

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# PUPPETMASTER







LEAD DESIGN  
**Reid Stewart**

ART  
**Fernando Casaus, Jeff Hill**

GRAPHIC DESIGN  
**Ivan Manolov**

DESIGN  
**Corrado Marcucci, Mitch Clark, Allen Wood**

PLAYTESTING  
**Arno S, Art S, Brent F, Gabriel G, Jason N, Nick S, Tom A**

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# Puppetmaster

Within the heart of a child dwells powerful magic, enabling him to see that which cannot be seen, stretch the passage of time and define the boundaries of life and death. Most adults hold these powers to be imaginary, but a puppetmaster recognizes that they are, in fact, quite real. They are products of wonder, a fantastic source of magic lost with age. A puppetmaster's abilities are born of enduring wonder. Instead of allowing reality to shatter his sense of wonder, he learns to manipulate its magic, sculpting reality into a more accommodating form. The more he allows his sense of wonder to shape his reality, the stronger it becomes; ultimately defining his existence on the material plane according to his sorcerous fancy.

**Role:** A puppetmaster is an inspiration to all. They are no strangers to sorcery, and magic permeates their craft in marvelous ways. Some are passionate animists, carefully tending to constructs they have willed to life. Others are masterful manipulators, capable of controlling others through enchanted strings. Still more are beguiling storytellers, manipulating magical tales that bestow wondrous effects upon their audience.

**Alignment:** Any.

**Hit Die:** d8.

**Starting Wealth:** 3d6 x 10 gp (105 gp).

## Class Skills

The puppetmaster's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int) and Use Magic Device (Cha).

**Skill Ranks per Level:** 6 + Int modifier.

## Class Features

The following are the class features of the puppetmaster.

### Weapon and Armor Proficiency:

Puppetmasters are proficient with the blowgun, bolas, dagger, handaxe, heavy crossbow, light crossbow, net and whip. They are proficient with light armor, but not with shields. A puppetmaster can cast puppetmaster spells while wearing light armor without incurring the normal arcane spell failure chance. Armor check penalties apply to all of a puppetmaster's class-specific checks (such as manipulation checks).

**Font of Wonder:** A puppetmaster has a number of wonder points that he can spend to ensorcel his puppetry, learn enchantments and gain other abilities. A single ability, called a wonder, can be refunded each time a puppetmaster gains a level, but they are otherwise set. Multiple instances of the same wonder can be refunded as if a single wonder. Some wonders require that a puppetmaster have a particular wonder or be of a specific level before he can choose them. If a puppetmaster refunds a wonder while he still has wonders that require the one he just refunded, he gains 1 permanent negative level and all wonders that require the wonder he just refunded are also refunded. Unless otherwise stated, a puppetmaster cannot select an individual wonder more than once.

All wonders are supernatural abilities. They can't be disrupted in combat and don't provoke attacks of opportunity. They aren't subject to spell resistance, counterspells, or *dispel magic*, and don't function in antimagic areas.

Wonder points can be saved. A puppetmaster need not spend all of his wonder points when he gains a level; however, remaining wonder points cannot be spent until the puppetmaster gains a new level.

Wonders are listed at the end of this class entry.

**Spells:** A puppetmaster casts arcane spells



drawn from the puppetmaster spell list. He can cast any spell he knows without preparing it ahead of time. Every puppetmaster spell has a somatic component. To learn or cast a spell, a puppetmaster must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a puppetmaster's spell is equal to 10 + the spell level + the puppetmaster's Charisma modifier.

Like other spellcasters, a puppetmaster can cast only a certain number of spells per day of each spell level. His daily spell allotment is given on Table: Puppetmaster. He does not receive additional spells per day if he has a high Charisma score.

The puppetmaster's selection of spells is extremely limited. Each time the puppetmaster gains access to a new spell level, he learns 1 spell of that level. Additional spells known must be purchased with wonder points. His maximum number of spells known is indicated on Table: Maximum Spells Known.

If a puppetmaster chooses to refund the *spells known* wonder upon gaining a level, he can refund all but one spell of each level at which he knows at least 2 spells.

**Cantrips:** Puppetmasters know 3 cantrips, or 0-level spells. Knowing these cantrips does not cost wonder points. These spells are cast like any other spell, but they are not expended when cast and can be used again.

**Doublespeak (Su):** A puppetmaster can hide words within words, effectively speaking two words at the same time. He chooses which layer of speech each creature within his line of sight hears - the base layer or the hidden layer. Creatures he cannot see hear the base layer. A puppetmaster can use this ability for a number of minutes per day equal to his class level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

**Sorcerous Manipulator:** At 1st level, a puppetmaster gains a puppetry wonder of his choice as a bonus wonder. He begins play with a masterwork puppet conceived of his own imagination that is appropriate to the style

of puppetry selected. This wonder cannot be refunded.

**Wondrous Workshop (Ex):** A puppetmaster with access to his workshop adds his class level to Craft skill checks related to puppets. He also adds +10 to the DC of affected Craft checks when determining progress. The materials, cost and DC required to create a puppet vary greatly, but standard materials, average costs and average DCs are listed at the end of this class entry. Masterwork puppets cost 50 gp more than





# Table: Puppetmaster

Level	Base	Fort	Ref	Will	Special	Font of Wonder	Spells per Day					
	Attack Bonus						1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
1	+0	+0	+2	+2	Cantrips, doublespeak, sorcerous manipulator, wondrous workshop	6	2	-	-	-	-	-
2	+1	+0	+3	+3	Manipulator's wiles +1	8	3	-	-	-	-	-
3	+1	+1	+3	+3		11	3	-	-	-	-	-
4	+2	+1	+4	+4		15	4	2	-	-	-	-
5	+2	+1	+4	+4		20	4	3	-	-	-	-
6	+3	+2	+5	+5	Manipulator's wiles +2	26	4	3	-	-	-	-
7	+3	+2	+5	+5		33	4	4	2	-	-	-
8	+4	+2	+6	+6		41	5	4	3	-	-	-
9	+4	+3	+6	+6		50	5	4	3	-	-	-
10	+5	+3	+7	+7	Manipulator's wiles +3	60	5	4	4	2	-	-
11	+5	+3	+7	+7		71	5	5	4	3	-	-
12	+6/+1	+4	+8	+8		83	5	5	4	3	-	-
13	+6/+1	+4	+8	+8		96	5	5	4	4	2	-
14	+7/+2	+4	+9	+9	Manipulator's wiles +4	110	5	5	5	4	3	-
15	+7/+2	+5	+9	+9		125	5	5	5	4	3	-
16	+8/+3	+5	+10	+10		141	5	5	5	4	4	2
17	+8/+3	+5	+10	+10		158	5	5	5	5	4	3
18	+9/+4	+6	+11	+11	Manipulator's wiles +5	176	5	5	5	5	4	3
19	+9/+4	+6	+11	+11		195	5	5	5	5	4	4
20	+10/+5	+6	+12	+12		215	5	5	5	5	5	4

standard puppets.

**Manipulator's Wiles (Ex):** At 2nd level, a puppetmaster gains a +1 bonus to Bluff checks, Perform (puppetry) checks and all class-specific checks related to the use of puppets (manipulation checks, story checks, etc.). This bonus increases to +2 when the puppetmaster reaches 6th level, to +3 when he reaches 10th level, to +4 when he reaches 14th level and to +5 when he reaches 18th level.

## Wonders

**Reading Wonders:** Wonders are listed according to the following format, where the wonder listed in large font indicates a puppetry wonder and the wonder listed in small font

indicates a wonder that requires the previously listed puppetry wonder:

## [Cost] Name (Puppetry)

Description.

[Cost] Name (Required Wonder): Description.

Wonders are categorized according to the requisite puppetry wonder, then listed in order of ascending cost. Wonders that do not require a particular puppetry wonder are listed beneath the *Miscellaneous* heading, featured at the end of this section of the class entry.



**Table: Maximum Spells Known**

Level	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
1	4	3	-	-	-	-	-
2	4	4	-	-	-	-	-
3	6	4	-	-	-	-	-
4	6	4	3	-	-	-	-
5	6	4	4	-	-	-	-
6	6	5	4	-	-	-	-
7	6	5	4	3	-	-	-
8	6	5	4	4	-	-	-
9	6	5	5	4	-	-	-
10	6	6	5	4	3	-	-
11	6	6	5	4	4	-	-
12	6	6	5	5	4	-	-
13	6	6	6	5	4	3	-
14	6	6	6	5	4	4	-
15	6	6	6	5	5	4	-
16	6	6	6	6	5	4	3
17	6	6	6	6	5	4	4
18	6	6	6	6	5	5	4
19	6	6	6	6	6	5	4
20	6	6	6	6	6	5	4

### [10] Animism (Puppetry)

A puppetmaster with this wonder can grant life to a puppet by wishing it were real. This wish is instantaneous and requires no action, though the puppetmaster must believe his wish to be magical (upon a star, in a well, as a prayer, etc.). After making this wish, a single Small doll or puppet of at least masterwork quality and of the puppetmaster's own device is awakened as a construct called an animated doll. An animated doll is a sentient creature with a will of its own. It can be made from any material, but it must depict a creature other than a construct.

