

# APRIL AUGMENTED



◆ 2018 ◆





# APRIL AUGMENTED

## 2018

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Welcome to April Augmented 2018! In this book, you will find a variety of new player options of a humorous, but totally playable, nature.

### NEW FEAT

#### Catch These Hands [Combat]

You are adept at the art of throwing fists and other improvised weapons

**Prerequisites:** Improved Unarmed Strike or Catch Off Guard

**Benefit:** If you have the Improved Unarmed Strike feat, your unarmed strikes gain the *throwing* special property, even if they aren't otherwise masterwork or magical. If you have the Catch Off Guard feat, improvised weapons you wield gain the *throwing* special property, even if they aren't otherwise masterwork or magical. Increase the range increment of weapons you wield with the *throwing* special property by five feet per character level. Unarmed strikes you throw reappear back on your body at the end of each ranged attack made with them, and cannot be caught or otherwise prevented from returning to you, even if circumstances such as a *dimensional anchor* or the sudden appearance of a *wall of force* would normally prevent it.

### NEW SUPREME ZEITGEIST

Zeitgeists are psionic thought-constructs that form naturally from major events. All the thoughts, worries, excitement, and so on directed at or resulting from the event can echo across the Astral Plane and become tangled with one another, eventually producing a mind of their own: a zeitgeist. Empaths are mediums who contract with zeitgeists instead of spirits, and a supreme zeitgeist, such as the one presented below, become available to empaths at 16th level. The empath archetype, and other zeitgeists, can be found in *Psionics Augmented: Empaths* or the *Psionics Augmented: Occult* compilation.

### RATBAGGER, THE END

THE END OF ANYTHING IS A NEW BEGINNING, A SET OF LESSONS LEARNED FOR ANY WHO WISH TO FIND THEM. WHETHER IT'S AN EATERY THAT RAN OUT OF TIME FOR ITS LAST AND GREATEST GUEST, A PLANET THAT COULD HAVE BIRTHED HEROES, OR EVEN AN ENTIRE UNIVERSE UNWRITTEN FROM THE FLOWS OF CAUSALITY, THE GREATEST ENDINGS DRAW ENOUGH ATTENTION TO POWER A ZEITGEIST WHICH REACHES BACK INTO HISTORY AND PULLS EVERYTHING TOWARDS ITS INEXORABLE END.

- **ASSOCIATED EVENTS:** ENDINGS OF ALL KINDS.



