon abilities: bane, keen, ghost touch, wounding. The total enhancement bonus of magic weapon abilities can't be greater than the enhancement bonus granted by their arcane talon visage.

POUNCE

Shapeshifter with primal energy invested in this visage gains the pounce ability. If they spend a point of primal energy they gain a rend attack that deals 2d6 points of damage + twice their shapeshifter level.

PREDATOR'S SPITE

A shapeshifter with primal energy invested in this visage can inflict supernaturally severe wounds on creatures. If they deal damage to a creature with regeneration that can be overcome or with fast healing that creature loses the benefit of that ability for 1 round. If a creature injured by this ability is subject to supernatural or magical healing they must make a Will save (DC 10 + shapeshifter level) or fail to be affected by that healing.

7th Level Visages

CREATE SPAWN 5

This functions as the create spawn 4 visage, save that it functions as *summon nature's ally 7* and the creatures spawned by the shapeshifter have a pool of primal energy equal to their constitution modifier.

FORMSHIFT 4

This visage functions as the formshift visage save that the shapeshifter can also turn any creature up to and including creatures of gargantuan and diminutive size. This grants the shapeshifter a size modifier of 4. Diminutive creatures apply this modifier as a bonus to attack rolls and AC, and as a penalty to CMB and CMD. Gargantuan creatures apply this modifier as a penalty to AC and attack rolls, but as a bonus to CMB and CMD.

List of Visages (7th & 8th Level)

MYSTIC CARAPACE

The shapeshifter must have points of primal energy invested in the anti-magic scales to invest points of primal energy in this ability. A shapeshifter with points of primal energy invested in this visage reflects any spell that targets them, as per spell turning provided the spell fails to overcome their spell resistance. The shapeshifter can spend a point of primal energy as an immediate action to increase this spell resistance by 4 until the start of their next turn.

SPIRIT SHREDDER

A shapeshifter with points of primal energy invested in this visage can rend the very souls of their prey. They can deal an extra 2d6 points of negative energy damage with their natural attacks. This negative energy damage does not heal undead. If their attack threatens a critical hit the target must make a Will save (DC 10 + shapeshifter level) or gain a single permanent negative level. If they take this negative level the shapeshifter heals an amount of hitpoints equal to 1/2 that creature's HD (minimum 0). The shapeshifter can spend a point of primal energy to force their target to save against this ability even if the attack was not a critical threat. When the shapeshifter spends primal energy in this way they heal an additional amount of hitpoints equal to twice their shapeshifter level.

TERRIFYING GLANCE

A shapeshifter with points of primal energy invested in this visage gains a gaze attack with a range of 30 feet. Creatures who fail a Will save (DC 10 + shapeshifter level) are afflicted with one of the following conditions: Shaken, Frightened, Panicked, or Cowering. Afflicted creatures suffer from the first condition that they do not have from on the list. Thus creatures who are shaken become frightened, and so forth. The shapeshifter can spend a point of primal energy as a swift or immediate action to give one affected creature a condition one step greater than they would normally gain from this ability.

8th Level Visages

CREATE SPAWN 6

This functions as the create spawn 5 visage, save that it functions as *summon nature's ally* 7 and the creatures spawned by the shapeshifter have a pool of primal energy equal to their HD + their constitution modifier.

FLESH WALKER

A shapeshifter with primal energy invested in this visage can, as a standard action, merge with the flesh of another living creature. While merged the shapeshifter use any visages that restore hitpoints or grant temporary hit points on that creature as though they were the shapeshifter. They can also make attacks from that creature's square. If the creature that the shapeshifter is occupying is damaged the shapeshifter must make a Will save (DC = damage dealt) or be jettisoned from the creature and be staggered for 1 round.

HUNTER'S AURA

A shapeshifter with primal energy invested in this visage exudes a presence so fierce that it can rend flesh and shatter bone. Any creature that ends its turn within 20 feet of the shape shifter takes 5d6 points of damage. Half of this damage is slashing and the other half is bludgeoning. A Will save (DC 10 + shapeshifter level) negates this damage. The shapeshifter can spend a point of primal energy as an immediate action to double the damage a creature is dealt by this ability.

PREDATOR'S QUARRY

A shapeshifter with primal energy invested in this visage can hunt their quarry across any distance. They can cast *discern location* as a spell-like ability, but only on creatures that they have personally injured. If that creature resides on another plane they can spend a point of primal energy to travel to that location as per a *planeshift* or *teleport* spell.

