# APRIL-ALGMENTED







## APRİL AUGMENTED

Authors: Anthony S. Altovilla, Forrest Heck, Jacob Karpel, Jade Ripley, Jeffrey Swank, Kevin Ryan Interior Design: Erik Nowak Interior Layout: Jeremy Smith

April Augmented requires the use of Psionics Unleashed: Core Psionics System, © 2010 Dreamscarred Press. See http://dreamscarredpress.com for more information on Psionics Unleashed.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/ compatibility for more information on the compatibility license.

*April Augmented* is published by Dreamscarred Press under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc.

© 2016 Dreamscarred Press





## INTRODUCTION

Welcome to *April Augmented*! A compilation of a variety of new player content for use in your *Pathfinder Roleplaying Game* campaign!

Included in this release you will find three new archetypes, a new prestige class, a new playable race, and a new monster class.

## **NEW ARCHETYPES**

Presented below are three new archetypes. The ambu-lancer for the medic class, the edge lord for the harbinger from *Path of War Expanded*, and the madman for the monk.

## **AMBU-LANCER (MEDIC)**

By: Anthony S. Altovilla

A medic must be able to rapidly traverse dangerous terrain to reach those in need of their aid. Some medics specially train mounts to aid them in their quests to provide healing to those in need.

**Class Skills:** An ambu-lancer gains Ride as a class skill.

**Mount (Ex):** At 1st level, an ambu-lancer gains the service of a loyal and trusty steed to carry her into battle. This mount functions as a druid's animal companion, using the ambu-lancer's level as her effective druid level. The creature must be one that she is capable of riding and is suitable as a mount. A Medium-sized ambu-lancer can select a camel or a horse. A Small-sized ambu-lancer can select a pony or wolf, but can also select a boar or a dog if she is at least 4th level. At the GM's options, other animals may be suitable mounts for an ambu-lancer to select.

An ambu-lancer's bond with her mount is strong, with the pair learning to anticipate each other's moods and moves. An ambu-lancer does not take an armor check penalty on Ride checks while riding her mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat.

Should an ambu-lancer's mount die, she may find another mount to serve her after 1 week of mourning.

**Mounted Combat (Ex):** At 1st level, an ambu-lancer gains Mounted Combat as a bonus feat, even if she does not meet the prerequisites. This ability replaces one of the medic's expertise gained at 1st level.

**Mounted Maneuver Expertise (Ex):** Starting at 1st level, an ambu-lancer and her trusty steed are so in tune with each other that they can work as one when performing maneuvers. Whenever an ambu-lancer is mounted and uses a maneuver with a movement component (such as making a charge attack, or taking an extra move action), the ambu-lancer can have her mount take the appropriate movement in her place. If the maneuver allows the ambu-lancer to make a charge attack, both she and hers mount are considered to be charging. This ability replaces the share spells ability that normal animal companions gain.

Mobile Triage Unit (Ex): Whenever the ambulancer uses her triage ability while mounted, she may have her mount take the movement of the triage ability in her place, riding on the mount to her destination as normal. This ability alters the medic's triage ability.

Siren (Su): At 4th level, the ambu-lancer gains a glowing magical siren that announces her presence whenever she rides her mount. The siren emits an ear piercing wail and sheds light like a torch while active, though the ambu-lancer may choose to suppress this effect as a free action. While the siren is active, the ambu-lancer takes a -30 penalty to her stealth checks as the wailing siren gives away her position. When she uses her triage ability with her siren active, her mount gains the benefits of the Improved Overrun feat and creatures she overruns must choose to avoid the ambu-lancer and cannot make attacks of opportunity against her for her movement, as creatures dive out of the way to avoid an oncoming abmu-lance. This ability replaces the additional use of triage gained at 4th level.

**Patient Retrieval (Ex):** At 5th level the ambulancer gains the following medic's expertise:

Patient Retrieval\*: When the medic uses her triage to heal an ally while mounted, she may pull that ally up and onto her mount. So long as her ally remains mounted on the ambu-lancer's mount, the ambulancer may use her Mounted Combat feat to negate attacks against her ally. The medic's mount may only take on one additional rider at a time, however the addition of a second rider does not otherwise interfere with the mount's ability to move or be ridden, though excessive weight may affect its base speed as normal for a medium or heavy load. This ability replaces the medic's expertise gained at level 5.

## Edge Lord (Harbinger)

#### By: Jade Ripley

Edge lords are numbered amongst those harbingers that cope with negative emotions by pretending to be above them; without personal ties or investment, how can they, or anyone else, be hurt by loss? This icy, affected indifference gives them insight into the use of curses, teleportation, and the supremely sharp

APRIL AUGMENT

#### katana.

Weapon and Armor Proficiency: An edge lord is proficient with all simple weapons, martial melee weapons, and the katana, but not with any type of armor or shield. This ability alters the harbinger's weapon and armor proficiency.

**Maneuvers:** An edge lord loses access to the Riven Hourglass and Scarlet Throne disciplines and adds Unquiet Grave and Mithral Current to his list of available disciplines. He otherwise learns, readies, and initiates maneuvers as a standard Harbinger. This ability alters maneuvers.

**Become So Numb (Su):** At 1st level, an edge lord dons a floor length black or red leather coat formed from their own affected indifference, often displaying clasps or buttons of bismuth crystal. This coat provides a bonus to the edge lord's AC equal to the his Intelligence modifier. In addition, an edge lord gains a +1 dodge bonus to his AC at 3rd level, which increases by a further +1 at 8th level and every five levels thereafter. The edge lord loses both of these bonuses while wearing armor of any kind. This ability replaces accursed will.

**Quick Draw (Ex):** At 1st level, an edge lord gains Quick Draw as a bonus feat, even if he does not meet its prerequisites.