# PSIONICS AUGMENTED

- **COMPULSION:** ANY NUMBERS YOU INCLUDE IN A JOKE MUST BE IN BASE 13. YOU MAY NOT EXPLAIN THIS AS IT WOULD RUIN THE JOKE.
- **GOAL:** WHEN A THING IS FINISHED, EVALUATE ITS WORTH. YOU MUST ALSO DESCRIBE YOUR FINDINGS TO ANY WHO ASK.
- **SEANCE BONUS:** YOUR SPIRIT BONUS APPLIES ON APPRAISE AND KNOWLEDGE (HISTORY) CHECKS.
- **PSIONIC POWERS:**
  - **4TH: AURA OF DECAY** <sup>A</sup> – CREATURES IN AREA ARE MORE SUSCEPTIBLE TO GHOSTS. OBJECTS BEGIN TO ROT.
  - **5TH: SECOND CHANCE** <sup>A</sup> – GAIN A REROLL.
  - **6TH: EX NIHILO** <sup>A</sup> – YOU GAIN TRAITS OF A GHOST.
- **SPIRIT BONUS:** YOU GAIN A NUMBER OF BENEFITS RELATED TO ENDINGS:
  - **COUP DE GRACE PROFICIENCY:** YOU GAIN PROFICIENCY WITH BUTCHERING AXES AND SCYTHES. YOU TREAT SICKLES AS HAVING A  $\times 4$  CRITICAL HIT DAMAGE MULTIPLIER.
  - **GIFT OF DEATH:** YOU CAN USE *GUIDE THE WILLING* AT WILL AS A PSI-LIKE ABILITY.
  - **QUOTH THE RAVEN:** YOU LOSE THE ABILITY TO SPEAK WORDS, THOUGH YOU CAN STILL VOCALIZE SOUNDS—MOSTLY HIGH-PITCHED, SQUEAKY ONES, THOUGH. IN ADDITION, YOU GAIN A RAVEN FAMILIAR, AS A WIZARD OF YOUR LEVEL, AND IT FURTHERMORE HAS THE ABILITY TO SPEAK FOR YOU. IT WILL NOT SAY THE WORD “NEVERMORE,” HOWEVER, AND TRYING TO FORCE IT TO WILL AGITATE IT IMMENSELY. FINALLY, THIS RAVEN CANNOT DIE—IF IT WOULD DO SO, IT DISAPPEARS INSTEAD, ONLY TO RETURN IN PERFECT HEALTH THE NEXT TIME YOU CONTRACT WITH RATBAGGER, THE END.
  - **A LIFETIME, NO MORE, NO LESS:** AS A STANDARD ACTION, YOU CAN TOUCH A CREATURE. WHEN THAT CREATURE DIES, NO MATTER ITS ACTUAL CAUSE OF DEATH, IT COUNTS AS HAVING DIED OF OLD AGE. THIS EFFECT IS PERMANENT, AND CAN ONLY BE REMOVED FROM THE VICTIM BY MEANS OF *WISH*, *MIRACLE*, OR OTHER SUCH MIGHTY MAGICS.
  - **FINAL HARVEST:** YOU BECOME IMMUNE TO THE DISABLED, DYING, AND UNCONSCIOUS CONDITIONS, AND YOU ARE NOT STAGGERED WHEN USING THE *DIEHARD FEAT* IF YOU HAVE IT. IN ADDITION, EACH TIME A CREATURE WITHIN 30 FEET OF YOU DIES, YOU GAIN AN “ENDING,” WHICH LASTS FOR AN HOUR OR UNTIL EXPENDED. THIS INCLUDES YOURSELF, IF YOU DIE, AND FURTHERMORE, WHEN YOU DIE, YOU MAY CONTINUE TO ACT—IN NO WAY INCONVENIENCED BY BEING DEAD—BY EXPENDING AN ENDING EACH ROUND. IF THE CAUSE OF DEATH DESTROYED YOUR BODY, YOU GAIN THE UNCARNATE FEATURE OF THE PSION UNCARNATE PRESTIGE CLASS (BUT NOT THE SHED BODY ABILITY THAT WOULD ALLOW YOU TO BECOME MATERIAL, THOUGH IF YOU HAVE LEVELS IN PSION INCARNATE, THE SHED BODY FEATURE YOU ALREADY HAVE DOES GAIN THAT FEATURE). ONCE YOU RUN OUT OF ENDINGS, UNLESS YOU HAVE BEEN HEALED OF WHATEVER KILLED YOU, YOU DIE. IF YOU STOP DROWNING DURING THIS TIME—REGARDLESS OF WHETHER OR NOT DROWNING WAS THE CAUSE OF DEATH—YOU IMMEDIATELY REVIVE, AT 0 HP.

## DOGGO

*Canis lupus familiaris*-- man's best friend! The modern doggo is a domesticated descendant of wolves, selectively bred over many millennia for various behaviors and physical attributes. Doggos come in many shapes and sizes, but this race represents a typical medium or large working breed (such as shepherds, mastiffs, or retrievers) that has gained intelligence beyond normal animals, typically through the *awaken* spell or similar magic.

**Physical Description** A doggo is a furry, tailed quadruped with an omnivorous diet, but which greatly prefers meat-based meals. It has powerful muscles and facial features often found to be adorable by humans.

**Society** Doggos are pack animals that greatly value their immediate family unit, and will often go to great lengths to protect their loved ones. They love meeting new people and other doggos, but have been known to get jealous if not given enough attention.

**Alignment and Religion** When well treated and well socialized, doggos are typically good aligned. Doggos are usually unconcerned by matters of religion, but when they worship they typically worship figures associated with hunting, working, food, or play.

**Adventurers** Doggos love the recognition of doing a job and doing it well. Many are happy to be the family pet and guardian, but even more doggos are working class creatures that love to get their hands dirty, whether it's herding sheep or hunting down escaped criminals and magical monsters.

**Female Names** Daisy, Lucy, Bella, Molly, Ruby, Coco, Gracie, Roxy, Lily, Princess, Angel.

**Male Names** Charlie, Buddy, Max, Archie, Oscar, Toby, Ollie, Bailey, Frankie, Jack, Spot.

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### QUALITIES

**Type:** Doggos are magical beasts with the augmented animal subtype.

**Size:** Doggos are medium creatures and thus receive no bonuses or penalties due to their size.

**Speed:** Doggos have a base speed of 40 feet.

**Ability Scores:** Doggos are strong and have hearty personalities, but are simplistic and even goofy. They gain +2 Strength, +2 Charisma, and -2 Intelligence.