An animated doll's abilities are determined by the puppetmaster's class level and the wonders he selects. Animated dolls do not receive construct points. Unlike most class-based companions, an animated doll does not automatically gain HD as the puppetmaster gains levels. An animated doll's HD is determined by the number of

wonder points the puppetmaster has spent to select wonders that require the *animism* wonder. An animated doll's HD cannot exceed an amount based on the puppetmaster's class level. An animated doll's maximum HD and scaling abilities are detailed on Table: Animated Doll. Note that the ability scores presented can be arranged in any order, but once made, this choice cannot be changed. All other statistics are given in the animated doll creature entry at the end of this wonder's description. There are, however, three major omissions. First, an animated doll's alignment is determined by the GM. Second, an animated doll's primary base material has effects on its physical properties. Common base materials and their typical effects are listed on Table: Base Materials. Other materials can be used, though their effects should be no more powerful or debilitating than those listed. Third, an animated can read and speak every language that the puppetmaster knows. Note that, with an Intelligence score of at least 8 and immunity to mind-affecting effects, an animated doll does not require training to bear a rider into combat.

Like other constructs, an animated doll cannot benefit from magical healing unless the effect explicitly states that it applies to constructs. Unlike other constructs, an animated doll cannot be repaired with the Craft Construct feat. However, given Craft (puppet) tools and suitable materials, a puppetmaster can repair a willing animated doll that he has wished to life, curing it for a total of up to 5 hit points per puppetmaster level per day. Every hit point restored requires 1 round of repairs. Most repairs require materials that cost less than a total of 1 gp, though exceptions do exist (such as repairing an animated doll made of ivory or replacing a gem). If an animated doll is destroyed, it returns to its inanimate state.

Once per day, if a puppetmaster's animated doll is destroyed, he can repair its body to half its maximum hit points. This does not count against the number of hit points he can cure through repairs that day, nor does it reanimate the doll, but it does enable him to instantly refund any wonders he has selected (except the *animism*



## Table: Animated Doll

Class Level	Hit Dice	Wonder Points Required	Base Attack Bonus	Saving Throws	Skill Points	Ability Scores
1	1	0	+1	+0	2	10, 10, 10, 10, 10
2	2	2	+2	+0	4	12, 10, 10, 10, 10
3	3	5	+3	+1	6	14, 10, 10, 10, 10
4	3	5	+3	+1	6	14, 10, 10, 10, 10
5	4	8	+4	+1	8	16, 12, 10, 10, 10
6	5	13	+5	+1	10	16, 12, 10, 10, 10
7	6	18	+6	+2	12	18, 12, 10, 10, 10
8	6	18	+6	+2	12	18, 12, 10, 10, 10
9	7	25	+7	+2	14	20, 14, 12, 10, 10
10	8	32	+8	+2	16	20, 14, 12, 10, 10
11	9	45	+9	+3	18	22, 14, 12, 10, 10
12	9	45	+9	+3	18	22, 14, 12, 10, 10
13	10	55	+10	+3	20	24, 16, 12, 10, 10
14	11	66	+11	+3	22	24, 16, 12, 10, 10
15	12	78	+12	+4	24	26, 16, 12, 10, 10
16	12	78	+12	+4	24	26, 16, 12, 10, 10
17	13	91	+13	+4	26	28, 18, 14, 10, 10
18	14	105	+14	+4	28	28, 18, 14, 10, 10
19	15	118	+15	+5	30	30, 18, 14, 10, 10
20	15	118	+15	+5	30	30, 18, 14, 10, 10

wonder and *second chance* wonder). Wonder points refunded in this fashion can be used immediately to select the *second chance* wonder. Wonder points refunded in this fashion can only be used to select the *second chance* wonder or the wonder to which they most recently applied (if any). Alternatively, a puppetmaster can, upon the destruction of his previously animated doll, wish a new doll to life. Doing so instantly refunds all wonders that require the *animism* wonder and bestows 2 permanent negative levels upon the puppetmaster.

If a puppetmaster refunds this wonder, he gains 1 permanent negative level and his animated doll returns to its inanimate state. If a puppetmaster dies, his animated doll loses 5 hit points per round until it is destroyed. If a puppetmaster is restored to life after his animated doll has been destroyed, it is reanimated with 20% of its maximum hit points.

Wonders that require the *animism* wonder apply only to dolls of a puppetmaster's own animation.

When a puppetmaster gains this wonder, he gains a number of wonder points equal to his Intelligence modifier. These wonder points can only be spent to select wonders that require the *animism* wonder. Each time the puppetmaster's Intelligence bonus increases by +1 after he gains this wonder, he gains an additional wonder point that can only be spent to select wonders that require the *animism* wonder.



## Table: Base Materials

Base Material	Benefit	Flaw
Bone	Can be repaired for 20% more hit points per day	Loses immunity to death effects and necromancy effects (and such Fort saves)
Clay	<i>Medium</i> and <i>large</i> wonders cost 50% less	<i>Hardness</i> wonder costs 1 extra point
Horn	Deals 1 additional point of damage with natural weapons	Must make a DC 15 Will save or become fascinated for 1 minute anytime it sees an animal or dragon (this is an evocation effect and not a mind-affecting effect)
Ivory	Gains +1 skill point per HD	Mundane repairs cost 50 sp per hit point
Paper	Gains one cantrip as if it were a wizard	Gains vulnerability to fire
Plant husk	Regains 1 hit point per 2 hours of exposure to direct sunlight	Sickened for 1 day if it endures at least 24 consecutive hours without at least 1 hour of direct sunlight or a <i>daylight</i> spell
Porcelain	Grants you a +1 bonus to Charisma while within 30 ft. of you	Maximum hit points reduced by 1 per HD
Textiles	Repairs can be made at twice the normal rate	Begins with an Intelligence score of 8 (resulting in 1 less skill point per HD)
Wax	A DC 25 Sense Motive check is required to recognize it as a construct	Suffers 1d4 points of damage per minute while within 20 ft. of fire
Wood	Gains 1 additional maximum hit point per HD	Gains vulnerability to fire

### ANIMATED DOLL

CR -

XP -

- Small construct -

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

**AC** 13, touch 11, flat-footed 13 (+2 natural, +1 size)

**hp** 15 (1d10+10)

**Fort** +0, **Ref** +0, **Will** +0

**Immune** construct traits

### OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +2 (1d4)

### STATISTICS

**Str** 10, **Dex** 10, **Con** -, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +0; **CMD** +10

[X] *Second Chance (Animism)*: This wonder costs 4 wonder points per puppetmaster level.

Selecting this wonder returns an animated doll that has been repaired to at least half its maximum hit points to life. The effect is instantaneous and can affect an animated doll that is immune to magic. All instances of *second chance* are automatically refunded each time the puppetmaster gains a level and they do not count against his limit of 1 refunded wonder per level gained. However, wonder points reclaimed in this fashion can only be used to select the wonder to which they most recently applied (if any).

[1] *Natural Armor (Animism)*: This wonder increases the natural armor of an animated doll that depicts a creature of the aberration, animal, dragon, magical beast, ooze, plant or vermin type by 1. This wonder can be selected multiple times, but it can only be selected 1-1/2 times per point of the puppetmaster's Intelligence modifier.

[2] *Claw Attacks (Animism)*: This wonder grants claw attacks in place of slam attacks to



## Table: Creature Types

Type (Subtype)	Type (Subtype)
Aberration	Humanoid (other subtype)
Animal	Magical beast
Construct	Monstrous humanoid
Dragon	Ooze
Fey	Outsider (air)
Humanoid (aquatic)	Outsider (chaotic)
Humanoid (dwarf)	Outsider (earth)
Humanoid (elf)	Outsider (evil)
Humanoid (giant)	Outsider (fire)
Humanoid (goblinoid)	Outsider (good)
Humanoid (gnoll)	Outsider (lawful)
Humanoid (gnome)	Outsider (native)
Humanoid (halfling)	Outsider (water)
Humanoid (human)	Plant
Humanoid (orc)	Undead
Humanoid (reptilian)	Vermin

an animated doll that has claws and depicts a creature with claw attacks, increasing the damage die of the former slam attacks by 1 step according to the following list: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. This wonder is mutually exclusive with the *pincer attacks* wonder, the *talon attacks* wonder and the *tentacle attacks* wonder.

[2] *Energy Resistance (Animism)*: This wonder grants an animated doll resist energy 3 against a single energy type: acid, cold, electricity, fire, or sonic. If an animated doll already has resistance to the chosen energy type, this wonder increases that resistance by 3. This wonder can be selected multiple times, but it can only be applied toward an individual energy type 1 time per point of the puppetmaster's Intelligence modifier. Resistance granted by this wonder applies before vulnerability.