**One Step Closer (Su):** Starting at 4th level, an edge lord may teleport up to 25 feet plus 5 feet per 2 class levels as part of initiating a strike. This teleportation takes place either immediately before or immediately after resolving the strike; if he teleports before his strike, the edge lord may make any decisions regarding the strike (such as targets or weapon choice) after his teleport finishes. If the edge lord is unable to initiate his strike after teleporting, he may choose another strike with the same initiation action to use. The edge lord can use this ability once per encounter at 4th level, twice per encounter at 10th level, and three times per encounter at 16th level. This ability replaces massacre.

Nothing Personal (Ex): Starting at 5th level, an edge lord's affected indifference shields them from unwanted feelings. He becomes immune to emotion effects. This ability replaces elusive shadow.

**X-Ecutioner Style (Ex):** Starting at 7th level, an edge lord's mastery of his favored weapon advances. He gains Mixed Combat and Weapon Focus (Katana) as bonus feats, even if he does not meet their prerequisites. This ability replaces sorcerous deception.

**Papercut (Ex):** At 8th level, an edge lord's deadly efficiency in combat allows him to increase the critical threat range of any weapon he wields by +1. This bonus is applied after effects such Improved

Critical or the *keen* weapon special ability, and cannot be doubled. This ability replaces ill intentions.

Hit the Floor (Su): At 11th level, an edge lord solidifies his mastery of teleportation. Whenever he confirms a critical hit against a creature, that creature must succeed at a Will save (DC 10 + 1/2 the edge lord's class level + the edge lord's initiation modifier) or be teleported to an unoccupied space within 30 feet of the edge lord's choosing. He need not teleport the target to a location that can support them; he can teleport them into the air, into difficult terrain, or into dangerous situations as he sees fit. This ability replaces black omen.

### MADMAN (MONK)

#### By: Kevin Ryan

"He's mad, I tell you! M-A-D, mad!"

Every monk strives to hone every inch of his body and soul into a perfect fighting machine, but a madman has taken it to an extreme some would call unnatural. He has twisted his flesh, shattered his mind, shredded his soul, and rebuilt himself to use his abilities in ways most could never have imagined. Some may call him deranged, and maybe his dedication to making the most of himself is unhealthy, but it does seem to be effective.

Alignment: Any.

Weapon and Armor Proficiency: Madmen are proficient with unarmed strikes, but not with any other weapon or any kind of armor. For madmen, monk class features that work with any monk weapon instead function only with unarmed strikes.

**Insanity Defense (Ex):** At 1st level, a madman adds his Strength and Constitution modifiers on Fortitude saving throws, his Dexterity and Intelligence modifiers on Reflex saving throws, and his Wisdom and Charisma modifiers on Will saving throws. These replace the usual ability score modifiers on his saving throws, and no effect can change the ability modifiers that a madman uses for his saving throws, though effects that add new ability modifiers to saving throws (such as a paladin's divine grace) function normally.

When unarmored and unencumbered, the madman adds his Wisdom modifier to his AC and CMD, even against touch attacks or when flat-footed, and he also retains his Dexterity bonus to AC and CMD even when flat-footed. He loses these benefits when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load. His AC bonus does not increase as he levels. No effect can change the ability modifiers that a madman uses for AC and CMD, though effects that add new ability modifiers to AC

#### and/or CMD function normally.

This ability alters AC bonus, but counts as that ability for the purposes of prerequisites and requirements.

Lunacy Fist (Ex): At 1st level, a madman adds both his Strength and Intelligence modifiers on attack rolls with unarmed strikes and to his combat maneuver bonus instead of just his Strength modifier. He adds both his Constitution and Charisma instead of his Strength modifier to damage rolls with unarmed strikes. No effect can change the ability modifiers that a madman uses for attack and damage rolls with unarmed strike or for his combat maneuver bonus, though effects that add new ability modifiers to attack rolls or damage rolls function normally.

A madman's unarmed strikes deal damage that is bludgeoning, piercing, and slashing.

For the purposes of prerequisites and requirements, this ability counts as the Weapon Finesse feat. This ability replaces stunning fist.

Mad Skills (Ex): At 1st level, a madman's abuse of his body allows him to use his abilities in unconventional ways. He adds a modifier to ability and skill checks equal to an ability modifier other than the one that ability or skill check is based on, as given in **Table 1-2: Mad Skills Modifiers**.

Table 1-1: Mad Skills Modifiers				
Add a modifier equal to	To ability and skill checks			
	based on			
Strength modifier	Dexterity			
Dexterity modifier	Constitution			
Constitution modifier	Intelligence			
Intelligence modifier	Wisdom			
Wisdom modifier	Charisma			
Charisma modifier	Strength			

T 11 4 4 36 1 01 11 36 110

However, each of these modifiers cannot add more to an ability or skill check than his class level. They have no minimum, and may be negative.

This ability replaces the bonus feat gained at 1st level.

**Psychotic Flurry (Su):** Starting at 1st level, a madman can make a psychotic flurry as a full-attack action.

When doing so, he may make one additional attack, taking a –2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat.

For the purpose of these attacks, the madman's base attack bonus from his monk class levels is equal to his madman level. For all other purposes, such as qualifying for a feat or a prestige class, the madman uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses psychotic flurry, as if using

Improved Two-Weapon Fighting (even if the madman does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using psychotic flurry, as if using Greater Two-Weapon Fighting (even if the madman does not meet the prerequisites for the feat).

A madman cannot use any weapon other than an unarmed strike in a psychotic flurry. A madman may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a psychotic flurry.