**Language:** Doggos begin play speaking Bork. Awakened doggos (which are, generally, the only ones that should be player characters) also speak one language their awakener knew (typically Common). Doggos with high Intelligence scores can choose from the following languages: Gnoll, Sylvan, and Terran.

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### RACIAL TRAITS

Defense Racial Traits

**Determined** Doggos are resilient creatures, gaining a +1 natural armor bonus.



# PSIONICS AUGMENTED

## Feat and Skill Racial Traits

**Natural Hunter** Doggos receive a +2 racial bonus on Survival checks.

**Chaser** Doggos receive a +2 racial bonus on Acrobatics checks.

## Senses Racial Traits

**Low-Light Vision** Doggos have low-light vision allowing them to see twice as far as humans in dim light.

**Scent** Doggos possess the scent ability.

## Offense Racial Traits

**More Bite Than Bark** Doggos possess a powerful bite attack. This is a primary natural attack that does damage as a creature of the doggo's size (1d4 for small, 1d6 for medium, 1d8 for large, etc.). The doggo cannot use this bite attack while holding something in their jaws.

## Other Racial Traits

**Strongjaw** Doggos have powerful jaws designed to lock onto things and not let go. They can hang onto a single object in their mouth, such as a bone, large stick, magical focus, or even manufactured weapons, similar to a hand. If a class grants the doggo proficiencies in weapons, this ability allows them to use conventional melee weapons by holding them in their mouth, including two-handed melee weapons. When holding an object in their mouth, a doggo cannot speak intelligibly and suffers a 20% chance of spell failure when casting spells with verbal components or using abilities that have audible components (such as some bardic performances).

**Quadrupedal** Doggos have four legs. They increase their carrying capacity by 50%, and gain a +4 bonus to CMD against trip combat maneuvers.

## Weakness Racial Traits

**Paws** Doggos lack opposable thumbs. They generally cannot dress themselves and are unable to use most tools and weapons, though various simple devices can still be operated, such as door handles. This does not impede magic using doggos' ability to fulfill somatic components, unless it requires them to hold something, such as a focus. A doggo can hold such an object in their mouth, as per the Strongjaw racial trait.

## ALTERNATE RACIAL TRAITS

**Bred to Work:** Some breeds of doggos are bred for specific purposes, though are usually less hardy as a result. Doggos bred for specific tasks gain Skill Focus as a bonus feat, and must choose one of the following skills with that feat: Acrobatics, Climb, Diplomacy, Handle Animal, Intimidate, Perception, Survival, or Swim. This trait replaces determined.

**VERY Fast:** Some doggos run VERY fast at incredible high speeds! Doggos with this ability have a base speed of 50 feet, but their bite attack does damage as a creature two sizes lower (1d3 for a medium doggo) and it becomes a secondary attack. This trait modifies the more bite than bark racial trait.

**Smol:** Whether they're just stuck looking like a pupper or are a breed that fits in a bag, these doggos just don't have the mass of the others. They are Small size, and

usually have yapping accents when speaking Bork. Their ability score adjustments are +2 Dexterity, +2 Charisma, and -2 Intelligence. This trait modifies the size and ability score racial traits.

**Wet Paws:** Certain breeds of doggo, such as the Newfoundland, are exceptional swimmers. These doggos receive a swim speed equal to half of their base land speed. As normal, they receive a +8 racial bonus to swim checks. This trait replaces the chaser racial trait.

Intelligent doggos are defined by their class levels—they do not possess racial Hit Dice. A doggo's CR is equal to his class level -1.

## DOGGO FEATS

### Slobbercaster

You can't hold in your drool, but it works!

**Benefit:** You can hold a spell focus in your mouth without incurring a spell failure chance when casting spells with verbal components or using abilities that have audible components. Also, your speech is more-or-less intelligible, despite the slurring.





# PSIONICS AUGMENTED

## CHEF'S ARMORY

**Descriptors:** Weapon

**Class:** None

**Slot:** Hands

**Saving Throw:** none

*Although this veil is known by its stained apron or white hat, the true form of this veil is a tattoo in the palm of the veilweaver's hand. This tattoo can help accurately measure spices placed within the tattoo.*

While this veil is shaped, the veilweaver can call up a set of chef's knives. Treat these knives as masterwork daggers. Conjuring and dismissing these weapon is done can be done as a free action.