[2] *Heavy Armor Proficiency (Animism)*: This wonder grants an animated doll that depicts a creature of the fey, humanoid, monstrous humanoid, outsider or undead type proficiency with heavy armor. A puppetmaster must have

the *light armor proficiency* wonder and *medium armor proficiency* wonder before selecting this wonder. This wonder can be extended to animated dolls that depict creatures of other types at the GM's discretion.

[2] *Light Armor Proficiency (Animism)*: This wonder grants an animated doll that depicts a creature of the fey, humanoid, monstrous humanoid, outsider or undead type proficiency with light armor. This wonder can be extended to animated dolls that depict creatures of other types at the GM's discretion.

[2] *Medium Armor Proficiency (Animism)*: This wonder grants an animated doll that depicts a creature of the fey, humanoid, monstrous humanoid, outsider or undead type proficiency with medium armor. A puppetmaster must have the *light armor proficiency* wonder before selecting this wonder. This wonder can be extended to animated dolls that depict creatures of other types at the GM's discretion.

[2] *Minute Reflexes (Animism)*: This wonder grants an animated doll a +4 bonus on all Reflex saving throws. This bonus decreases to +2 if the animated doll is Medium and +0 if the animated doll is Large.

[2] *Pincer Attacks (Animism)*: This wonder grants pincer attacks in place of slam attacks to an animated doll that has pincers and depicts a creature with pincer attacks, increasing the damage die of the former slam attacks by 1 step according to the following list: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. This wonder is mutually exclusive with the *claw attacks* wonder, the *talon attacks* wonder and the *tentacle attacks* wonder.

[2] *Resilience (Animism)*: This wonder increases the total number of hit points the puppetmaster can restore to his animated doll per puppetmaster level per day by 1. This wonder can be selected multiple times, but it can only be selected one time per point of the puppetmaster's Intelligence modifier.

[2] *Shield Proficiency (Animism)*: This wonder grants an animated doll that depicts a creature



of the fey, humanoid, monstrous humanoid, outsider or undead type proficiency with shields (except tower shields). This wonder can be extended to animated dolls that depict creatures of other types at the GM's discretion.

[2] *Talon Attacks (Animism)*: This wonder grants talon attacks in place of slam attacks to an animated doll that has talons and depicts a creature with talon attacks, increasing the damage die of the former slam attacks by 1 step according to the following list: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. This wonder is mutually exclusive with the *claw attacks* wonder, the *pincer attacks* wonder and the *tentacle attacks* wonder.

[2] *Tentacle Attacks (Animism)*: This wonder grants tentacle attacks in place of slam attacks to an animated doll that has tentacles and depicts a creature with tentacle attacks, increasing the damage die of the former slam attacks by 1 step according to the following list: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. This wonder is mutually exclusive with the *claw attacks* wonder, the *pincer attacks* wonder and the *talon attacks* wonders.

[2] *Tower Shield Proficiency (Animism)*: This wonder grants an animated doll that depicts a creature of the fey, humanoid, monstrous humanoid, outsider or undead type proficiency with tower shields. A puppetmaster must have the *shield proficiency* wonder before selecting this wonder. This wonder can be extended to animated dolls that depict creatures of other types at the GM's discretion.

[2] *Weapon Finesse (Animism)*: This wonder grants an animated doll the Weapon Finesse feat.

[2] *Weapon Proficiency (Animism)*: This wonder grants an animated doll that depicts a creature of the fey, humanoid, monstrous humanoid, outsider or undead type proficiency with 1 type of weapon. This wonder can be selected multiple times. Each time it is selected, it applies to a new type of weapon. This wonder can be extended to animated dolls that depict creatures of other types at the GM's discretion.

[3] *Hardness (Animism)*: This wonder grants an animated doll a hardness of 1. If an animated doll already has a hardness, this wonder increases its hardness by 1. This wonder can be selected multiple times, but it can only be selected one time per point of the puppetmaster's Intelligence modifier.

[3] *Tail Slap Attack (Animism)*: This wonder grants a tail slap attack to an animated doll that has a tail and depicts a creature with a tail slap attack. This is a secondary attack that deals 1d4 points of damage if the animated doll is Small, 1d6 points of damage if the animated doll is Medium and 1d8 points of damage if the animated doll is Large.

[3] *Two-Weapon Fighting (Animism)*: This wonder grants an animated doll the Two-Weapon Fighting feat.

[3] *Weapon Specialization (Animism)*: This wonder grants an animated doll a +1 bonus to damage rolls with a specific type of weapon. This bonus increases to +2 if the weapon is a two-handed weapon or a one-handed weapon used with two hands. The type of weapon to which this wonder applies must be chosen when this wonder is selected and cannot be changed. This wonder can be selected multiple times, but it can only be selected one time per point of the puppetmaster's Intelligence modifier.

[4] *Bite Attack (Animism)*: This wonder grants a bite attack to an animated doll that depicts a creature of the animal, dragon, magical beast or vermin type. This attack deals 1d6 points of damage if the animated doll is Small, 1d8 points of damage if the animated doll is Medium and 2d6 points of damage if the animated doll is Large. This wonder can be extended to animated dolls that depict creatures of other types at the GM's discretion, though the bite attack of most excepted creature types deals 1 die less damage (1d4, 1d6 or 1d8).

[4] *Improved Two-Weapon Fighting (Animism)*: This wonder grants an animated doll the Improved Two-Weapon Fighting feat. A puppetmaster must have the *two-weapon fighting* wonder before selecting this wonder. A



puppetmaster can only select this wonder if his animated doll would have at least 6 HD after its selection.

[4] *Poison (Animism)*: This wonder adds poison to a single attack belonging to an animated doll that depicts a creature with inherent (not manufactured or cultivated) poison. The attack to which this wonder applies must have the same name as the attack to which the depicted creature's poison applies. This poison is contracted through injury, negated by a Fortitude save (DC 10 + 1/2 the animated doll's HD), has a frequency of 1/round for 2 rounds, an effect of 1d2 Con damage and is cured by 1 save. This poison can be applied no more than once per round. This wonder can be selected multiple times, but it can only be selected one time per point of the puppetmaster's Intelligence modifier. This wonder only adds poison to an attack the first time it is selected. Each time it is selected (including the first), the saving throw DC of the poison increases by 1, the size of the damage die increases by half of one (the second selection increases the die to 1d3, the fourth selection increases the die to 1d4, the eighth selection increases the die to 1d6) and the duration increases by half a round.

[4] *Rend (Animism)*: This wonder adds the rend special attack to an animated doll that depicts a creature with the rend special attack. This attack requires an animated doll to hit with 2 attacks of the same name as the depicted creature's rend attack requires, and the damage is equal to the damage of one of those attacks plus 1-1/2 times the animated doll's Strength modifier. This wonder may require another wonder (according to the attacks to which it applies).

[4] *Trip (Animism)*: This wonder adds trip to a single attack belonging to an animated doll that depicts a creature with an attack that simultaneously deals damage to and trips the target. The attack to which this wonder applies must have the same name as the attack to which the depicted creature's trip applies. Whenever the animated doll makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the target is

knocked prone. If the check fails, the animated doll is not tripped in return. This wonder may require another wonder (according to the attack to which it applies).

[5] *Constrict (Animism)*: This wonder adds the constrict special attack to an animated doll that depicts a creature with the constrict special attack. Whenever the animated doll successfully grapples its target with a grab attack, it deals additional damage equal to the damage dealt by its grab attack. A puppetmaster must have the *grab* wonder before selecting this wonder. This wonder may require another wonder (according to the attack to which it applies).

[5] *Grab (Animism)*: This wonder adds grab to a single attack belonging to an animated doll that depicts a creature with an attack that simultaneously deals damage to and grabs the target. The attack to which this wonder applies must have the same name as the attack to which the depicted creature's grab applies. Whenever the animated doll makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the animated doll grapples the target. This wonder may require another wonder (according to the attack to which it applies).

[5] *Greater Two-Weapon Fighting (Animism)*: This wonder grants an animated doll the Greater Two-Weapon Fighting feat. A puppetmaster must have the *two-weapon fighting* wonder and the *improved two-weapon fighting* wonder before selecting this wonder. A puppetmaster can only select this wonder if his animated doll would have at least 11 HD after its selection.

[5] *Lesser Spell Resistance (Animism)*: This wonder grants an animated doll SR 12.

[5] *Reinforcement (Animism)*: This wonder increases an animated doll's maximum hit points by +5. For every Hit Die the animated doll possesses beyond 5, it gains an additional +1 hit point. If the animated doll has more than 5 HD, it gains +1 hit point whenever it gains a Hit Die. This wonder can be selected multiple times, but it can only be selected one time per point of the puppetmaster's



Intelligence modifier.