List of Visages (9th & 10th Level)

9th Level Visages

AUTOPHAGY

A shapeshifter with primal energy invested in this visage can consume their own flesh for a temporary boost in power. They can choose to take up to 5 points of Constitution damage, for each point of Constitution damage that they take they gain a point of primal energy. This primal energy can't be invested into visage or mantles, only spent. Any ability that reduces or negates Constitution damage also reduces the amount of primal energy they receive with this visage.

CREATE SPAWN 7

This functions as the create spawn 6 visage, save that it functions as *summon nature's ally 8* and the creatures spawned by the shapeshifter have a pool of primal energy equal to their HD + twice their Constitution modifier.

FORMSHIFT 5

This visage functions as the formshift visage save that the shapeshifter can also turn any creature up to and including creatures of colossal and fine size. This grants the shapeshifter a size modifier of 8. Fine creatures apply this modifier as a bonus to attack rolls and AC, and as a penalty to CMB and CMD. Colossal creatures apply this modifier as a penalty to AC and attack rolls, but as a bonus to CMB and CMD.

PREY INSIGHT

The thoughts of prey are as second nature to a shapeshifter with primal energy invested in this visage. They gain a bonus to Sense Motive checks equal to 1/2 their level. If they have a creature marked with their prey focus ability then the shapeshifter can spend a swift action to learn its thoughts, as though they spent a 3 rounds studying it with a *detect thoughts* spell a Will save (DC 10 + shapeshifter level) negates this effect. The shape shifter can spend a point of primal energy as a swift or immediate action to add 1/2 their level as an insight bonus to attack rolls against or to their AC against the attacks of the target of their prey focus ability.

10th Level Visages

CREATE SPAWN 9

This functions as the create spawn 6 visage, save that it functions as *summon nature's ally 9*.

REGENERATION

A shapeshifter with primal energy invested in this visage gains a bonus on stabilization checks equal to half their level. When they die or reach negative hit points they immediately gain regeneration equal to twice their level for a number of rounds equal to their Constitution modifier. This regeneration is suppressed by fire or acid damage. The shapeshifter can spend a point of primal energy on their turn to double the amount of regeneration that they receive for one round.

SPIRITUAL PUTREFACTION

A shapeshifter with primal energy invested in this visage can consume their prey's very existence. Using this ability is a swift action made after hitting with an attack. If the creature has 100 or fewer hit points it dies instantly. Otherwise, it must make a Will save (DC 10 + shapeshifter level) or take 1d4 permanent negative levels and be staggered for 1 round. A foe slain with this ability grants the shapeshifter 4 hit points per HD it possessed. Any hit points over the maximum become temporary hitpoints that last for one hour. Foes slain by this effect dissolve into ash upon death and can't be raised by any means short of a *miracle*, *wish*, or *true resurrection* spell.

Archetypes

Dog of War

AN ARCHETYPE FOR BARBARIANS IN THE PATHFINDER ROLEPLAYING GAME

Some barbarians, whether by fluke of nature or by ancient tradition, can act as natural conduits for the primal energy called upon by shapeshifters. These prodigies of natural fury turn into a whirling dervish of claw, scale, and death when they step on the battlefield.

Visages (Su):

At 1st level, a dog of war gains a limited number of shapeshifter visages as indicated on Table 2-1: Dog of War Visages. Upon reaching 4th level, and at every even-numbered barbarian level after that (6th, 8th, and so on), a barbarian can choose to change one of the visages they know. In effect, the barbarian loses the old visage in exchange for the new one. They can only use these visages while using their warp-spasm class feature.

This ability replaces fast movement.

Warp-Spasm (Su, Pn):

When a dog of war rages, instead of gaining the benefits of a normal rage they gain a +4 morale bonus to their Strength score. This bonus increases to +6 when they gain greater rage and +8 when they gain mighty rage. In addition the dog of war

immediately gains the benefits of all of the visages they know. Any visages that have additional effects based on the amount of primal energy act as though they had the minimum possible amount of primal energy invested in them to function. They gain a point of primal energy to allocate to any of these

visages when they attack the creature nearest to them at the start of their turn, regardless of whether that creature is friend or foe

Table 2-1: Dog of War Visages

LEVEL	VISAGES KNOWN	MAXIMUM VISAGE LEVEL
1st	1	1st
2nd	2	1st
3rd	2	1st
4th	2	2nd
5th	3	2nd
6th	3	2nd
7th	3	3rd
8th	4	3rd
9th	4	3rd
10th	4	4th
11th	5	4th
12th	5	4th
13th	5	5th
14th	6	5th
15th	6	5th
16th	6	6th
17th	7	6th
18th	7	6th
19th	7	7th
20th	8	7th