A madman also learns one psychosis at each odd level, which he uses by substituting psychoses for unarmed attacks as part of a psychotic flurry. The saving throw DC for psychoses is 10 + half the madman's level + the madman's lowest ability modifier + the madman's second-lowest ability modifier.

This ability alters flurry of blows, and replaces still mind, purity of body, wholeness of body, improved evasion, diamond body, diamond soul, quivering palm, timeless body, and empty body.

This ability counts as flurry of blows for the purposes of prerequisites.

**Freak Physiology:** At 2nd level, 6th level, 14th level, and 18th level, a madman increases his two lowest ability scores by 1 each. In the case of a tie, the madman may choose which ability score to improve. At 10th level and 20th level, he increases all of his ability scores by 1 each. This ability replaces the bonus feats gained at 2nd, 6th, 10th, 14th, and 18th levels.

**Psychotic Break:** At 20th level, a madman learns one of the psychotic breaks below. The chosen psychotic break is automatically triggered when every attack, combat maneuver, or psychosis in a psychotic flurry is successful.

*Elemental Breakdown:* The madman releases a massive explosion of elemental energy. This has three components:

- An explosion of fire, dealing 5d6 fire damage in a 20-foot spread. A successful Reflex save halves the damage.
- Three bolts of lightning, each dealing 3d6 electricity damage along a 60-foot line extending away from the madman (the electricity damage does not stack if bolts overlap). A successful Reflex save halves the damage.
- A barrage of icicles, dealing 1d6 cold damage to up to twenty creatures within 120 feet. No creature can be struck by more than one icicle. A successful Reflex save negates the damage.

Creatures subject to more than one effect make

APRIL AUGMENTE

multiple saves. The madman himself is immune to these effects.

Repetition Expecting Change: The madman can make another attack at his highest base attack bonus, which is considered part of the same psychotic flurry. If that attack is successful, this psychotic break triggers again, allowing another attack, so once the madman succeeds on all the attacks in his original psychotic flurry, he may continue attacking until an attack is unsuccessful. He still may not use any psychosis more than once in the same psychotic flurry.

*True Schism:* The madman creates a copy of himself and all of his equipment. The copy acts completely independently, but is still the madman. At the end of the madman's next turn, one of the madmen and all of his equipment—even if that equipment has left his possession—disappears. The madman that stays need not be the "original." Artifacts are not copied. Anything in the possession of the madman that disappears that was not copied (including artifacts, or objects picked up during the round) falls to the floor.

This ability replaces perfect self.

#### **Ex-Madmen**

There is no such thing as an ex-madman. Unlike other monks, a madman is always eligible to continue advancing his madman level.

#### **Psychoses**

Madmen learn one psychosis at each odd level. A psychosis is used by substituting it for an unarmed strike in a psychotic flurry.

A madman cannot use the same psychosis twice in one psychotic flurry.

**Successful prior attacks:** Many psychoses have an improved effect when used after a certain number of "successful prior attacks." This refers to the number of successful attacks, combat maneuvers, or psychoses that the madman has already used in this psychotic flurry. A successful attack is one that hit and dealt damage, a successful combat maneuver is defined by the combat maneuver rules, and each psychosis defines what counts as it succeeding.

*Blind Leap:* The madman makes an Acrobatics check against a DC of 15. If successful, the psychosis succeeds and he jumps up to 15 feet (in any direction) without provoking attacks of opportunity.

**1 successful prior attack:** Any opponents he threatened from the square he started in must make a Fortitude save, or be blinded for 1 round.

**2 successful prior attacks:** One target that the madman threatens from his destination must make a Fortitude save or be blinded for the rest of the psychotic flurry.

Implant Phobia: The madman forces a single creature within his reach to make a Will save. If the creature fails, this psychosis succeeds and the creature is shaken for 1 round. If the creature makes its saving throw, it is still considered shaken, but only for the rest of the psychotic flurry, and this psychosis is a failure. This is a mind-affecting fear effect.

**2 successful prior attacks:** This effect functions against targets that are immune to fear effects.

**3 successful prior attacks:** Success allows the madman to affect the target with *aversion*, as the power. The target does not get a separate save against this effect; it has already failed.

**5 successful prior attacks:** This effect functions against targets that are immune to mind-affecting effects.

Littlest Reality Rejection: This psychosis allows the madman to perform one minor magical trick, as with the *prestidigitation* spell. It always counts as a success.

Touch in the Head: The madman makes a touch attack, and the target makes a Will save. If the target fails, the psychosis succeeds. When it succeeds, the target takes damage equal to the madman's lowest ability modifier plus his second-lowest ability modifier (minimum 1). This damage is mind-affecting. Success also allows the madman to dispel any mindaffecting effects on himself he chooses.

**1 successful prior attack:** Success grants the madman a +4 bonus against mind-affecting effects for 1 minute.

**4 successful prior attacks:** Success grants the madman immunity to mind-affecting effects for 1 minute.

Zany Port: The madman teleports to his current location, to all appearances disappearing momentarily before appearing again. Any creatures he threatens must make a Reflex save, or be flatfooted against the remaining attacks in his psychotic flurry. This psychosis is successful if at least one target fails its save.

A madman must be at least 5th level before selecting the following psychoses.

*Mens Insana in Corpore Sano:* The madman makes a Fortitude save against a DC of 13 + his highest ability modifier – his lowest ability modifier; if he succeeds, the psychosis succeeds and he may cure himself of any and all diseases that he suffers from.

**1 successful prior attack:** success grants the madman immunity to disease for 1 hour.

**3 successful prior attacks:** success allows the madman to make a touch attack and force the target to make a Fortitude save against a disease, as with the

#### contagion spell.

Overwhelming Vision of the Divine: The madman makes an unarmed strike that ignores all damage reduction that the target may have. If it hits and deals damage, this psychosis succeeds, and the target loses all damage reduction for the rest of the psychotic flurry. This attack deals extra damage equal to the madman's lowest ability bonus (minimum 1) for each successful prior attack.