[6] *Enchanted Envy (Animism)*: This wonder enables an animated doll to change an unattended accoutrement, such as a belt, a ring or a pair of slippers, into a form that fits the doll's anatomy. This effect does not extend to armor. For instance, an unattended cloak of elvenkind could be changed into a vest of elvenkind fitted to a Small bat. Constant magical effects remain unhindered by this alteration. An animated doll must gaze upon an object longingly for 12 consecutive hours



to change its shape. The change is a sudden, supernatural (Su) and permanent transmutation effect. Intelligent items receive a Will save (DC  $10 + 1/2$  the animated doll's HD + the animated doll's Charisma modifier) to negate the effect, which can be attempted once every 24 hours. Artifacts are immune to this effect. The effect is dispelled if the animated doll is destroyed or if the accoutrement remains beyond the animated doll's possession for at least 1 consecutive minute. An animated doll can only apply this wonder to a single accoutrement at a time.

[6] *Rake (Animism)*: This wonder adds 2 rake attacks to an animated doll that depicts a creature with rake attacks. The animated doll uses its claws to make these attacks, and the attacks are identical to its claw attacks. A puppetmaster must have the *claw attacks* wonder before selecting this wonder.

[6] *Sneak Attack (Animism)*: This wonder grants an animated doll +1d6 points of sneak attack damage. This wonder can be selected multiple times, but it can only be selected one time plus one additional time per 3 HD the animated doll would have after its selection.

[6] *Swift Construct (Animism)*: This wonder increases all of an animated doll's speeds by 10 feet (to a maximum of twice the original speed). This wonder can be selected multiple times, but it can only be selected one time per point of the puppetmaster's Intelligence modifier.

[6] *Transcendent Soul (Animism)*: This wonder causes an animated doll to be affected by conjuration (healing) effects as if it were a living creature. This wonder also enables a puppetmaster to treat an animated doll as if it were actually the creature it depicts for the purpose of the *marionettes* wonder. However, the animated doll loses its construct-based immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects and stunning.

[6] *Weapon Focus (Animism)*: This wonder grants an animated doll a +1 bonus to attack rolls with a specific type of weapon. The type of weapon to which this wonder applies must



be chosen when this wonder is selected and cannot be changed. This wonder can be selected multiple times. Each time it is selected, it applies to a new type of weapon.

[7] *Hoof Attacks (Animism)*: This wonder grants two hoof attacks to an animated doll that has at least two hooves and depicts a creature with hoof attacks. These are secondary attacks that deal 1d4 points of damage if the animated doll is Small, 1d6 points of damage if the animated doll is Medium and 1d8 points of damage if the animated doll is Large.

[7] *Multiattack (Animism)*: This wonder grants an animated doll the Multiattack feat.

[7] *Pounce (Animism)*: This wonder grants the pounce special attack to an animated doll that depicts a creature with the pounce special attack.

[7] *Spell Resistance (Animism)*: This wonder grants an animated doll SR 21. A puppetmaster must have the *lesser spell resistance* wonder before selecting this wonder.

[7] *Sting (Animism)*: This wonder grants a sting attack to an animated doll that depicts a creature with a sting attack. This attack deals 1d6 points of damage if the animated doll is Small, 1d8 points of damage if the animated doll is Medium and 2d6 points of damage if the animated doll is Large. This wonder also grants one instance of the *poison* wonder, which must be applied to this attack.

[7] *Wing Attacks (Animism)*: This wonder grants two wing attacks to an animated doll that has at least two wings and depicts a creature with wing attacks. These are secondary attacks that deal 1d4 points of damage if the animated doll is Small, 1d6 points of damage if the animated doll is Medium and 1d8 points of damage if the animated doll is Large.

[8] *Medium (Animism)*: This wonder increases an animated doll's size to Medium. It gains 10 maximum hit points and a +2 bonus to Strength. It takes a -2 penalty to Dexterity. This size change also gives the animated doll a -1 size penalty to AC and attack rolls, a +1 bonus to

CMB and CMD, a -2 penalty on Fly skill checks and a -4 penalty on Stealth skill checks.

[8] *Minute Precision (Animism)*: This wonder doubles the critical threat range of all of an animated doll's weapons. However, the effect only applies to attacks that target a creature that is at least 1 size category larger than the animated doll. This benefit does not stack with other effects that expand the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

[12] *Flight (Animism)*: This wonder grants an animated doll that has wings a fly speed of 30 feet, regardless of its creature type. A puppetmaster must have at least 5 puppetmaster levels before selecting this wonder.

[13] *Magic Immunity (Animism)*: This wonder grants an animated doll immunity to magic. A puppetmaster must have the *lesser spell resistance* wonder and the *spell resistance* wonder before selecting this wonder.

[14] *Large (Animism)*: This wonder increases an animated doll's size to Large. It gains 10 maximum hit points, a +4 bonus to Strength and a +1 bonus to natural armor. It takes a -2 penalty to Dexterity. This size change also gives the animated doll a -1 size penalty to AC and attack rolls, a +1 bonus to CMB and CMD, a -2 penalty on Fly skill checks and a -4 penalty on Stealth skill checks. It also gives the animated doll a 10-foot reach. A puppetmaster must have the *medium* wonder before selecting this wonder.

## [10] *Marionettes (Puppetry)*

A puppetmaster with this wonder can attempt to manipulate another living creature within 30 feet by manipulating a marionette of at least masterwork quality that matches their creature type. Holding a marionette requires 1 hand, but manipulating a marionette requires 2 hands. If the subject of a puppetmaster's manipulation fails a Will save (DC 10 + 1/2 the puppetmaster's class level + the puppetmaster's Charisma modifier), the puppetmaster can



force them to take certain actions. The actions that manipulation can force a subject to take, and the action that manipulation requires of a puppetmaster, are defined by individual wonders.

A puppetmaster who selects the *marionettes* wonder beings with the ability to, as a full-round action, manipulate a subject into making a single attack with any weapon it is currently wielding (including any free actions necessary to the attack, such as knocking an arrow). When manipulating a creature into making an attack, the puppetmaster makes a manipulation check (1d20 + the puppetmaster's class level + the puppetmaster's Dexterity modifier) in place of the creature's attack roll. If the manipulation check hits the target's AC, the manipulated attack hits and the subject rolls weapon damage as normal.

If penalties would apply to an attack roll replaced by a manipulation check (for instance, manipulating a subject that does not have the Precise Shot feat into firing a bow into melee combat), those penalties apply to the puppetmaster's manipulation check. Bonuses to damage that require active player input on behalf of the subject (such as arcana abilities, Cleave and Power Attack) do not apply to the damage result of manipulated attacks; however, bonuses to damage that occur automatically (such as sneak attack, Dervish Dance and Weapon Focus) apply as normal.

A puppetmaster can only manipulate a creature by manipulating a marionette that depicts a creature of the same type (plus subtype, if the marionette depicts a humanoid or outsider), as indicated on Table: Creature Types. For example, a dragon can only be manipulated by using a marionette that depicts a dragon. If there are meaningful differences in the anatomy of a marionette and the anatomy of a subject (such as using a marionette with 2 arms to manipulate a creature with 6 arms), the subject gains a +4 circumstance bonus on saving throws to negate manipulation and the puppetmaster suffers a -4 penalty on all resulting manipulation checks. If there are

irreconcilable differences in the anatomy of a marionette and the anatomy of a subject (such as using a marionette with 2 arms and 2 legs to manipulate a creature with no limbs), attempts to manipulate the subject automatically fail.

If a puppetmaster's marionette is underwater, he suffers a -2 penalty to manipulation checks and his subjects deal only half damage with manipulated melee attacks (unless the marionette is affected by an *air bubble* spell or similar effect).

Manipulation is a mind-affecting compulsion.

When a puppetmaster gains this wonder, he gains a number of wonder points equal to his Dexterity modifier. These wonder points can only be spent to select wonders that require the *marionettes* wonder. Each time the puppetmaster's Dexterity bonus increases by +1 after he gains this wonder, he gains an additional wonder point that can only be spent to select wonders that require the *marionettes* wonder.

[1] *Favored Manipulation (Marionettes)*: A puppetmaster must choose one type of creature when he selects this wonder (if he chooses humanoid or outsider, he must also choose a subtype). The puppetmaster adds +1 to the DC to negate manipulation through marionettes of the chosen type. Each time a puppetmaster gains a level, he can change the type to which this wonder applies.

[2] *Beguiling Alteration (Marionettes)*: A puppetmaster with this wonder can alter a single meaningful feature of a marionette that he is manipulating as a standard action. The puppetmaster can dispel this alteration as a standard action; otherwise, it lasts for 1 minute per class level. Examples of alteration include adding wings, changing clothes or removing legs. This wonder does not allow a puppetmaster to change a marionette's creature type, but it does allow him to change a marionette's creature subtype. Magical marionettes can attempt a Will save to negate this effect (DC 10 + 1/2 the puppetmaster's class level + the puppetmaster's Charisma modifier). A puppetmaster can use this ability three times per day.



