

SECOND EDITION

PATHFINDER®

An illustration of a masked warrior in a blue and red tunic with a yellow sash, holding a sword and standing next to a large fire. A wizard in a grey robe and orange sash stands to the right, holding a staff. The background shows a stone building with arched windows. The entire scene is framed by a decorative border of green leaves, vines, and ladybugs.

Wardens of Wildwood

ADVENTURE PATH

Player's Guide

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PATHFINDER

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Wardens of Wildwood

Player's Guide

How to Use This Guide

Welcome to the Wildwood!

The Wardens of Wildwood Adventure Path is a nature-themed campaign that starts in the Verduran Forest, a place of untamed mystery. Your character will join a celebration of nature that is tainted by the underlying political tension between the Verduran Forest and its neighbors, exemplifying the push and pull between civilization and the wild. You'll begin as 5th-level characters who are either denizens of the forest or visiting to attend an annual festival known as the Greenwood Gala.

All you need to play this Adventure Path is the *Player Core* book and a character sheet. With your Game Master's permission, you can also use Pathfinder Second Edition rulebooks and campaign setting books for character customization. The upcoming *Pathfinder Howl of the Wild* rulebook is strongly suited to Wardens of Wildwood's themes and features new ancestries that will shine in this campaign.

The Moot of Ages

The Moot of Ages is an annual gathering of druids and practitioners of the Green Faith to convene and embrace what they've learned from nature. This is the only time the isolated Isle of Arenway, home to the druids of the Wildwood Lodge, opens to visitors and friends. It is also a time for enemies and spies to try and take advantage of the influx of guests to infiltrate the meeting, though none have succeeded yet.

On the surrounding riverbanks, an unaffiliated three-day festival called the Greenwood Gala is held for nature lovers to gather and enjoy feasts, games, and dancing. The Gala is concluded with the symbolic renewal of the Treaty of Wildwood, with a representative of the nation of Taldor exchanging a bag of seeds with a representative of the Forest for a piece of wood. The festival is a time for joy but also a place where disgruntled denizens of the Forest sometimes breed discontent, unhappy with Taldor's overlogging and the druids' seeming reluctance to press the issue. Your characters will be attendees of the Gala, recruited to help respected elder Emorga All-Seer keep the party from getting too rowdy even as they enjoy the festivities.

VERDURAN FOREST

The Verduran Forest is the largest woodland in Avistan and home to fey, awakened animals, and other primal creatures. It might be most famous for its ties to the

renegade druid Ghorus, who fought against and was defeated by Taldor's First Army of Exploration millennia ago. Nowadays, the forest is protected from such incursions by the Treaty of Wildwood, which provides sustainable lumber concessions to Taldor in exchange for protection and relative autonomy. The treaty might keep the peace, but not everyone believes it's enough to protect this unique wilderness.

There is little in the way of law enforcement in the Forest outside of its few settlements; the Wildwood Lodge confronts any serious threats, but nature is otherwise left to police itself. Carnivorous plants and enormous wildlife live freely, and mischievous fey roam as they please. The Verduran Forest is a place where nature rules above civilization, though civilization seems determined to encroach upon its domain.



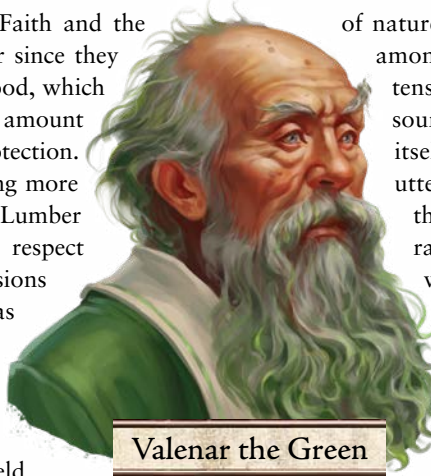
Emorga All-Seer

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THE WILDWOOD LODGE

An ancient order of druids, the Wildwood Lodge is the ruling authority of Verduran Forest. These druids reside on the Isle of Arenway, an island at the junction of the Sellen River and Verduran Fork. The isle is a sacred place to the Green Faith and the exclusive base of the druids ever since they established the Treaty of Wildwood, which allows Taldor to take a prescribed amount of lumber in exchange for protection. Recently, loggers have been taking more than agreed and Andoran's Lumber Consortium has shown little respect for the forest's denizens. Tensions are growing among the druids as they determine how to address the issue. Valenar the Green, a druid elder who has been voted into leadership at every Moot for the past 17 years, has held strong to the tentative peace formed by the treaty; however, sentiments have soured, and many voices clamor for change—or even outright violence.