Pain Insensitivity: The madman makes a Will save against a DC of 13 + his highest ability modifier – his lowest ability modifier; if he succeeds, the psychosis succeeds and he gains temporary hit points equal to the sum of all his ability score modifiers for 1 round, plus an additional round for each successful prior attack.

*Psycho Crusher:* The madman makes a Fly check against a against DC of 15; he takes no penalty from maneuverability or lack thereof, but if he has a fly speed with good or better maneuverability, its bonus applies. If he succeeds, the psychosis succeeds and he flies in a straight line up to twice his movement speed. This psychosis allows him to stay aloft long enough to complete his psychotic flurry, but if he has no other ability to fly, he may fall after the psychotic flurry completes.

**2 successful prior attacks:** if the madman could see his target before moving, he may fly, in a straight line, to a target and make an attack. Use the rules for charging, but this does not count as a charge for the purposes of other effects. If the madman misses on the attack, this psychosis fails.

A madman must be at least 9th level before selecting the following psychoses.

*Bait Paranoia:* The madman attacks a target he can reach; if he hits, this psychosis succeeds. On a success, the target must make a Will save. If he fails, he must attempt a saving throw against all effects that allow one, even harmless or beneficial ones, for a number of rounds equal to half the number of successful prior attacks.

Hallucinated Hallucinogens: The madman makes a Fortitude save against a DC of 13 + his highest ability modifier – his lowest ability modifier; if he succeeds, the psychosis succeeds and he may cure himself of any and all poisons that he suffers from.

**1 successful prior attack:** success grants the madman immunity to poison for 1 hour.

**3 successful prior attacks:** success allows the madman to make a touch attack and force the target to make a Fortitude save against poison, as with the *poison* spell.

*Psycho Port:* The madman teleports 5 feet for each successful prior attack. This psychosis always succeeds.

*Pyromaniac:* The madman erupts in a ball of fire. This functions as the *fireball* spell, except that the fire damage is 1d6 per successful prior attack, and its area must be centered on the madman himself. All creatures in the area may make a Reflex save to halve this damage; the madman's Reflex save is against a DC of 10 + his highest ability modifier – his lowest ability modifier, while others save against his usual DC. This psychosis succeeds if at least one creature fails its Reflex save, and the madman does not.

A madman must be at least 13th level before selecting the following psychoses.

Denialism: The madman dispels magic effects on himself, as with a targeted greater dispel magic spell, using the madman's level as the caster level. The madman may choose not to dispel any given effect (moving on to the next one as if the dispel check had failed), but this psychosis only succeeds if it dispels at least one effect.

**2 successful prior attacks:** Success grants the madman spell resistance equal to 10 + the madman's class level + 2 per successful prior attack beyond 2 for one minute.

*My Own World:* The madman makes a Will save against a DC of 15 + his highest ability modifier – his lowest ability modifier; if he succeeds, the psychosis succeeds. When this psychosis succeeds, he can use *mirage arcana*, as the spell, but the effect lasts only one round, plus one additional round per successful prior attack. He does not need to concentrate on the effect.

Pull Back the Veil: The madman makes a Reflex save against a DC of 15 + his highest ability modifier – his lowest ability modifier; if he succeeds, the psychosis succeeds. When this psychosis succeeds, the madman gains *true seeing*, as the spell, but for only 1 round and with a range of only 5 feet per successful prior attack.

Schizo Schism: The madman makes a Fortitude save against a DC of 15 + his highest ability modifier – his lowest ability modifier; if he succeeds, the psychosis succeeds. When this psychosis succeeds, he can use schism, as the power, but the effect lasts only one round, plus one additional round per successful prior attack. Unlike a usual schism, the madman's version also affects his body somewhat, allowing the second personality limited physical actions: as a standard action, it can use a single psychosis the madman knows. This is not part of a psychotic flurry, so it has

APRIL AUGULENT

no successful prior attacks, but the psychosis used cannot also be used by the madman in a psychotic flurry in the same turn.

A madman must be at least 17th level before selecting the following psychoses.

*Mumbling and Shaking*: This psychosis has no effect, and cannot succeed.

**5 successful prior attacks:** The madman uses quivering palm, as the monk class feature, except that it uses the madman's usual save DC for psychoses. This psychosis succeeds so long as the initial attack hits.

*Ranting and Raving:* This psychosis has no effect, and cannot succeed.

**5 successful prior attacks:** The madman attacks a target as with quivering palm, the monk class feature, but instead of causing the victim's death, he instead inflicts an *insanity* effect (as the spell) unless the target succeeds at a Will save with a DC equal to the madman's usual save DC for psychoses. This psychosis succeeds so long as the initial attack hits.

*Sound and Fury:* This psychosis has no effect, and cannot succeed.

**5 successful prior attacks:** The madman may use *subjective reality*, as the spell. The madman cannot affect more than one target with this effect: if he uses it on a second target, its effect on the first ends. This psychosis is always successful.

## DARING HERO (PRESTIGE CLASS)

By: Forrest Heck

There are some who adventure for wealth, for glory, or at the order of a higher power. Some insane men even delve into dangerous caves full of dragons' pointy bits entirely for the fun of it, for no other reason than that it is there. Daring heroes are not these men, but to many, they seem quite close. Though their individual motivations may vary, a daring hero is one called by adventure for a specific purpose that only they fully understand. Whether a famed hero or a cunning villain, daring heroes universally strive to snatch the shroud of myth for themselves—to carve themselves into legend, or die trying.