[2] *Expansive Manipulation (Marionettes)*: A puppetmaster with this wonder increases the range within which he can manipulate a creature by 5 feet. This wonder can be selected multiple times, but its cost increases by a cumulative +2 points each time it is selected.

[2] *Speech (Marionettes)*: A puppetmaster with this wonder can, as a move action, manipulate a creature into speaking up to 10 words of the puppetmaster's device.

[3] *Guiding Hand (Marionettes)*: A puppetmaster with this wonder can, as a readied action, subtly manipulate a willing creature to grant them a +1 bonus to attack rolls, skill checks, caster level checks, concentration checks and ability checks during their turn.

[3] *Miniature Weapon Focus (Marionettes)*: A puppetmaster must choose one type of weapon when he gains this wonder. He gains a +1 bonus to manipulation checks made to manipulate attacks with the chosen type of weapon. This bonus only applies when both a marionette and subject are manipulated into making an attack with the chosen type of weapon. This wonder can be selected multiple times. Each time it is selected, it applies to a new type of weapon.

[4] *Defiant Manipulation (Marionettes)*: A puppetmaster with this wonder can manipulate a creature that is unable to act normally as if they could act normally. This manipulation does not enable a subject to overcome physical restraints such as rope, but it does enable a subject to overcome mental and emotional restraints such as the panicked condition or a *hold person* spell. This manipulation must be a force effect. A puppetmaster must have the *forceful manipulation* wonder before selecting this wonder.

[4] *Manipulate Movement (Marionettes)*: A puppetmaster with this wonder can, as a full-round action, manipulate a creature into moving 5 feet per point of the puppetmaster's Dexterity modifier. If a creature attempts to negate this manipulation, the number of feet the puppetmaster can force them to move is reduced by half. If this movement would expose

the subject to immediate peril (such as a cliff or an attack of opportunity), the subject can attempt a new save to negate manipulation with a +4 bonus. This save can only be attempted once per 5 feet moved and cannot be attempted until the subject's next step would expose them to peril. A subject only needs to be within range of the puppetmaster when this movement begins; *manipulate movement* does not automatically end if the subject is manipulated into moving beyond the normal range of the puppetmaster's manipulation.

[5] *Brisk Movement (Marionettes)*: A puppetmaster with this wonder can perform the *manipulate movement* wonder as a standard action by reducing the DC to negate manipulation by 4. A puppetmaster must have the *manipulate movement* wonder before selecting this wonder.

[5] *Slight Attack (Marionettes)*: A puppetmaster with this wonder can, as a standard action, manipulate a creature into making a single attack with any weapon it is currently wielding.

[6] *Deft Manipulation (Marionettes)*: A puppetmaster with this wonder gains a +1 bonus to manipulation checks.

[6] *Enchanting Rehearsal (Marionettes)*: A puppetmaster with this wonder can, as a free action, grant a subject that he manipulates into making an attack that hits the ability to reroll a single non-manipulated attack against the same target. A puppetmaster can only use this ability once per round and its effects last for 1 round.

[6] *Handy Manipulation (Marionettes)*: A puppetmaster with this wonder can, as a standard action, manipulate a willing creature into taking a single action that does not require a class feature, feat or special ability, is not an attack or movement and requires less than a full-round action to perform. Common applications of this wonder include: drawing a weapon, retrieving an object, manipulating an object, standing up, dismissing a spell, lowering spell resistance, drinking a potion and making a gesture.

[7] *Expert Guidance (Marionettes)*: The bonus



provided by the *guiding hand* wonder increases to +2. A puppetmaster must have the *guiding hand* wonder before selecting this wonder.

[7] *Spry Movement (Marionettes)*: A puppetmaster with this wonder can perform the *manipulate movement* wonder as a move action by reducing the DC to negate manipulation by 8. A puppetmaster must have the *manipulate movement* wonder and the *brisk movement* wonder before selecting this wonder.

[8] *Fervent Manipulation (Marionettes)*: A puppetmaster with this wonder can force a creature that he manipulates into making an attack as a full-round action to make a second attack with any weapon it is currently wielding by making a second manipulation check at a -5 penalty. The subject does not receive a new saving throw to negate this manipulation. A puppetmaster cannot manipulate an individual natural weapon into making more than one attack per turn. A puppetmaster must have at least 8 puppetmaster levels before selecting this wonder.

[9] *Forceful Manipulation (Marionettes)*: A puppetmaster with this wonder can manipulate a creature as a force effect instead of a mind-affecting compulsion. A puppetmaster must declare the use of this wonder before attempting to manipulate a creature. The use of this wonder enables a puppetmaster to manipulate undead creatures. When a puppetmaster attempts to manipulate a creature as a force effect, the DC of saving throws to resist manipulation is decreased by 4 and all resulting manipulation checks suffer a -4 penalty.

[10] *Furious Manipulation (Marionettes)*: A puppetmaster with this wonder can force a creature that he manipulates into making an attack as a full-round action to make a third attack with any weapon it is currently wielding by making a third manipulation check at a -10 penalty. The subject does not receive a new saving throw to negate this manipulation. A puppetmaster cannot manipulate an individual natural weapon into making more than one attack per turn. A puppetmaster must have the *fervent manipulation* wonder before selecting

this wonder. A puppetmaster must have at least 15 puppetmaster levels before selecting this wonder.

[10] *Residual Control (Marionettes)*: A puppetmaster with this wonder can, as an immediate action, manipulate the last creature that he successfully manipulated since the beginning of his previous turn to target a creature of his choice with its next attack. Neither the subject nor creatures beyond the subject's range can be chosen. This ability only applies to a single attack.

[10] *Savior's Manipulation (Marionettes)*: A puppetmaster with this wonder can, as an immediate action, manipulate the last creature that he successfully manipulated since the beginning of his previous turn, enabling them to take a single standard action or move action during their turn in spite of being dazed, paralyzed or stunned. This manipulation must be a force effect. A puppetmaster must have the *forceful manipulation* wonder and the *defiant manipulation* wonder before selecting this wonder.

[10] *Total Manipulation (Marionettes)*: A puppetmaster with this wonder can manipulate a helpless creature that has at least 1 hit point remaining as if they were a willing subject that could act normally. This manipulation does not enable a subject to overcome physical restraints such as rope, but it does enable a subject to overcome mental and emotional restraints such as sleep or a *hold person* spell. While under the effects of this wonder, a subject suffers a -10 penalty to Perception checks (in addition to the -10 penalty for being asleep, if applicable). Each time a sleeping subject is forced to make a melee attack that hits, they receive a DC 0 Perception check to wake up.

[11] *Manipulate Magic (Marionettes)*: A puppetmaster with this wonder can, as a full-round action, manipulate a willing creature into casting a spell, using a spell-like ability or using a supernatural ability that is available to them and requires less than a full-round action to cast or use. The puppetmaster must succeed



at a manipulation check (DC 15 + twice the spell level, or DC 15 + the subject's HD if attempting to manipulate an ability without a spell level) to enable the subject to cast a spell or use an ability. The subject resolves all effects of a manipulated spell or ability as if they had cast or used it normally. If a spell or ability has a verbal component, then the puppetmaster must have the *speech* wonder to enable the subject to cast or use it. A puppetmaster must know that a subject has a spell or ability to enable them to cast or use it. If a puppetmaster knows that a subject has a spell or ability but has never seen them cast or use it, he must succeed at a Use Magic Device check to activate the spell or ability blindly (DC 25) before making his manipulation check.

[11] *Zealous Manipulation (Marionettes)*: Before manipulating a creature into making attacks, a puppetmaster with this wonder can take a -1 penalty to manipulation checks to grant the subject a +2 bonus to the damage rolls of resulting attacks. This bonus increases by half (+50%) if the subject is making an attack with a two-handed weapon, a one-handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times the subject's Strength modifier to damage rolls. This bonus is halved if the subject is making an attack with an off-hand weapon or secondary natural weapon. When a puppetmaster's class level reaches 4, and every 4 levels thereafter, the penalty increases by -1 and the bonus to damage increases by +2. A puppetmaster must choose to use this wonder before making a manipulation check, and its effects last until the start of his next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

[12] *Artisan Guidance (Marionettes)*: The bonus provided by the *guiding hand* wonder increases to +3. A puppetmaster must have the *guiding hand* wonder and the *expert guidance* wonder before selecting this wonder.

[14] *Fanciful Alteration (Marionettes)*: A puppetmaster with this wonder can, as a full-round action, alter one feature of a willing creature by manipulating them (to no additional effect) and expending a use of *beguiling alteration*

to alter the marionette used. The subject adopts the same alteration. Countless alterations are possible, though none should be more powerful than the examples listed below.

- Enhancing muscles to grant a +6 bonus to Strength.
- Adding wings to grant a fly speed (40 ft.).
- Adding gills to grant water breathing.
- Appending garb (such as a black cloak) to grant a +4 bonus to an appropriate skill check (such as Stealth).