Valenar the Green

WILDWOOD LODGE

MEDIUM ENVIRONMENTAL

Isolationist protectors of nature and its will

Scope and Influence global (followers of the Green Faith; strong), regional (Avistan; moderate), territory (Verduran Forest; preeminent)

Goals preserve nature, protect the Isle of Arenway

Headquarters Isle of Arenway, Verduran Forest

Key Members Emorga All-Seer, Valenar the Green, the Wildwatcher, Xivaga

Allies acolytes of the Green Faith, druids, fey, Kyonin

Enemies loggers, poachers, The Andoren Lumber Consortium

Assets contacts (druids and rangers), magic items, training

Membership Requirements devote your life to tending the Isle of Arenway and protecting its secrets, follow the Green Faith

Values devotion to nature, living sustainably, maintain balance between civilization and nature

Anathema abuse of natural resources, destroying the environment, killing animals for reasons other than self-defense or sustenance

Character Suggestions

Though you're free to make any kind of character you like for the Wardens of Wildwood Adventure Path, taking the following suggestions into consideration will help you get the most out of this campaign.

MORALITY

Some Adventure Paths assume the PCs are heroes fighting to right wrongs or defend the weak; this is not one of them. The people attending the Greenwood Gala have one thing in common: they are defenders of nature. The clash in attitudes and morality among attendees is a source of underlying tension at the festivities and a major source of conflict within the campaign itself. While your character shouldn't be utterly depraved, selfish, or murderous, the campaign does accommodate a wide range of mortalities, from peace-loving wardens to anti-colonial assassins. Whatever the case, your character should care about protecting the Verduran Forest (and nature in general), and it's highly encouraged to befriend and care for your fellow party members.

As always, it's a good idea to discuss expectations with your group and where you want the story's ethical compass to point. Is everyone comfortable playing characters with divergent approaches to protecting the Verduran Forest (and does the group have a healthy way to stop characters' disagreements from becoming real-world arguments)?

ANCESTRIES

As with any Adventure Path, Wardens of Wildwood supports the vast majority of character options, including ancestries. The following are noteworthy options to consider.

Common Ancestries

Any common ancestry in *Player Core* can be found at the Grand Moot, as druids and Green Faith adherents from all over Golarion have been invited to this grand meeting. While any protector of nature can find common ground with the Verduran Forest's citizens, elves tend to receive an especially warm welcome as Kyonin has maintained friendly relations with the Verduran Forest and often delivers news of global events.

Gnome: The Verduran Forest hosts a large population of fey and other denizens of the First World, and it's a favorite realm for gnomes. The gnomish city of Wispil helped negotiate the Treaty of Wildwood, playing a key part in the current peace between Verduran Forest and Taldor. The gnomes take great pride in their role as mediators, and Wispil

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SUGGESTED CHARACTER OPTIONS

	Ancestries	Classes	Languages	Skills
Strongly Recommended	Awakened Animal ^{HotW} , Beastkin ^{LOAG} , Elf, Gnome, Human, Leshy	Druid, Kineticist, Ranger	Common, Fey	Athletics, Diplomacy, Nature, Survival
Recommended	Ardande ^{RoE} , Centaur ^{HotW} , Conrasu ^{LOME} , Dwarf, Ghoran ^{LOIL} , Goblin, Halfling, Kobold ^{APG} , Sprite ^{LOAG}	Barbarian, Bard, Fighter, Oracle ^{APG} , Sorcerer, Summoner ^{SoM} , Thaumaturge ^{DA} , Witch	Aklo, Elven, Gnomish	Acrobatics, Deception, Intimidation, Medicine, Performance, Stealth
Appropriate	All other ancestries (save for below)	Alchemist, Champion, Cleric, Gunslinger ^{G&G} , Inventor ^{G&G} , Investigator ^{APG} , Magus ^{SoM} , Monk, Psychic ^{DA} , Rogue, Swashbuckler ^{APG} , Wizard	Arboreal	Arcana, Crafting, Occultism, Religion, Thievery
Not Recommended	Any undead ancestries	—	—	—

^{LOAG} See the *Lost Omens Ancestry Guide*.

^{LOCG} See the *Lost Omens Character Guide*.

^{LOIL} See the *Lost Omens Impossible Lands*.