The veilweaver can also create numerous tools that a chef might need, from ladles to pots and pans to whisks and wooden spoons. They gain *ectoplasmic creation* as a psi-like ability at-will, but they can only create non-edible objects that would commonly be found in a kitchen (such as anything a chef would need to cook with), or a dining room (such as a table, seats, napkins or utensils). The veilweaver

does not need to make craft checks when using this psi-like ability this way. The veilweaver also gains *create water* and *spark* as spell-like abilities at-will.

Additionally, while this veil is shaped, the veilweaver gains a +2 insight bonus on checks made to prepare, cook, or brew food and drink, as well as checks made to identify ingredients of a drink or meal. Should this veil be enhanced with enhancement bonuses or weapon special properties, the veilweaver increases this insight bonus by an amount equal to the combined weapon bonus and weapon special properties. Thus, if this veil was enhanced with a +1 and *flaming*, then this insight bonus would be increased by +2, for a total of +4.

Finally the veilweaver can accurately measure the weight and dimensions of anything they can pick up, provided it can fit within their hand.

**Essence:** Each point of essence invested in this veil increases the damage done by weapons created by this veil by +1, and increases the insight bonus granted by this veil by +1.

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## THE WEAPON DESCRIPTOR

### [Weapon] Descriptor

A veil with the weapon descriptor has some part of the veil that creates or functions as a weapon. These akashic weapons have a number of unique properties that differ from their metal kin, which are detailed out below.

**Hardness & Sundering:** Weapons produced by the veil use the veilweaver's veilweaving level for their hardness, and twice the veilweaver's level in hit points. These hit points refresh at the start of the veilweaver's turn. A weapon created by a veil that has no hit points is destroyed, but may be recreated by the veil as normal. If the veil is sundered, weapons created by that veil disappear.

**Leaving the Veilweaver's grip:** Weapons created by veils with the [Weapon] descriptor cease to exist at the end of any turn that they are not within the veilweaver's possession.

**Size:** A weapon created by a veil with the [Weapon] descriptor is always sized appropriately for the wielder. The wielder may choose to have this weapon be smaller or larger than what's appropriate for them, so long as they can wield a weapon at that size with reduced or no penalty. If the size they can wield with reduced or no penalty is not specified, then they may choose to have the weapon be within one size step within their current size.

**Upgradable:** You may enhance these veils with class features, items, spells, effects, or item creation feats, as though they were a masterwork weapon. They may be targeted (and affected) by all spells and effects that affect weapons. When improving such a weapon, the Veilweaver must be present and have the veil shaped for the entire duration in which they weapon is being worked on (typically 8 hours in a single day). You may also improve the weapon with special materials by paying the price modifier of that material; treat this weapon as costing 100gp when calculating price multipliers. Enhancing a veil this way takes the same amount of time to enhance a weapon. A veilweaver must meditate in a relatively peaceful environment during this time, but otherwise does not need to make any skill checks to upgrade this veil. Its enhancement bonuses, special materials, weapon special abilities, and any effects of the veil are shared across all weapons created with it (including limited use abilities). Weapons cannot gain properties that they could not normally gain, such as *impact* on a ranged weapon or *clangorous* on a sword.

If the veil provides its own weapon enhancement bonuses and weapon special properties, the enhancement bonuses and weapon special qualities do not stack. When they shape the veil, and whenever they reallocate essence, they may choose whether they use the veil's intrinsic bonus and special qualities or the weapon descriptors bonus and special qualities. They may change this choice as a swift action, or whenever they would invest essence into their receptacles.

**Multiple Weapons:** If the veil can produce multiple weapons simultaneously, treat each weapon's enhancement bonus after the first as 1 lower (minimum 0), provided the veil has at least a +1 bonus. A weapon with an enhancement bonus of +0 is treated as a masterwork weapon, gaining the usual +1 enhancement bonus to attack rolls, but not to damage rolls.

**Proficiency:** A veilweaver is always proficient in the weapon they create with a [weapon] veil. This does not grant them proficiency with those weapons.

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**Chakra Bind (Hands):** Daggers created by this veil have their critical hit multiplier increased to x4, or by 1, whichever is greater.

While anyone can cook (To include any veilweaver), binding this veil grants the veilweaver a supernatural gift towards preparing food and drink. The veilweaver can make use of Akashic Recipes, food that has been prepared using akashic means to bring out the best of the ingredients to make meals fit for a king -- or even a god. Akashic recipes can only be created while this veil is bound.

## AKASHIC COOKING

An akashic recipe is a recipe that is prepared with akashic tools and means, causing the meal to take on supernatural properties.