The puppetmaster must maintain this wonder at the start of his turn every round by manipulating the subject (to no additional effect) as a standard action. As soon as the puppetmaster ceases to maintain this wonder, the subject's form returns to normal and the effects of this wonder end. Otherwise, the effect lasts for 1 minute per class level. If the puppetmaster has additional uses of *beguiling alteration* remaining, he can, as a free action, expend one use to extend the duration of a waning *fanciful alteration* by 1 minute per class level. When using this wonder, the range within which a puppetmaster can manipulate a creature is tripled. A puppetmaster must have the *beguiling alteration* wonder before selecting this wonder.

### [10] *Rod Puppets (Puppetry)*

A puppetmaster with this wonder can ensorcel stories that he knows by performing them with a rod puppet of at least masterwork quality as a standard action. The magic in each story corresponds to and requires one or two specific rod puppets which must be acquired or created through ordinary means. Most stories also feature magical silhouettes that serve as a supporting cast; however, a puppetmaster need not provide or manipulate those. Holding and using a rod puppet requires 1 hand per puppet.

Each round that a puppetmaster performs an ensorcelled story, he makes a story check (1d20 + the puppetmaster's class level + the puppetmaster's Charisma modifier). Ensorcelled



stories grant one or more unique effects to all creatures within a 30-foot radius of the puppetmaster that can see or hear the story as he makes the story check. All bonuses and other effects that are not instantaneous last until the end of the puppetmaster's next turn. The magnitude of an effect is the product of the tens digit of the puppetmaster's story check result times the base effect. For example, if a puppetmaster performs *The Tragedy of Asham* and his story check result is 27, his audience gains +2d6 points of sneak attack damage (2 x 1d6).

Rod puppetry is not language-dependent. Its effects are transmutation effects.

When a puppetmaster gains this wonder, he gains a number of wonder points equal to his Charisma modifier. These wonder points can only be spent to select wonders that require the *rod puppets* wonder. Each time the puppetmaster's Charisma bonus increases by +1 after he gains this wonder, he gains an additional wonder point that can only be spent to select wonders that require the *rod puppets* wonder.

[4] *The Incidental Crusade (Rod Puppets)*: A puppetmaster with this wonder learns *The Incidental Crusade*. This gnomish comedy was written to provide comfort to children forced into hiding during a necromantic uprising. When performed through a story check result of at least 15, it enables the audience to reroll a single saving throw against any fear effect. The base effect is a +2 bonus to weapon damage rolls against undead. This story requires a puppet of Spookenfife.

[4] *The Red Widow (Rod Puppets)*: A puppetmaster with this wonder learns *The Red Widow*. This myth narrates the plight of a mother who murdered her children, was cursed with the form of a child-devouring spectre and ultimately slain by a stake fashioned of her son's hobby horse. When performed through a story check result of at least 15, it enables mundane weapons (including objects that can be used as improvised weapons) within the area to affect incorporeal creatures as if they were magic weapons. The base effect is a +2 bonus to weapon

damage rolls against incorporeal creatures. This story requires a puppet of The Red Widow.

[4] *The Saga of Yrdglav (Rod Puppets)*: A puppetmaster with this wonder learns *The Saga of Yrdglav*. This epic hails from the frozen north and regales viewers with the exploits of Yrdglav as he prevented the gods from devouring the world. The base effect is a +2 bonus to weapon damage rolls against dragons and outsiders. This story requires a puppet of Yrdglav.

[4] *The Shapechanger (Rod Puppets)*: A puppetmaster with this wonder learns *The Shapechanger*. This parable was handed down through generations of an all but forgotten race of owls, used to teach their offspring effective methods for dealing with beasts and humanoids. The base effect is a +2 bonus to weapon damage rolls against animals and humanoids. This story requires a puppet of the wizard Wayland.

[5] *The Dance of Ka'olo (Rod Puppets)*: A puppetmaster with this wonder learns *The Dance of Ka'olo*. This fiery spectacle is performed to celebrate new rulers throughout southern island nations. When performed through a story check result of at least 20, normal light within the story's area is reduced to dim light and manufactured weapons actively wielded by the audience erupt into flames, causing them to shed light like torches. The base effect causes affected weapons to deal 1 additional point of fire damage. This damage is not multiplied on a critical hit. This story requires a puppet of a Ma'olo dancer.

[6] *Breath of Shadows (Rod Puppets)*: A puppetmaster with this wonder learns *Breath of Shadows*. This allegory of unknown origin warns against the dangers of censorship and a closed mind. Any creature under the effects of this performance can speak such that other creatures who are also under its effects cannot identify them as the speaker. The base effect reduces the miss chance that concealment and total concealment provide against the audience by 10%. This story requires a puppet of Serris.

[7] *The Epic of Krogg (Rod Puppets)*: A puppetmaster with this wonder learns *The*



Epic of Krogg. This epic is known only through remnants of an ancient orc tribe and it recounts the triumphs of the demigod Krogg. The base effect is a +1 bonus to attack rolls. This story requires a puppet of Krogg.

[7] *Thieves in the Night (Rod Puppets)*: A puppetmaster with this wonder learns Thieves in the Night. This legend depicts how the god of trickery pit a pair of cats against a city of humans in a game that earned those cats the form of the first catfolk. When performed through a story check result of at least 20, it allows the audience to ignore armor check penalties to Acrobatics and Escape Artist skill checks. The base effect is a +6 bonus to Acrobatics and Escape Artist skill checks. This story requires a puppet of the cat Kher Sa' Rhit and a puppet of the cat Qa Sa' Rhe.

[8] *Gargoyles (Rod Puppets)*: A puppetmaster with this wonder learns Gargoyles. This story celebrates a fleet of gargoyles who awoke each night to defend their city from hellspawn. When performed through a story check result of at least 25, the audience's attacks of opportunity end the movement of any creature they hit and prevent such creatures from moving until the start of their next turn. The base effect increases all bonuses and additional damage provided by teamwork feats by +1. This story requires a puppet of the gargoyle Greythane.

[8] *The Eternal Sorcerer (Rod Puppets)*: A puppetmaster with this wonder learns The Eternal Sorcerer. This tale of a famous sorcerer contains that sorcerer's very soul - an unintended consequence of his pursuit of immortality - and he uses shadows of his former power to change his story each time it is told. The base effect adds +1 to the DC of the audience's spells and spell-like abilities. This story requires a puppet of the sorcerer Averlinn.

[8] *The Tragedy of Asham (Rod Puppets)*: A puppetmaster with this wonder learns The Tragedy of Asham. This epic, told by a desert people, champions wile and deceit as heroic virtues. It grants the audience the sneak attack class feature. The base effect is +1d6 points of sneak attack damage. This story requires a puppet of Asham and a puppet of his lover and

rival Arhastra.

[9] *The Fastidious Clam (Rod Puppets)*: A puppetmaster with this wonder learns The Fastidious Clam. This poem reveals how a clam became wealthier than all the gentry by collecting disregarded riches. Each member of the audience can reduce the duration of unwanted magical effects, relative to themselves, as if they were cast by a mage with fewer caster levels. This effect can cause a single spell to affect some targets for less time than it will affect others. Only effects that allow spell resistance and have an incremental duration of 1 round/level, 1 minute/level, 10 minutes/level or 1 hour/level can be reduced by this story. The base effect reduces the duration of unwanted effects by 1 increment. This story requires a puppet of The Fastidious Clam.

[9] *The Greatest Thane (Rod Puppets)*: A puppetmaster with this wonder learns The Greatest Thane. This epic portrays a hero's ascent to the throne by ridding his kingdom of successively stronger monsters. It grants each member of the audience DR magnitude/magic against the attacks of creatures whose CR is equal to or greater than that audience member's HD. The base effect is 1 point of damage reduction. This story requires a puppet of Tryggve.

[10] *The Order (Rod Puppets)*: A puppetmaster with this wonder learns The Order. This collection of knightly exploits was compiled by a bard who accompanied an order of knights that abandoned their names in pursuit of humility and unity. The base effect is a +1 bonus to attack rolls and weapon damage rolls, though a creature only benefits from these bonuses during their own turn and only if the previous turn was taken by an ally. This story requires a puppet of a nameless knight.

[10] *The Song of Caerwyn (Rod Puppets)*: A puppetmaster with this wonder learns The Song of Caerwyn. This epic is recited throughout wooded human settlements and it relates the tale of a half-elf who violently betrays his heritage for humankind. When performed through a story check result of at least 25, it



enables the audience to treat their enemies as if they were evil for the purpose of alignment-based effects (such as smite evil). The base effect is 3 temporary hit points upon dealing damage to an evil creature. The duration of temporary hit points gained via this effect is extended by 1 round each time the puppetmaster manipulates this story, regardless of range (though line of effect is still required). The alignment-based effects of this story are reversed for evil audience members (they can treat their enemies as if they were good, and they gain temporary hit points upon dealing damage to good creatures). This story requires a puppet of Caerwyn and a puppet of his mother Ashwyn.