^{LOME} See the *Lost Omens Mwangi Expanse*.

^{APG} See the *Pathfinder Advanced Player's Guide*.

^{HotW} See the *Pathfinder Howl of the Wild*.

^{G&G} See the *Pathfinder Guns & Gears*.

^{RoE} See the *Pathfinder Rage of Elements*.

^{SoM} See the *Pathfinder Secrets of Magic*.

is the largest legal source of timber and woodwork to the Taldan Imperial Navy.

Goblin: One might think a goblin would attract trouble living in the woods among so many trees, given their pyromaniac tendencies—and some do! Yet goblins of the Wildwood exercise considerable discipline by carefully setting controlled blazes to maintain the forest's health. Thanks to the tireless antics of fey, goblins also have countless outlets and accomplices for their excess energy. Residents might exercise caution around an unfamiliar goblin while nevertheless respecting that them is a vital part of the local ecosystem.

Leshy: Leshies of most types are common in the Verduran Forest. Those specifically from the Isle of Arenway are an unusual breed among their kind. These leshies spontaneously spring to life without the aid of a druid's magic and are known for their feral behavior, such as staring menacingly at visitors for hours on end, baiting carnivorous plants to investigate visitors, and stealing trinkets jewelry, hair, and scraps of fabric. While the Arenway leshies are insular and xenophobic, a leshy PC might have grown up on the island and decided to explore the wider world (starting with the Greenwood Gala).

Uncommon and Rare Ancestries

There are many unusual ancestries among the denizens of Verduran Forest, drawn to its powerful connection to nature and the First World. Though not released at the time of publication, *Pathfinder Howl of the Wild* introduces the awakened animal ancestry and centaur ancestry, each of which are well suited to this adventure.

Ardande: The plant-infused ardandes were rare in the Verduran Forest until recently, when their birth rate spiked among a wide range of ancestries. This suggests these beings aren't enchanted by the forest's own primal magic, but rather by some other force. If your character is an ardande, you might be one of the older few or a traveler from another land, hoping to explore your verdant heritage. Few in the Verduran Forest wouldn't show concern about a neighbor with flowers blossoming in their hair or mushrooms growing from their shoulders, even if they don't know the precise reason for the growths.

Awakened Animal: Many of the awakened animals of Verduran Forest are local to the area, their minds receiving a shock of intelligence from the primal energies of the ancient woods. Others were once a beloved companion to a druid or the familiar of a mage long gone, finding solace in nature. Regardless of their

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origin, all are treated as respected citizens and have the rights of any other sapient creature.

Beastkin: Beastkin turned away by society find sanctuary in the woods, able to live freely without the fear of being mistaken for a monster. Some even choose to remain in their hybrid form at all times in proud defiance of those who once scorned them. Beastkin communities are small but tightly knit regardless of inherent animals, though those with the same inherent animal tend to form incredibly close bonds.

Centaur: Some of the centaur clans from the Whistling Plains of Taldor made their way to Verduran long ago, preferring the lush green of the forest to the arid winds of the grasslands. These clans are the most organized of Verduran Forest's residents, disciplined and mighty in comparison to the reckless fey that flit about.

Conrasu: Some conrasus find their way to the Wildwood and opt to stay, finding a habitat optimal for their health with rich soil and friendly neighbors. The locals find the conrasus a bewildering curiosity and many conrasu find themselves the favorite perch of bold sprites or the constant guests of perplexed arboreal regents.

Ghoran: The creator of the Ghorans, the renegade druid Ghorus, originally led his own lodge in the Verduran Forest. Though centuries have passed, Ghorans often feel drawn to the woods where he once held domain, though it is unknown if this stems from mere curiosity or a drive their creator might have instilled in them.

Kobold: The prevalence of kobolds in Andoran has led to a small population of kobold tribes migrating into the Wildwood. Rather than serving a dragon, these tribes are generally loyal to either the Wildwood Lodge or a powerful fey they find worthy.

Sprite: The Verduran Forest is home to a large population of fey, sprites being some of the most common. While many of the forest's residents avoid and detest the loggers taking portions of the land, the local sprites enjoy interacting with outsiders by perching on their heads and chattering away as they work. If someone is rude to them, the entire sprite community might come together to conjure up a nasty prank as punishment.

Undead: Few in the Verduran Forest suffer undead, whose existence is seen as an affront to the forest's abundant life. Characters with undead archetypes or the skeleton ancestry are not a good fit for this Adventure Path, which involves the PCs regularly collaborating with creatures who would distrust, detest, and even destroy any undead they encounter.