Any creature may only benefit from the abilities of an akashic recipe only after eating the meal, and no more than three times a day, with no more than once in a four hour period. The GM may rule that certain races (such as halflings) may benefit from these meals at a more frequent interval, or are unable to benefit from the cooking at all (Such as a vampire; although they may still gain this benefit from feeding off of someone who has benefited from this cooking). Unless otherwise noted, meals prepared through akashic means take about an hour to make, and lose their potency after a day of being prepared. After this hour of preparing and cooking, the chef must make a profession or a craft check (Whichever the GM rules as being appropriate) against the recipes DC. Success means that the recipe functions as intended, while failure means that the recipe and its ingredients are ruined. An exceptionally well done result can have extra benefits, as noted in each recipes' description.

Each recipe has a list of ingredients required to make it (denoted by semicolons), as well as optional suggestions. Ingredients are placed under broad categories (such as meat, dairy, or grain), and when these categories are called for, anything falling under this category can be used. For example, if a stew calls for meat, the meat of a bear, wolf, or dragon could be used. If it calls for a fish, any fish (trout, herring, etc) will do. If the recipe calls for a specific ingredient, then that ingredient must be used. Thus, a stew calling for meat of a chimera must use chimera meat or the akashic recipe won't work. Recipes also have optional ingredients. Optional ingredients are not required, but can be included to help lower the DC or make more servings.

Ingredients are also ranked. Higher ranked ingredients are harder to come by, but lower the DC of any recipe that they're used in. At the higher levels, ingredients may provide their own unique effects to the recipes that they are used in.

Typically, E-rank ingredients can be found through using the appropriate skill checks (such as survival or an appropriate profession), while D-rank ingredients can be found rarely amongst E-rank ingredients. C and B-Rank and above are hardly randomly stumbled upon,

usually sold at exorbitant prices. A and S rank are usually never sold at all. The prices for D-rank ingredients is 10 times the amount of an E-rank, a C-Rank 100 times the amount of an E-rank, a B-rank 1,000 times the price of an E-rank, while A and S ranks sell for whatever the seller is asking for. Foraging for ingredients is much cheaper; by spending an hour and making Survival skill check, the character may gather ingredients, gaining the result divided by 10 in gold pieces for relevant categories for that the area that they are in. Slain monsters typically provided 1/2 of their weight, with the majority of it being meat (provided the monster is of flesh and blood), and the rest being in Additionals, such as bones for making stock.

A list of ingredient categories and ranks are posted below. GMs may include their own (sub)categories or alter their own at their discretion.

Ingredient	Sub-Category Examples	Cost per Ingredient (E-Rank)
Plants	Legumes, Fruits, Vegetables, Fungi, Nuts/ Seeds	1cp
Meat	Beef, Eggs, Fish, Shellfish	1gp
Dairy	Milk, Butter, Cheese	1cp
Grains	Bread, Noodles, Rice	1cp
Additional	Herbs, Spices, Sugar, Sauce, Yeasts, Salt	1gp

### Ranks

**F:** Rotten, unfit for consumption, or purposefully sabotaged. Any recipe that includes an F-ranked ingredient has the DC increased by 5 for each F-ranked ingredient used. **Example:** Spoiled or rotten meat.

**E:** Standard, run of the mill. E-ranked ingredients do not provide any bonuses or maluses. **Example:** Wheat from an average farm.

**D:** Cream of the crop. D-ranking ingredients are typically found in unspoiled wildernesses or under the care of a skillful farmer. Each D-ranked ingredient used reduces the DC of the recipe they're used in by 1 per D-ranked ingredient used. **Example:** Berries cultivated in an elven garden.

**C:** Masterfully cultivated. Typically the peak of any soley magical or mundane ingredient, each C-ranked ingredient used reduces the DC of the recipe they're used in by 2 per C-ranked ingredient used. **Example:** Free-range dire bears.

**B:** Supernaturally delicious. Created or modified for the sole purpose of consumption, ingredients at this rank is the culmination of both magical and mundane effort. Each B-ranked ingredient reduces the DC of the



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recipe they're used in by 3 per B-ranked ingredient used.

**Example:** Mana-infused potatoes, grown in a demi-plane created for the sole purpose of growing them. **A:** Legendary taste. Ingredients not found of this world, or if they would be, are inaccessible by mere mortals. Entire armies may not be enough to capture these ingredients. Each A-ranked ingredient reduces the DC of the recipe they're used in by 4 per A-ranked ingredient used and have their own benefits that they add to the recipe. **Example:** Flank of an elder dragon. **S:** Mythic. Perfection. The quintessential ingredient. One could spend several lifetimes searching for these ingredients and never find them. Each A-ranked ingredient reduces the DC of the recipe they're used in by 5 per S-ranked ingredient used. **Example:** Milk from the primeval cow Audumbla.