Primal Energy (Su):

At 4th level the dog of war gains a small pool of primal energy when they rage. This pool has a single point in it, and gains an additional point when they reach 8th, 12th, 16th, and 20th level. This pool refills after 8 hours of rest, these hours need not be consecutive. In addition the dog of war can activate a visage ability that normally requires expending points of primal energy without expending points. Doing so requires they spend 3 rounds of rage per point of primal energy they would otherwise need to spend. This replaces the barbarians 4th, 8th, 12th, 16th, and 20th level rage powers.

Wild Thing

AN ARCHETYPE FOR DRUIDS IN THE PATHFINDER ROLEPLAYING GAME

Nature is not a forgiving creature. Some druids acknowledge this and become ever-evolving creatures of pure primal energy. These maelstroms of shifting flesh are capable of twisting their bodies and those of their animal companion into impossible shapes.

Diminished Spellcasting (Su):

A wild thing can cast one fewer spell of each level than normal. If this reduces the number to 0, they may cast spells of that level only if their Wisdom allows bonus spells of that level. This modifies spellcasting.

Changeling (Ex):

A wild thing must choose an animal companion for their nature bond. An animal companion can change its shape as a full round action, in effect changing its statistics to another animal companion that would normally reside in that area. It retains its current hit point total. This modifies nature bond.

Shapeshifting (Su):

A wild thing knows a number of visages as indicated on Table 3-1: Wild Thing Visages. They have a pool of primal energy equal to 1/2 their level to invest or spend on these visages, and may do so as a move action. A wild thing can split these visages between themselves and their animal companion, as long as the total amount of visages each of them has in effect between them does not exceed the total number of visages the wild thing knows. This replaces wild empathy.

Table 3-1: Wild Thing Visages

LEVEL	VISAGES KNOWN	MAXIMUM VISAGE LEVEL
1st	1	1st
2nd	2	1st
3rd	2	2nd
4th	2	2nd
5th	3	2nd
6th	3	3rd
7th	3	3rd
8th	4	3rd
9th	4	4rd
10th	4	4th
11th	5	4th
12th	5	5th
13th	5	5th
14th	6	5th
15th	6	6th
16th	6	6th
17th	7	6th
18th	7	7th
19th	7	7th
20th	8	7th

Primal Magic (Su):

At 4th level, a wild thing can use their druidic magic to fuel their shapeshifting abilities. By expending a spell slot as a swift action they gain a number of points of primal energy equal to the level of the spell slot sacrificed, which they may immediately invest into or spend on visages. These points of primal energy are temporary and disappear after 1 minute. This replaces wild shape.

Charadier

AN ARCHETYPE FOR ROGUES IN THE PATHFINDER ROLEPLAYING GAME

The primal magic of shapeshifters is of particular interest to those who favor discretion and direction. These caddish scoundrels slip into new forms with but a thought and bamboozle those foolish enough to get caught in the charade.

Visages (Su):

At 1st level, a charadier gains a limited number of shapeshifter visages as indicated on Table 4-1: Charadier Visages. In addition, they gain the formshift visage in addition to their normal visages. Unlike other shapeshifters they need not invest primal energy to assume a visage. To assume a visage without investing primal energy takes a full round action on their part. Should the charadier take damage they must make a Will save (DC = 10 or $\frac{1}{2}$ damage delt, whichever is greater) to maintain the visage they have assumed. This replaces trapfinding.

Master of Disguise (Su):

At 3rd level, a charadier can form a parasitic psychic bond with a creature, allowing them to access their skills and memories. The charadier can touch a creature, a piece of a creature, or an object of special significance to that creature. The creature then makes a Will save (DC 10+ $\frac{1}{2}$ your rogue level+your Charisma modifier). If they fail the charadier gains one of the following benefits.

- A truthful answer to a single question, from the perspective of the creature.
- The ability to gain a number of ranks in a skill that the creature is trained in equal to their rogue level. This lasts until the next time the charadier makes a skill check using that skill.
- The ability to determine the distance and direction that creature's current position is from the charadier. This lasts for 24 hours.

The ability to perceive the world through that creature's senses for 1 round.