[11] *The Trials of Lassidus (Rod Puppets):* A puppetmaster with this wonder learns The Trials of Lassidus. This scripture details the 11 trials the gods set before Lassidus to determine if the earliest humanoids were worthy of self-governance. This story enables each member of the audience to move a number of feet equal to the magnitude of its effect as an immediate action. The base effect is 10 feet. If an audience member has a burrow, climb or fly speed, this effect extends to that type of movement. This story requires a puppet of Lassidus.

[12] *Deadly Ensorcellment (Rod Puppets):* This wonder increases the base effect of The Incidental Crusade, The Red Widow, The Saga of Yrdglav and The Shapechanger to a +3 bonus to weapon damage rolls.

[12] *Underdog's Triumph (Rod Puppets):* This wonder increases the base effect of The Fastidious Clam to 2 increments and the base effect of The Greatest Thane to 2 points of damage reduction.

[14] *Islan's Vale (Rod Puppets):* A puppetmaster with this wonder learns Islan's Vale. This legend recounts the birth of magic and the awakening of its first sentinels - the treants. The base effect is a 5% chance that spells, limited-use spell-like abilities with at least 3 uses per day and limited-use supernatural abilities with at least 3 uses per day are not expended upon use. If a limited-use ability is limited by an increment other than uses (such as rounds or feet), this

wonder treats the minimum increment (such as 1 round or 10 feet) as if it were 1 use, though all increments expended with a single action are affected as a whole. For example, a 4th level shadowdancer's shadow jump ability benefits from this story as it has the equivalent of 4 uses per day (4 increments of 10 feet), and if a 4th level shadowdancer were to use shadow jump to jump 30 feet as a standard action, she would only roll a single d% and apply the same result to all three 10-foot increments that would normally be expended with her single use of shadow jump. This chance must be rolled each time a spell or limited-use ability is used. This effect does not prevent a spell or limited-use ability from consuming a material component. This story requires a puppet of Islan.

[15] *The Omnidae (Rod Puppets):* A puppetmaster with this wonder learns The Omnidae. This anthology consists of popular stories retold with wit and whimsy in the voice of a poet whose passing brought the golden age of literature to its end. When a puppetmaster learns this story, he chooses a number of other stories equal to his Charisma modifier. The Omnidae can mimic the effects of these stories for a total number of rounds per day equal to his Charisma modifier. Only one story can be mimicked per story check. Once chosen, these stories can never be changed. However, each time the puppetmaster's Charisma modifier increases by +1, he can add 1 additional story to the list of stories that The Omnidae can mimic. This story requires the same puppet or puppets as the story it is used to mimic.

## Miscellaneous

The following wonders are not contingent upon having any particular puppetry wonder.

[X] *Spells Known:* Each time a puppetmaster selects this wonder, he can learn one spell from the puppetmaster spell list. This wonder costs 1 wonder point per spell level of the spell learned (except cantrips, which cost 1 point). A puppetmaster cannot exceed his maximum spell



level or maximum number of spells known, as depicted on Table: Maximum Spells Known. This wonder can be selected multiple times.

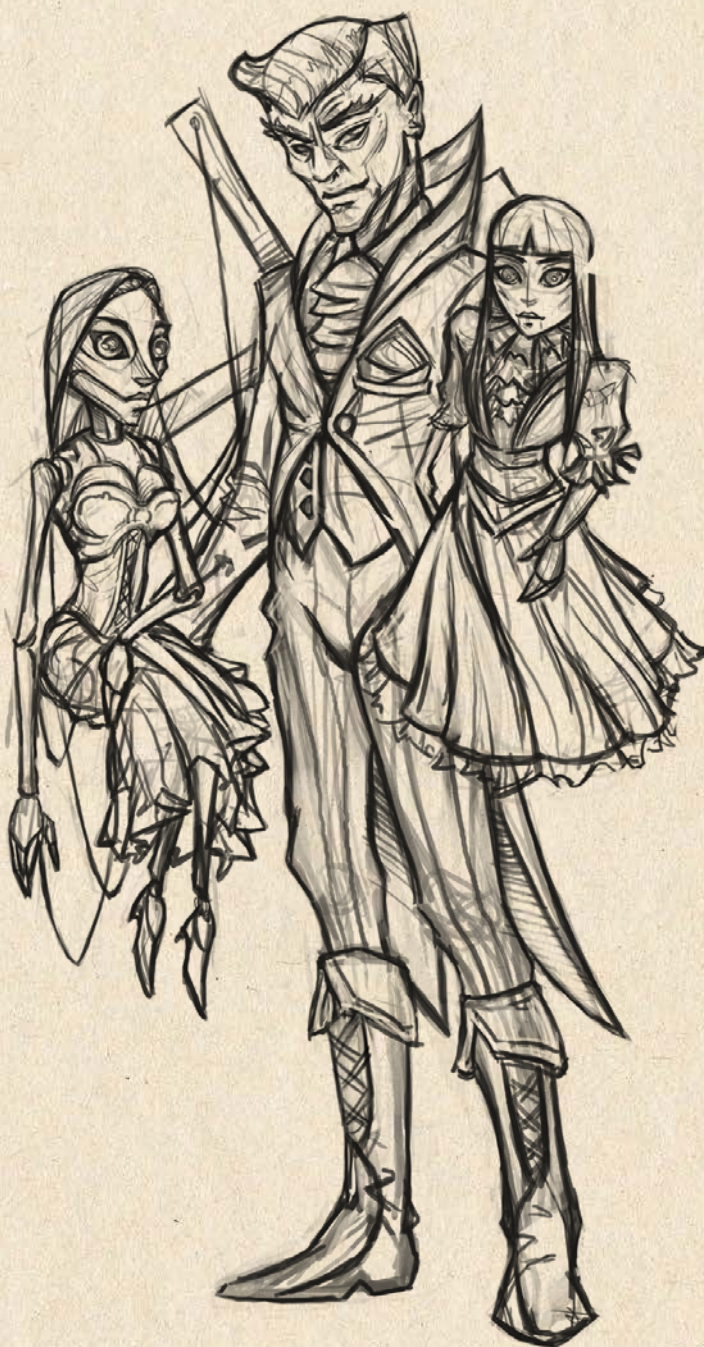
[2] *Protective Varnish*: A puppetmaster with this wonder can conjure a magically retardant varnish that grants inanimate puppets immunity to acid, electricity and fire damage as if he had cast *protection from energy*, except the duration of this effect is 24 hours. It also makes puppets to which it is applied waterproof. This varnish requires 1 minute to conjure, 1 minute to apply (per puppet) and can be conjured once per day. A single conjuration yields 6 ounces of varnish, which is enough to coat 24 puppets sized for a Medium puppetmaster (36 if sized for a Small puppetmaster, 16 if sized for a Large puppetmaster).

[2] *Threatening Puppets*: A puppetmaster with this wonder treats marionettes and rod puppets as light weapons and can wield them as if he had the Weapon Finesse feat. A puppet's properties as a weapon are identical to those of the puppet's primary weapon (which is 1 size category smaller than the puppetmaster). Anytime a puppetmaster uses a puppet to make an attack of opportunity, he can immediately make a second attack of opportunity with a different, non-puppet melee weapon. Attacks of opportunity made with a puppet do not count against a puppetmaster's maximum number of attacks of opportunity per round.

[3] *Ingenious Display* (Su): A puppetmaster with this wonder can craft a device that fits onto his back and allows him to retrieve and stow puppets as a free action while within reach. Crafting the device requires a DC 15 Craft (engineering) check, 8 hours of work (regardless of the Craft skill check result), artisan's tools and materials of the puppetmaster's choice (such as wood or fabric) worth 50 gp. It is one size category smaller than the puppetmaster, weighs 2 lbs. per size category by which it exceeds Diminutive, has 40 hit points, a hardness of 8, normal AC for an object of its size (unless it is being worn, in which case it gains the bearer's AC and CMD, if higher) and a break DC of 15. The device can store up to 20 puppets, which

it presents on its exterior. Unfortunately, its design facilitates theft and it grants creatures a +4 bonus on Sleight of Hand skill checks and steal combat maneuvers made to remove objects from its exterior. Fortunately, it can also be "targeted" by an *alarm* spell (it consumes the spell's entire area), which increases the duration of that spell to 1 day/level and causes the spell to alert the puppetmaster with a mental "ping" whenever a puppet is removed.