Hit Die: d10.

#### REQUIREMENTS

To qualify to become a daring hero, a character must fulfill all the following criteria.

**Skills:** Bluff 5 ranks, Linguistics 1 rank, Knowledge (history) 1 rank.

Feats: Razor Wit.

**Initiating:** Ability to initiate maneuvers, initiator level 5th.

#### **Razor Wit (Combat)**

Sticks and stones may break their bones, but words cut deeper than wounds.

Prerequisites: Charisma 13.

**Benefit:** As part of making a melee attack, you can make a pun, quip, or insult. If your GM and fellow players believe that it can be considered a "good" or otherwise fitting use of wordplay, you add your Charisma bonus (if any) as a circumstance bonus on your damage roll if you hit. At the other players' option, an *especially* bad pun or joke allows you to add 1/2 your Charisma bonus as a circumstance bonus on your attack roll as well.

**Special:** If the target of your attack also possesses this feat, they can draw you into a verbal duel. After your initial pun, quip, or insult, they can respond with words of their own. If their response is suitably witty, you must respond in turn. Repeat this process until either you or your opponent runs out of things to say. If they best you in the verbal duel, you do not gain the bonuses you normally would from this feat. This process takes place during your attack, regardless of how long the exchange actually took at the table.

#### **CLASS SKILLS**

The daring hero's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

#### **CLASS FEATURES**

All of the following are class features of the daring hero.

Weapon and Armor Proficiency: Daring heroes gain no additional weapon or armor proficiencies.

**Maneuvers:** At every even level, a daring hero gains a new maneuver known. His available disciplines for these maneuvers are Mithral Current, Scarlet Throne, and two of his previously available disciplines, chosen when he takes his first daring hero level. He must meet a maneuver's prerequisites to learn it, as normal. He adds his full daring hero level to his initiator level to determine his total initiator level

#### TABLE 1-2: THE DARING HERO

**Base Attack** Fort Reflex Will Level Bonus Save Save Save **Special** Readied Known **Stances** 1 +1 +0+1 +1 Cutting words, dramatic entry 0 0 0 2 +2 1 0 0 +1 +1 +1 Fame and fortune 3 1 +3 +1 +2 +2Effortless parry 1/encounter 0 0 No one could survive that 4 +4+1 +2+2 1 0 1 5 0 0 0 +5 +2 +3 +3 Plot armor 6 +6 +2 +3+3 Effortless parry 2/encounter 1 1 1 7 +7 +2 +4+4In the nick of time 0 0 0 8 +8 +3 +4+4 Fan fiction 1 0 0 0 9 +9 +3 0 1 +5 +5 Effortless parry 3/encounter 0 +10+3 +5 +5 A true hero never dies 1 1 10

and his highest-level maneuvers known.

At 3rd level and again at 6th level and 9th level, a daring hero gains an additional maneuver readied.

**Stances:** At 4th level and again at 6th level and 10th level, a daring hero learns a new stance from any of the disciplines available to him as a daring hero. He must meet the stance's prerequisites to learn it, as normal.

**Cutting Words (Ex):** Starting at 1st level, a daring hero can use his Charisma instead of his other mental ability scores as his initiation modifier with martial maneuvers and for any class features granted by a martial disciple class. In addition, once per encounter when words fail him in his use the Razor Wit feat, you can immediately make a second pun, quip, or insult as a free action, treating his failure as if it had never happened.

In addition, a daring hero with levels in soulknife adds his class level to his soulknife level to determine the effectiveness of his enhanced mind blade and blade skills class features, as well as for the purposes of meeting blade skill prerequisites, and can use his Charisma instead of other mental ability scores for soulknife class features.

**Dramatic Entry (Ex):** At 1st level, a daring hero learns a few important tricks of his trade, including how to appropriately drop through skylights and swing from chandeliers. He becomes immune to being damaged by glass (including magical glass, such as that generated by the *shattered glass smite* maneuver), and does not take falling damage when entering a scene from above. In addition, he gains a bonus on Acrobatics checks, Disguise checks, and Strength checks to break through doors and windows equal to his class level.

Maneuvers

Fame and Fortune (Ex): At 2nd level, a daring hero's reputation begins to spread. The initial attitude of NPCs regarding the daring hero is one step better (if his reputation is positive in the opinion of the NPC in question) or one step worse (if his reputation is negative). Exactly who has heard of the daring hero and in what ways is up to the GM, but a daring hero is able to influence his reputation positively or negatively through his actions and deeds.

**Effortless Parry (Ex):** At 3rd level, a daring hero gains the ability to initiate a counter without using an immediate action. This expends the counter as normal. He can use this ability to initiate a counter even if he has already used an immediate action this round. The daring hero can use this ability once per encounter at 3rd level, twice per encounter at 6th level, and three times per encounter at 9th level.

No One Could Survive That (Su): Starting at 4th level, a daring hero's fate has become intertwined with his story. He automatically stabilizes when at negative hit points, and no longer takes falling damage, regardless of how far he fell.

**Plot Armor (Su):** At 5th level, a daring hero's relevance enforces itself on the world. As a swift action, he can abandon his current stance to assume the *plot armor* stance. This ability is considered to be a 5th-level stance of the Scarlet Throne and Sleeping

APRIL AUGUENTE

Goddess disciplines. While the daring hero maintains this stance, attacks and abilities targeting him suffer a 25% miss chance. Against opponents who are not especially important, such as bandits, wild animals, and conscripted soldiers, this miss chance is doubled to 50%. In addition, the daring hero gains a circumstance bonus equal to his class level on damage rolls against opponents that are a significant part of his personal story, such as a major villain, a recurring nemesis, or perhaps even upstart weaklings that must be crushed to show his dominance over the world (in the case of a villainous daring hero).