CLASSES

The Moot of Ages welcomes those who guard and commune with nature, making druids and rangers the prototypical guests. Kineticists, drawing their power from natural elements, are also a strong choice for an attendee. There is no class that would be a bad choice so long as you have narrative reasons to attend the Moot, but taking options that connect your character to nature, the elements, or the fey will draw your character deeper into the themes of the adventure.

LANGUAGES

The primary language in Avistan is Taldane, referred to as Common in this Adventure Path. Any other common languages are helpful to know, but Fey is a particularly strong choice as there are many fey denizens of the Verduran Forest. Elven and Gnomish are also great choices as there is a large gnome population in the Forest and the elves of Kyonin have a good relationship with the Wildwood Lodge. Aklo can be helpful to know in case the party comes across fey prone to darker instincts.

FAITHS

Most if not all of the attendees of the Moot of Ages follow the Green Faith, which does not have a central deity but views nature itself as sacred and willful. The Green Faith has a strong influence on Verduran Forest, with the druids of Wildwood Lodge acting as unofficial clergy as they tend the Isle of Arenway. Arenway is considered sacred due to a strong presence of nature spirits and the thriving of rare and nearly extinct species. The druids fiercely defend its isolation and sanctity.

The Greenwood Gala attracts followers of nature deities such as Gozreh and Cernunnos, but one does not need to worship any aspects of nature to attend the Gala, only venerate and defend nature itself. Other deities one might choose to follow include Erastil, Ketephys, and Verilorn. In the eyes of some, Erastil's edicts toe the line between favoring civilization and respecting nature due to his focus on agriculture and community, while others believe he exemplifies the exact balance needed. Ketephys is popular with those angry with loggers, pointing to his anathema of taking more than needed. Verilorn is popular for his reputation as a careful gardener and his followers see him as an example of the need to find order even in the wild.

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SKILLS AND FEATS

For an attendee of a druidic gathering, nature and survival are obviously strong choices for skills. Your characters will be assisting in the de-escalation of problems at the Moot and in calming down flaring tempers, making Athletics and Diplomacy strongly recommended for handling such situations. Other social skills will be helpful for interacting with the diverse guests and outsiders, and the ability to move swiftly with Acrobatics or Stealth can aid in addressing issues quickly.

Exploration: The Verduran Forest is a large, untamed environment the PCs will traverse. Skills like Nature, Stealth, and Survival will help avoid dangers, identify creatures and tracks, and move to locations without attracting attention. Athletics and Acrobatics can help get around physical obstacles such as fallen trees and rushing rivers. Crafting and Medicine are always useful to fix items, create snares and traps, and patch up allies when you might not have access to potions and doctors.

Politics: The Greenwood Gala is full of political clashes and hidden agendas. Diplomacy and Performance skills can win your PC friends and alliances while de-escalating tensions that arise or you can go with Intimidation to lay down the law with those who only respect strength. The Society skill will help a PC recognize attendees and their possible goals, while Deception can disguise one's knowledge—or their ignorance.

BACKGROUNDS

At the start of this campaign, you and your party members have arrived at the Isle of Arenway to attend the Moot of Ages. The six custom backgrounds created for this Adventure Path present various reasons your PCs might know the local druids, live in the Verduran Forest, or have been invited to attend. While you aren't required to choose one of these backgrounds, your character's background and backstory should involve both some reason the Wildwood Lodge would welcome you at their annual gathering and motivations to protect the wildernesses of southeaster Avistan.

Standard Backgrounds

If you prefer to choose a standard background from the *Player Core*, good thematic choices for this Adventure Path include animal whisperer, herbalist, hermit, hunter, nomad, and scout. Some backgrounds from *Rage of Elements* that suit the themes of the

adventure are dendrologist and elementally infused (selecting wood as the element).

Wardens of Wildwood Backgrounds

The following new backgrounds are designed specifically for the Wardens of Wildwood Adventure Path. You can use these backgrounds to inspire personality traits and details that tie your character to the Verduran Forest and Wildwood Lodge.

FEY FRIEND

BACKGROUND

UNCOMMON

Many grow up hearing cautionary tales of mischievous fey, and with good reason: from sprites' pranks to gremlins' sabotage to redcaps' outright lethality, fey pose a real danger to the unwary. But not for you—usually! Whether you grew up near an enchanted wilderness, have visited the First World, frequently deal with nature spirits, or even were a fey foundling raised by otherworldly beings, you're well acquainted with fey, their myriad traditions, and their even more numerous tricks. Fey and the Wildwood Lodge aren't the same thing, yet there's enough overlap that you're sure to fit in at the upcoming Greenwood Gala.