[3] *Marvelous Workshop* (Su): A puppetmaster





with this wonder can enchant one Tiny replica of a building to contain his workshop. This replica must be acquired or created through ordinary means, and this wonder does not affect its AC, hardness or hit points. The puppetmaster and his animated doll can enter and leave this replica at their leisure. They and objects in their possession become Tiny as they enter the replica and return to their normal size as they leave the replica, which enables them to move the puppetmaster's entire workshop into the replica. Shrinking an object or creature in this way reduces its weight to one-fourth of its original weight. Entering and exiting a replica requires a full-round action. While inside of a replica, neither the puppetmaster nor his animated doll can reach or affect creatures that are outside of the replica with magic of any kind, and the maximum range of ranged weapons that are within a replica is reduced to 10 feet. Each round that a replica is handled roughly, creatures inside of the replica must make a DC 20 Reflex save to avoid falling out. If the puppetmaster or his animated doll fall out, they suffer 1d10 points of falling damage per foot fallen and return to their normal size in a prone position directly beneath the replica. Creatures do not need to attempt this save if the replica is handled delicately (no check is necessary, only deliberate intent). If a creature grapples the puppetmaster or his animated doll while they are inside of the replica and pulls them out, that creature can continue to grapple the creature that it pulled out as it returns to its normal size. If a replica is damaged, all creatures and objects housed within suffer an equal amount of damage. In most cases, if a replica is destroyed, all objects housed within are likewise destroyed and all creatures inside are treated as if caught within a cave-in (the puppetmaster and his animated doll return to their normal size, which makes it impossible to remain buried). However, a creature can destroy a replica without destroying any objects within (no check is necessary, only deliberate intent). This causes objects that were placed within the replica to return to their normal size. If his enchanted replica is destroyed, a puppetmaster

can enchant another.

## Puppetmaster Spells

Puppetmasters gain access to the following spells.

**0-Level Puppetmaster Spells:** *arcane mark, dancing lights, daze, detect magic, ghost sound, mage hand, mending, prestidigitation, read magic.*

**1st-Level Puppetmaster Spells:** *adoration, air bubble, alarm, animate rope, beguiling gift, break, bungle, cause fear, charm person, comprehend languages, crafter's curse, crafter's fortune, cure light wounds, dancing lantern, delusional pride, detect secret doors, disguise self, enlarge person, floating disk, forced quiet, hideous laughter, hold portal, hypnotism, identify, illusion of calm, invigorate, jury-rig, lighten object, lock gaze, mage armor, magic mouth, make whole, memory lapse, moment of greatness, negative reaction, obscure object, obscuring mist, reduce person, reinforce armaments, sculpt corpse, silent image, sleep, unseen servant, vanish, ventriloquism, vocal alteration, youthful appearance.*

**2nd-Level Puppetmaster Spells:** *blur, calm emotions, cat's grace, compassionate ally, create treasure map, cure moderate wounds, darkness, darkvision, daze monster, detect thoughts, disguise other, eagle's splendor, enter image, enthrall, fox's cunning, glitterdust, heroic fortune, heroism, hold person, honeyed tongue, hypnotic pattern, invisibility, levitate, locate object, masterwork transformation, minor image, mirror image, misdirection, miserable pity, pyrotechnics, rage, reckless infatuation, reinforce armaments (communal), returning weapon, rope trick, share language (communal), shatter, silence, snapdragon fireworks, steal voice, suggestion, tongues.*

**3rd-Level Puppetmaster Spells:** *blink, bestow curse, charm monster, confusion, control summoned creature, coordinated effort, crushing despair, cure serious wounds, curse of disgust, daylight, deep slumber, dispel magic, displacement, enlarge person (mass), fear, gaseous form, geas (lesser), glibness, good hope, haste, hostile levitation,*



invigorate (mass), invisibility sphere, jester's jaunt, keen edge, lover's vengeance, major image, malicious spite, overwhelming grief, reduce person (mass), remove curse, scrying, see invisibility, seek thoughts, slow, terrible remorse, witness.

**4th-Level Puppetmaster Spells:** black tentacles, break enchantment, cure critical wounds, daze (mass), denounce, detect scrying, dominate person, fabricate, freedom of movement, hallucinatory terrain, heroic fortune (mass), hold monster, invisibility (greater), locate creature, malfunction, minor creation, modify memory, possess object, rapid repair, serenity, shadow step, shocking image, suffocation, summoner conduit, treasure stitching, unbreakable construct, utter contempt, zone of silence.

**5th-Level Puppetmaster Spells:** animate objects, banish seeming, cloak of dreams, cure light wounds (mass), dismissal, dispel magic (greater), dream, false vision, feeblemind, heroism (greater), joyful rapture, legend lore, magic jar, major creation, mind fog, mirage arcana, mislead, nightmare, persistent image, possess object, secret chest, seeming, shadow walk, smug narcissism, soothe construct, suggestion (mass), unwilling shield, vengeful outrage.

**6th-Level Puppetmaster Spells:** analyze dweomer, cat's grace (mass), charm monster (mass), cure moderate wounds (mass), eagle's splendor (mass), euphoric tranquility, eyebite, fool's forbiddance, fox's cunning (mass), geas, heroes' feast, hold person (mass), overwhelming presence, permanent image, programmed image, project image, scrying (greater), statue, trap the soul, veil, waves of ecstasy.



# Concerning Puppets:

**Balancing an expansive skill.** Craft (puppet) can include up to 3 subskills, plus 1 subskill per point of Intelligence bonus a puppetmaster has. Carpentry, leatherworking and tailoring are only a few of the subskills commonly applied to the creation of puppets. Craft (puppet)'s versatility in creating puppets should be balanced with diminished effects beyond the creation of puppets. In general, when applying Craft (puppet) in place of one of its subskills in a full scale or non-decorative capacity, divide the puppetmaster's bonus by four. Exceptions may apply, particularly where wondrous imagination is involved (for instance, making a functional cat-sized saddle for a chivalrous mouse).

**Learning the craft.** It is nearly impossible to learn how to craft puppets of masterwork quality without direct tutelage. The craft is most commonly passed down within families, though instruction is available at a select few academies. A puppetmaster that has never received tutelage from a qualified mentor (even if he has read books or watched other craftsmen) suffers a -4 penalty on all Craft (puppet) checks until he receives formal instruction from a qualified mentor during at least 1 week of craftsmanship. A puppetmaster that endures this penalty gains 2 additional traits at character creation that must be used to account for the time during which he would have received such tutelage.

**Crafting dolls.** Animated dolls are far and away the most diverse type of puppet. Both their construction and magical animation are infinitely variable. Some are made of nothing but straw, others are made of porcelain, textiles, oil-based paint and gemstones.

**Crafting marionettes.** Marionettes tend to feature sculpted, lifelike anatomies with exquisite clothing and textured skin. Artisan's tools, a base material (wood, bone, horn, clay,

cartonnage and porcelain are commonly used), textiles, oil-based paint (or tamarind seeds and talc) and string are required, though an adhesive (cheese glue, gum, turpentine, wheatpaste, etc.) and hair are frequently applied as well. Marionettes are almost always three-dimensional and the engineering behind their manipulation is very particular (the mechanics vary greatly and each puppetmaster tends to have a strong preference, which often requires him to make modifications that require a DC 10 Craft (puppet) check upon purchasing a marionette).

**Crafting rod puppets.** Rod puppets tend to feature simple anatomies with highly intricate carvings, clothes and accoutrements. Artisan's tools, leather or wood and water-based paint are required to create a rod puppet, though horn, textiles and jewels are frequently applied as well. Rod puppets can be two-dimensional or three-dimensional, and either tailoring (the garb) or leatherworking (carvings in the body or face) tends to be emphasized more strongly than engineering (though rod puppets still convey a vivid range of motion).

**Damaging puppets.** A non-animated puppet's AC, hardness and hit points are based on its primary material and size. A generic wooden puppet sized for a Medium puppetmaster has an AC of 4, hardness of 5 and 50 hit points.

If a non-animated puppet contains any of the following materials, reduce its hardness by 20%: glass, paper, porcelain, textiles.

If a non-animated puppet contains any of the following materials, increase its hardness by 20%: gemstones, metal.

The bonuses and penalties listed above are not cumulative, but they can offset each other if materials from both groups are featured. Note that an appropriate subskill of Craft (puppet) is required to apply any of the above materials during the creation of a puppet.



Puppet	Cost*	Craft DC	Required Materials	Common Materials	Weight
Doll	3 gp	15	Base material (any)	Artisan's tools, adhesive, bone, clay, hair, ivory, paper, plant husk, porcelain, textiles, wax, wood	-
Marionette	5 gp	20	Artisan's tools, base material (bone / clay / horn / cartonnage / porcelain / wood), oil-based paint, string, textiles	Adhesive, hair	1 lb.
Rod Puppet	5 gp	20	Artisan's tools, leather / wood, water-based paint	Horn, jewels, textiles	1 lb.

\*Average cost. Actual cost is based on materials and renown of puppetmaster or workshop.

**Remarkable puppets.** If every craftsman involved in the creation of a puppet exceeds the DC to create that puppet by 100%, a puppet of marvellous quality is created. Puppets of marvellous quality grant a +1 bonus on all checks related to their usage (skill checks, manipulation checks, story checks, etc.).



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