In The Nick of Time (Su): At 7th level, a daring hero's very existence begins to warp his narrative. When traveling outside of combat, a daring hero always arrives at the point in time that is most dramatically appropriate. This might mean, for example, that his ship speeds him to arrive at a naval battle as the tide turns, that his passage through the dark lord's castle is expedited enough that he bursts into the throne room at the eve of the lord's ascension, or possibly even that he arrives too late—he may find himself delayed, his allies scattered, or his ambush failing entirely because the narrative demanded his foes survive. The daring hero can make a Will save (DC 10 + the daring hero's class level + the daring hero's Charisma modifier) to suppress this ability's effect on a given situation. If this ability would work in the daring hero's favor, his most plot-relevant opponent may also make a Will save with the same DC to suppress its effects. The opponent does not know whether or not they failed this saving throw, or even that there was one at all (although they may get a bad feeling or a chill down their spine).

**Fan Fiction:** When a daring hero reaches 8th level, a famed author takes up their pen and assembles a series of novels or articles about his adventures. Although some liberties may be taken with the story, the daring hero is generally contacted for input and information for these books. He is paid a number of gold pieces (or an equivalent value of items) for the rights to his story equal to 1,000 gp per point of his Charisma bonus (minimum 1,000 gp).

A True Hero Never Dies (Su): At 10th level, a daring hero's place in his narrative is thoroughly cemented. He cannot be killed (or destroyed, if he is a construct or undead creature) unless the deathblow takes place during a suitably climactic moment, such as a showdown between an army of demons and the hero's party, the alignment of planets above the dark lord's foul ritual, or a dramatic showdown between the hero and his father above a bottomless pit. In addition, he gains a circumstance bonus to his AC equal to his Charisma modifier against opponents who are not especially important, such as demonic footsoldiers, fearsome beasts, and a great old one's brood. Should the daring hero survive past his maximum age, he cannot die of old age until after he has passed on his wisdom and teachings to a successor, at which point he expires as normal.

## DROWMEDARY RACE

#### By: Jacob Karpel

Deep in the caves beneath the desert sands, foul goddesses sought to fuse the essence of a Drow with that of the wandering gamla. The end goal was to find a suitable punishment for those of their followers who thought that the form of a spider monster would be a nice change of pace from their normal backstabbing ways. What they got instead was the drowmedary, nomads of the caves below.

**Appearance:** Much smaller than the gamla, drowmedaries stand seven feet tall on average and have pitch-dark skin. The sparse fur which covers their bodies tends to be either deepest black or stark white, leaving only the palms of their hands and the surface of their faces exposed. They stand hunched, with a hump on their back. They are otherwise elflike, with long ears and finely chiseled features.

**Demeanor:** The Drowmedary are naturally distrustful of divine spellcasters and drow (much less drow divine spellcasters or those who claim a drow goddess as their patron), and are typically reclusive. Other than this, they tend to be generally friendly to those who help them or their families. As they wander, they trade with those they find. Others often find their lack of defined leadership puzzling, but this rarely causes long-term issues except with the most rigid of societies.

Background: Drowmedary started off few in number, but are incredibly long-lived. Although they have no natural predators, the deep caverns contain plenty of unnatural ones to keep their numbers down, and so their population grows slowly. They travel in bands organized roughly along family lines, but these nomadic bands tend to split once they get past 15-20 members. They are highly communal in nature, reacting almost as one to perceived threats down to the smallest child and considering the opinions of each member of the band in any major decision. Anyone can become anything they feel the call to be, and are encouraged to follow their natural inclinations regardless of any other factor. Drowmedary bands only rarely have designated overall leaders for this reason, they instead follow the one whose natural

talents are best suited to the situation they currently face.

Understandably, given their origins, drowmedaries tend to shy away from true worship of deities, but hold concepts of community, hospitality, and open confrontation to be sacred. They tend to be strongly lawful and usually good alignments, but every individual is their own. Even the most evil among them, though, tend to be more ruthless and greedy than actively destructive.

Adventures: Drowmedaries tend to adventure for one of two reasons. The first and by far the most common is for the good of their band, with the intent to return after achieving something that needs to be done. The second is among those who feel that the society is too stifling, and run away in their own act of rebellion.

#### **DROWMEDARY RACIAL TRAITS**

+2 Constitution, +2 Charisma, -2 Dexterity: Drowmedary are tough and gregarious, but their twisted forms sometimes limit their mobility.

**Medium:** Drowmedaries are medium creatures and thus have no bonuses or penalties for size.

**Humanoid (akashic, elf):** Drowmedaries are humanoids with the akashic and elf subtypes.

**Normal Speed:** Drowmedaries have a base speed of 30 feet.

**Bonus Essence:** Drowmedaries have inherited the strong natural connection to the powers of Akasha from their gamla forebears, and start play with one bonus essence point in their pool.

**Poison Spit:** Once per minute, a drowmedary can spit sedative poison at a creature within 10 feet as a standard action. The target must succeed at a Fortitude save (DC 10 + 1/2 the drowmedary's character level + the drowmedary's Constitution modifier) or become staggered for one round. If the target fails its save by 5 or more they instead fall asleep for one round. A drowmedary can invest essence into this ability as though it was a veil; for each point invested, its range increases by 5 feet and the save DC increases by 1.

**Tribal Teamwork:** A drowmedary gains a teamwork feat he qualifies for as a bonus feat. As a move action, he may share this feat with all allied drowmedary within 60 feet for a number of rounds equal to his Charisma modifier (minimum 1).