At 6th level and every 3 levels thereafter the charadier can choose to either gain an additional benefit from this list or inflict a -1 penalty on the creature making the save. The charadier may select a benefit more than once, their effects stack. Once a creature has made a save against this ability they cannot be affected by it again until 24 hours have passed. Alternatively the charadier can spend a point of primal energy to force the creature to save against this ability again, even if they've already made a save against it. This replaces trap sense.

New Feats

Primal Energy (Su):

At 4th level the charadier gains a small pool of primal energy. This pool has a single point in it, and gains an additional point when they reach 8th, 12th, 16th, and 20th level. This pool refills after 8 hours of rest, these hours need not be consecutive. This replaces the rogues 4th, 8th, 12th, 16th, and 20th level rogue talents.

Table 4-1: Charadier Visages

LEVEL	VISAGES KNOWN	MAXIMUM VISAGE LEVEL
1st	1	1st
2nd	2	1st
3rd	2	1st
4th	2	2nd
5th	3	2nd
6th	3	2nd
7th	3	3rd
8th	4	3rd
9th	4	3rd
10th	4	4th
11th	5	4th
12th	5	4th
13th	5	5th
14th	6	5th
15th	6	5th
16th	6	6th
17th	7	6th
18th	7	6th
19th	7	7th
20th	8	7th

Fleshy Foxhole

Prerequisite: Ability to cast a polymorph spell

Benefit: You can manipulate items merged with your form while you are polymorphed. You can push them out of your polymorphed form or activate them while they are within you. Magical effects generated by the effect (such as rays from a wand) emerge from an orifice of your choosing.

Extra Primal Energy

Prerequisite: Primal Energy class feature

Benefit: You gain 4 additional points of primal energy.

Special: This feat can be taken once at 1st level, and again at 5th, 10th, 15th, and 20th.

Extra Shapeshifting

Prerequisite: Shapeshifting class feature

Benefit: You may prepare an additional visage each day or two visage if they are both lower than the highest level visage you can use.

Special: This feat can be taken once at 1st level, and again at 5th, 10th, 15th, and 20th.

Polymorphic Disguise

Prerequisite: Ability to cast a polymorph spell

Benefit: You can assume the form of a specific creature that you possess a piece of when you polymorph. This does not change your stats or grant you new abilities, it simply lets you pass off as specific creatures. You may use your caster level + your spellcasting ability score modifier in place of your Disguise skill.

Feats

Shapeshifter's Last Resort

Prerequisite: Ability to cast a polymorph spell, Shapeshifting Vitality, caster level 8th

Benefit: The amount of temporary hit points you gain from Shapeshifting Vitality doubles. When you hit 0 hit points you can cast a polymorph spell you know or have prepared as an immediate action. If you do you don't take the rest of the damage and may act as though you were above 0 hit points for as long as the temporary hit points granted by shapeshifting vitality persist or until you are brought above 0hp by some other means.

Shapeshifting Acolyte

Prerequisite: No levels in a class or archetype that has the shapeshifting class feature, Shapeshifting Initiate, character level 7th

Benefit: You gain the shapeshifters improved shapeshift ability and you can prepare an additional shape. You may now prepare up to 3rd level shapes and you count your character level -2 as your shapeshifter level for determining the effects of your shapeshifter shapes.

Special: If you gain levels in a class or archetype that has the shapeshifting class feature, immediately trade this feat for the Extra Shapeshifting or Extra Primal Energy feat.

Shapeshifting Initiate

Prerequisite: No levels in a class or archetype that has the shapeshifting class feature.

Benefit: You gain the shapeshifters shapeshift class feature, you may prepare up to 2 1st level shapes and you gain an amount of primal energy equal to your level, up to a maximum of your Constitution modifier. This feat counts as shapeshifting for the purpose of meeting feat prerequisites. Your character level counts as 1/2 your shape shifter level for determining the effects of your shapeshifter shapes.

Special: If you gain levels in a class or archetype that has the shapeshifting class feature, immediately trade this feat for the Extra Shapeshifting or Extra Primal Energy feat.

Shapeshifting Vitality

Prerequisite: Ability to cast a polymorph spell

Benefit: When you cast a polymorph spell you gain an amount of temporary hit points equal to your caster level + your spellcasting ability score, which last for as long as the spell does.

Special: Druids with the wild shape ability may use that class feature as a polymorph spell for this purpose. They maintain the temporary hitpoints so long as they are wildshaped.