Choose two ability boosts. One must be to Charisma or Dexterity, and one is a free ability boost.

You're trained in the Deception skill and the Fey Lore skill. You gain the Charming Liar skill feat.

GREEN FAITH PILGRIM

BACKGROUND

UNCOMMON

You are an adherent of the Green Faith, striving to bring harmony between nature and civilization. While you might hail from Shining Kingdom region surrounding the Verduran Forest, the annual Moot of Ages draws visitors from across the world. Traveling here is a sacred journey that could deepen your understanding of nature's will. As part of your journey and natural communion, you've relied heavily on flora and fauna to ease your sores and other injuries.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and the Green Faith Lore skill. You gain the Natural Medicine skill feat.

MOOT GUARD

BACKGROUND

UNCOMMON

You are a respected guardian of the Verduran Forest, and the Wildwood Lodge has called upon you to manage security at their upcoming Greenwood Gala. What deeds earned you such trust and esteem? Perhaps you have

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skirmished with Taldan poachers, subdued riotous fey festivities, or spent years systematically sabotaging illegal Andoren woodcutting ventures. Maybe you are officially part of the Wildwood Lodge, serving as a part-time bodyguard and negotiator to help maintain order—otherwise Taldan nobles might send in their own army to keep the peace. Whatever the case, you know that tensions are building between factions who support and oppose the lodge's current leader, Valenar the Green, and you might have to step in to keep the Greenwood Gala fun and welcoming.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Intimidation skill and the Warfare Lore skill. You gain the Intimidating Glare skill feat.

TREE FRIEND

UNCOMMON

You aren't a mere visitor or settler living on a woodland's outskirts; you're an avid inhabitant of the Verduran Forest or another verdant wilderness. Intelligent plants like arboreals and leshies have accepted you as their neighbor, and you're adept at communicating with such creatures to avoid misunderstandings and violence. Even if you aren't part of the Wildwood Lodge, you have such a deeply ingrained connection to nature that the druids welcome you to their event.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Forest Lore skill. You gain the No Cause for Alarm skill feat, and you can choose Arboreal as one of your known languages.

VERDURAN CITY FOLK

UNCOMMON

You hail from one of the few large settlements in or around the Verduran Forest, such as Bellis or Wispil. It might be that you're part of these towns' timber operations or supporting industries, such as transporting supplies, overseeing operations, or serving as a remote bureaucrat who reports to a distant capital and enforces the Treaty of the Wildwood. Whatever the case, you're part of a scattered constellation of settlements that share cultural touchstones, including fey-inspired games like Prismati.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Society skill and the Games Lore skill. You gain either Multilingual or Streetwise as a skill feat.

BACKGROUND

REGIONAL SETTLEMENTS

Andoran and Taldor administer various settlements in the Verduran Forest, though few grow beyond a few thousand inhabitants in size. The following are a few noteworthy locations where your character might have lived or worked.

Bellis: Built to supplement Andoran's timber supply, Bellis is far more famous for its bees, honey, wax, and mead. These industries begot a local cryptid known as the Beeman of Bellis.

Fusil: Long ago, this village's inhabitants made a pact with the region's druids and fey, ensuring their safety in exchange for never felling a single tree. Fusil instead relies on small-scale mining and foraging.

Wispil: This gnome-dominant city deep in the forest sustainably supplies Taldor with much of its shipyards' timber. Locals are adept at navigating the nearby rivers and love cultural arts like Taldan opera.



WOOD WARDEN

UNCOMMON

For all their thorns, beasts, and hazards, the wilds aren't invulnerable. If the natural wonders of the Verduran Forest are to survive, they need guardians like you. You have learned to monitor and protect wildernesses, earning you the Verduran Lodge's respect even if you're not affiliated with any druidic organization. Perhaps you grew up in a community that revered and carefully managed its local ecosystem, learning millennia-old traditions. It could be you were an unlikely survivor who learned to live off the land out of necessity, gradually becoming its protector. Whatever the case, traveling to the Greenwood Gala is a great opportunity to share your knowledge, learn new tricks, and recruit allies who can help defend your home.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Scouting Lore skill. You gain the Survey Wildlife skill feat.

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