Languages: Dromedary begin play speaking Common and Undercommon. Drowmedary with high Intelligence scores can choose from the following bonus languages: Dwarf, Elf, Giant, Gnome, and Terran.

Adulthoo	d Intui	tive1 Se	elf-Taught2	Trained3
	+5d6	years +	8d6 years	+12d6 years
120 years	s (125	-150	(128-168	(132-192
/ `	yea	ars)	years)	years)
Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	6 ft. 4 in.	+3d6 in. (6 ft. 7 in 8 ft.)	150 lbs.	+(2d6×8 lbs.) (166-246 lbs.)
Female	6 ft. 4 in.	+3d6 in. (6 ft 7 in 8 ft.)	130 lbs.	+(2d6×8 lbs.) (146 - 226 lbs.)

#### **ALTERNATE RACIAL TRAITS**

Web Spit: Some drowmedaries lack the poison glands of their brethren, instead being infused with a spider-like essence. Once per minute, a drowmedary with this trait can spit web at a creature within 10 feet as a standard action. The target must succeed at a Reflex save (DC 10 + 1/2 the drowmedary's character level + the drowmedary's Constitution modifier) or be entangled for one round. Regardless of the result of this save, the target's space becomes difficult terrain for one round as well. A drowmedary can invest essence into this ability as though it was a veil; for each point invested, the range increases by 5 feet and the save DC increases by 1. This ability replaces poison spit.

**Spidery Legs:** Some drowmedaries have thinner limbs bristling with short hairs which grip like a spider's. They gain a climb speed of 20 feet. This ability replaces tribal teamwork

#### **FAVORED CLASS BONUSES**

Drowmedary adventurers may use any alternate favored class bonus available to drow or gamla.

## GELATINOUS CUBE MONSTER CLASS

#### By: Jeffrey Swank

Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime.

One of the dungeon's most unusual and specialized predators, gelatinous cubes spend their existence roaming dungeon halls and dark caverns, swallowing up organic material such as plants, refuse, carrion, and even living creatures. Materials the cube cannot digest, such as metal and stone, can eventually fill up the creature's mass with such detritus, and at times the creature may excrete some of this material out of

APRIL AUGUEITE

its body. Often the treasure and possessions of past victims remain inside the gelatinous cube, leaving a ghostly impression of their material remains.

Gelatinous cubes are generally start out as 5 feet wide cubes that grow as they feed to 10 feet and weigh upward of 15,000 pounds, though subterranean explorers report larger specimens trawling the deepest caves and corridors. In locations with plentiful sources of food, gelatinous cubes can exist for hundreds of years, if not thousands. However, if denied organic material for more than 6 months, a gelatinous cube begins shrinking. Eventually this stresses its walls and the creature leaks rapidly evaporating slimy liquid until its body collapses and disappears completely.

Alignment: Gelatinous cubes tend toward neutral and are typically concerned with their own wellbeing and that of the group or organization which aids them. They may behave in a good manner to those that they consider friends and allies, but will only act maliciously against those who have tried to injure them in some way.

#### Hit Die: d8.

**Starting Wealth**: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less (though a gelatinous cube likely has little use for one).

#### **GELATINOUS CUBE RACIAL TRAITS**

-4 Dexterity, +4 Constitution: Gelatinous cubes are hearty and strong, but neither quick nor nimble.

**Medium:** Gelatinous cubes are medium creatures and thus have no bonuses or penalties for size.

**Ooze:** Gelatinous cubes are oozes, gaining the following traits as a result:

Gelatinous cubes are immune to poison, sleep effects, paralysis, polymorph, and stunning.

Gelatinous cubes are not subject to critical hits or flanking, and do not take additional damage from precision-based attacks (such as sneak attack).

Gelatinous cubes eat and breath, but do not sleep. **Very Slow Speed:** Gelatinous cubes have a base speed of 15 feet.

Acid Immunity (Ex): Gelatinous cubes are immune to acid.

Awoken (Ex): A gelatinous cube using this monster class has been granted sapience in a manner very similar to the *awaken* spell. It is not mindless like normal gelatinous cubes, and has the ability to speak by vibrating its body.

**Blind (Ex):** Gelatinous cubes are blind. This gives them an immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. However, they cannot see or read, but they do have the blindsight special ability (see below).

**Blindsight (Ex):** Gelatinous cubes have blindsight out to a range of 60 feet.

**Cubism (Ex):** Gelatinous cubes are, well, cubes. They cannot be tripped. In addition, they do not have hands or arms, and may have difficulty wielding objects as a result.

Languages: Gelatinous cubes begin play speaking Common and Aklo. Gelatinous cubes with high Intelligence scores can choose from the following: Aquan, Dwarven, Goblin, and Undercommon.

#### **CLASS SKILLS**

The gelatinous cube's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks per Level: 2 + Int modifier.

#### **CLASS FEATURES**

All the following are class features of the gelatinous cube monster class.

Weapon and Armor Proficiency: A gelatinous cube is proficient with its natural weapons, but not with any type of weapon, armor, or shield.

Ability Score Increases: As a gelatinous cube gains levels, her ability scores increase as noted on Table 1-2: Gelatinous Cube. These increases stack and are gained as if through level advancement.

**Slam (Ex):** At 1st level, a gelatinous cube gains a slam attack. This is a primary attack that deals 1d4 points of damage plus the gelatinous cube's 1-1/2 times the gelatinous cube's Strength modifier. When the cube grows to Large size at 4th level, the damage die of this slam increases to 1d6.