Items

Burning Heart Mask

Aura moderate transmutation; **CL** 8th

Slot head; **Price** 3,000 gp; **Weight** —

This flaming red mask is slightly warm to the touch. If a creature wears this mask while under a polymorph effect, then the first time each round a creature within 5 feet of them misses them with a melee attack they suffer 4d6 points of fire damage. Each time the mask activates in the same round after the first, the damage is reduced to 1d6 fire damage.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *elemental body I* or *fire shield*

Cost 1,500 gp

Celestial Veil

Aura moderate transmutation; **CL** 8th

Slot head; **Price** 3,000 gp; **Weight** —

This ivory mask is carved in such a way as to appear to be made of feathers, and is leafed in silver and gold. If a creature wears this mask while under a polymorph effect, it grants them a +2 sacred bonus to AC and saves against effects caused by evil creatures. Once per day the wearer can deal an extra 3d6 points of damage against an evil creature that they successfully damage with an attack or spell. After using this ability the mask becomes non-magical for 24 hours.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *protection from evil*

Cost 1,500 gp

False-Flesh Face

Aura moderate transmutation; **CL** 4th

Slot head; **Price** 6,000 gp; **Weight** —

This bestial white mask merges with the wearer's face when worn, changing their appearance to a more primal form. The mask contains a single shapeshifter visage with a level no greater than 3. While worn the user gains the benefit of that shapeshifter visage as though they were a shapeshifter of 1/2 their character level. If the visage grants the ability to expend primal energy to increase its effect they may drain the power from the mask directly, gaining the improved benefit as though they spent a point of primal energy and rendering the mask non-magical for 24 hours. If the benefit lasts for more than 1 round then they gain the benefit for 1 minute before the mask becomes non-magical.

If the wearer has the shapeshift class feature they can replace the visage contained in the mask when they prepare their shape shifter visages. In addition they may use their full character level to determine the effects of the visages contained within. They are still unable to spend primal energy on the mask's visage.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *alter self*

Cost 3,000 gp

False-Flesh Face, Greater

Aura moderate transmutation; **CL** 10th

Slot head; **Price** 30,000 gp; **Weight** —

This functions as a False-Flesh Face, save that it may hold any number of shape shifter visages, so long as their collective level does not exceed 6.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *polymorph*

Cost 15,000 gp

Items

Exsanguinating Mask

Aura moderate transmutation; **CL** 8th

Slot head; **Price** 4,000 gp; **Weight** —

This bone white mask has tiny fangs poking from its lips. If a creature wears this mask while under a polymorph effect, they gain a bite or claw attack with the form, if it didn't have one already. The first time each round they hit with a natural attack they inflict a 1d4+1 Constitution penalty on the target. This penalty does not stack with itself. Apply the highest penalty instead. The user gains 4 temporary hit points per point of Constitution penalty the target takes.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *undead anatomy*

Cost 2,000 gp

Predator's Trophy

Aura moderate necromancy; **CL** 6th

Slot —; **Price** 16,000 gp; **Weight** —

This grisly preserved trophy is made from a vital organ of a creature. Characters with the shapeshifter's mantle class feature can invest primal energy into it to gain the mantle appropriate to the creature it was made from. This does not replace a mantle that the shapeshifter has acquired through their mantle class feature. If the shapeshifter currently has the mantle that matches the one granted by the predator's trophy, they treat their level as 4 higher for the purpose of determining what mantle powers they can use and their effects. A creature can only have primal energy invested in one predator's trophy or mantle at any given time.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *gentle repose*

Cost 8,000 gp

Shape Leech Cloak

Aura moderate abjuration and transmutation; **CL** 12th

Slot Shoulders; **Price** 16,000 gp; **Weight** —

The wearer of this pure white cloak can store a *polymorph* spell active on them as a swift action. The cloak then changes its' pattern and coloration to suggest the form contained within it. The spell's duration is suppressed when stored in the cloak in this manner. The wearer can then assume the form contained within the cloak as a standard action, resuming its duration and gaining the benefits of that spell until they chose to suppress it again. This need not be continuous, but must be used in at least one minute increments. If the user is subject to a polymorph effect involuntarily then the cloak activates automatically, replacing any previous form stored in the cloak. Any spell stored in the cloak is lost after 24 hours.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *dispel magic*, *contingency*

Cost 8,000 gp

Stony Visage

Aura moderate transmutation; **CL** 8th

Slot head; **Price** 6,000 gp; **Weight** —

This stiff granite mask grants the user a +2 enhancement bonus to their natural armor and DR 5/magic if worn while under a polymorph effect.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *stoneshape*

Cost 3,000 gp

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Version 1.0a

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