#### TABLE 1-3: GELATINOUS CUBE

	Base					
	Attack	Fort	Reflex	Will		
Level	Bonus	Save	save	Save	Special	
1 <sup>st</sup>	+0	+0	+0	+0	Slam 1d4, transparent	
2 <sup>nd</sup>	+1	+0	+0	+0	+4 Con, –2 Dex, paralysis (1 round)	
3 <sup>rd</sup>	+2	+1	+1	+1	+4 Con, –2 Dex, acid, paralysis (1d6 rounds)	
4 <sup>th</sup>	+3	+1	+1	+1	+4 Con, –2 Dex, Large Size, slam 1d6, engulf, paralysis (2d6 rounds)	

**Transparent (Ex):** At 1st level a gelatinous cube begins to lose its color. This ability makes the cube difficult to spot, and grants it a +4 racial bonus on Stealth checks. At 4th level, the gelatinous cube loses all of it coloration and becomes fully transparent. Its racial bonus on Stealth checks increases to +8. As long the gelatinous cube stays motionless, it can make Stealth checks even while observed. If a creature fails to notice a 4th level or higher gelatinous cube and walks into it, that creature is automatically engulfed.

**Paralysis (Ex):** At 2nd level, a gelatinous cube begins to secrete an anesthetizing slime. A creature hit by the gelatinous cube's slam attack or engulfed by it must succeed at a Fortitude save (DC 10 + 1/2 the gelatinous cube's character level + the gelatinous cube's Constitution modifier) or become paralyzed for 1 round. At 3rd level, the duration of this paralysis increases to 1d6 rounds, and at 4th level, it increases to 2d6 rounds. hit by a cube's melee or engulf attack must succeed on a Fortitude save or be paralyzed for 1 round. A gelatinous cube with the engulf ability can automatically engulf a paralyzed opponent. A gelatinous cube need not secrete its slime at all times, and may suppress or resume this ability at a free action.

Acid (Ex) At 3rd level, a gelatinous cube begins to secrete a corrosive acid. A creature hit by the gelatinous cube's slam attack or engulfed by it takes 1d6 points of acid damage. A gelatinous cube can also deal this damage to objects, but its acid does not harm metal or stone. A gelatinous cube need not secrete its acid at all times, and may suppress or resume this ability at a free action.

**Large Size:** At 4th level, a gelatinous cube grows to Large size. Its ability scores do not change, although it gains the normal benefits and penalties for being a Large creature. The gelatinous cube's space increases to 10 feet (its reach remains at 5 feet) and it gains a –1 size modifier to attacks and armor class, a +1 special size modifier to its CMB and CMD, a –2 penalty to Fly checks, and a –4 penalty to Stealth checks, as normal. Its slam attack now deals 1d6 points of damage.

**Engulf (Ex)** At 4th level, a gelatinous cube gains the ability to simply engulf creatures of its size or smaller in its path as a standard action. It cannot make any other attacks during a round in which it engulfs. In order to engulf creatures, the gelatinous cube merely has to move over them, affecting as many as it can cover. This provokes attacks of opportunity from the targets of the engulf, but a creature that attempts an attack of opportunity does not receive a saving throw. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 10 + 1/2 the gelatinous

cube's character level + the gelatinous cube's Strength modifier) to avoid being engulfed—on a success, they are pushed back or aside (their choice) as the gelatinous cube moves forward. Engulfed creatures are subject to the gelatinous cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within the gelatinous cube's body until they are no longer pinned.

#### **RACIAL FEATS**

#### Pseudopod

You can control your ooze form well enough to grasp objects.

Prerequisites: Gelatinous cube level 1st.

**Benefit:** You can use form your gelatin wall into a pseudopod to be used as a "hand," wielding weapons and manipulating objects as well as a humanoid creature might otherwise be able to with hands. You gain the ability to use items and act as if you had a single arm. You are not penalized for fighting with a weapon in your pod, although you cannot use your slam attack while doing so.

You can use your pseudopod to make skill checks that would normally require the use of hands, although you do so at a -4 penalty to the checks.

#### Form Figure (Heritage)

You can control your ooze form well enough to appear humanoid.

Prerequisites: Ooze type, nonhumanoid form.

Benefit: You gain the ability to change shape as a full-round action. When you use this ability, you assume the appearance of a specific humanoid form (selected at the time of choosing the feat). This form is Medium-sized or your size, whichever is smaller, and its flesh appears to be made of a transparent gelatinous substance. You cannot use the natural weapons of your normal form in this form, but if you possess the engulf ability, it functions as normal. You also gain the ability to wield or otherwise interact with objects as normal for a humanoid creature (you have two arms, two legs, one head, and so on). Your ability scores do not change. You can return to your natural form as a free action, and can remain in your alternate form indefinitely. This is a supernatural ability.

#### **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from

#### the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
COPYRIGHT NOTICE

Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Ultimate Magic, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

The Book of Experimental Might, © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Unearthed Arcana, © 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman

The Iconic Bestiary: Classics of Fantasy, © 2005, Lions Den Press; Author Ari Marmell

Hyperconscious: Explorations in Psionics, © 2004, Bruce R Cordell. All rights reserved.

If Thoughts Could Kill, © 2001–2004, Bruce R. Cordell. All rights reserved.

Mindscapes, © 2003-2004, Bruce R. Cordell. All rights reserved.

Unearthed Arcana, © 2004, Wizards of the Coast.

Mutants & Masterminds © 2002, Green Ronin Publishing.

Swords of Our Fathers, Copyright 2003, The Game Mechanics.

Modern System Reference Document, © 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Psionics Unleashed, © 2010, Dreamscarred Press.

Psionics Augmented: Wilders, © 2015, Dreamscarred Press

# PSIQUE BESTIARY

## NEW MONSTERS OF ALL CRS! FULL-COLOR \$24.99

NOW AVAILABLE AT DREAMSCARRED.COM



PSIONICS UMLEASHED COMPATIBLE

DREAMSCARRED