As a rule of thumb, one ingredient purchase is enough to feed 4 adventures of medium size. A recipe produces a number of meals for medium sized people equal to the ingredients used times 4. Smaller creatures need half as much food per step away from medium, while larger creatures need 8 times as much per step away from medium.

A and S rank ingredients, in addition to reducing the DC of any recipe they're used in, will also provide their own unique effects. A few examples are listed below

## A-rank Example:

**Ancient Dragon's Heart:** Eating an akashic recipe that contains an elder dragon's heart causes the consumer to stop aging for 10 years. In addition, for the next 24 hours, the consumer gains immunity to the energy of the dragon's breath weapon.

## S-rank Examples:

**Meat of a slain Tarrasque:** Eating an akashic recipe that contains the meat of a slain Tarrasque gives the consumer the Tarrasque Regeneration ability, with the exception that the consumer regenerates hit points equal to their hit dice. This effect lasts for 24 hours.

## AKASHIC RECIPES

Below is a list of akashic recipes. This list isn't exhaustive; GMs and players are encouraged to make their own effects. The consumer refers to anyone who eats the finished product, while 'you' typically refers to the chef who made the meal. If a recipe lists the same category twice, players may use the same or different ingredients for each instance of the category.

Akashic recipes can be bought for 150gp per recipe, although veilweavers who both know this veil and are willing to share their work are few and far between. More than likely, a veilweaver will have to create their own recipes from scratch. Doing so, while not arduous, requires the veilweaver to have at least 8 hours to themselves to practice various recipes, and preferably a subject to help eat and clean up the mess. This will require 75gp worth of ingredients, and after these 8

hours, the veilweaver must make a profession (chef), Craft (Food, beverage) check, or whichever skill the GM deems appropriate and meet or beat the DC of the recipe they're trying to create. If successful, the veilweaver learns the recipe, otherwise they fail and must try again the next day.

Although example recipes are listed below, players and GMs are encouraged to create their own recipes. Here are some quick guidelines

## Base DC

Effect level	Base DC	Effect Level	Base DC
0th	5	5th	40
1st	10	6th	50
2nd	15	7th	70
3rd	20	8th	90
4th	30	9th	110

The easiest way to figure out the DC of a recipe is by judging its power to a spell effect. A recipe that raises the dead, for instance, would be on par with the *Raise Dead* spell, and as such, should be around 5th level. Note that GMs should keep an eye on spells past 3rd level, and be wary of anything past 6th level, even with the jumps in the DC scaling.

Not all recipes need an effect when exceeding the DC of the recipe, but for those that wish to add it; small increases in effect or duration should require the veilweaver to beat the DC by 1-3 points per step, while larger increases should be about 4-5.

Most recipes should have no more than 3 ingredients and 3 optional ingredients; anything more should be saved for the most grandest of feasts.

Examples are provided below:

## WATER OF LIFE

**Ingredients:** Fruit or Grains; Yeast; Sugar

**Optionals:** A paper umbrella (1sp) or Fruit

**DC:** 10

*Typically an alcoholic beverage, this sweet tasting drink has a restorative effect on the body. In some cultures, this is served with a tiny umbrella or a fruit wedged onto the glass. The umbrella should probably not be consumed.*

When consumed, this drink restores 1d6+1 hit points to the consumer. This healing increases by 1d6+1 for every 5 by which you beat the recipe's DC.

## THE VEGETARIAN

**Ingredients:** Meat; Meat; Meat

**Optionals:** Sauce; Spice; Meat

**DC:** 10

*A human's response to an elven diplomat's cooking suggestion, the only thing vegetarian about this entree is the wooden skewers that the meat is placed on. Though*



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once an insult, it has evolved into a staple of human, dwarven, and orcish cuisine.

The consumer gains 5 temporary hit points. These hit points last for 4 hours or until used. Increase the amount of temporary hit points gained by 1 for every 1 by which you beat the recipe's DC.

## STUFFED ROAST BAT

**Ingredients:** Bat; Fungi

**Optionals:** Salt

**DC:** 15

A kobold 'traditional' 'meal', this is a bat stuffed with whatever edible mushrooms can be found underground and roasted over a fire.

After consumption, once in the next four hours, the consumer may, as a swift action, gain Darkvision out to 30 feet for 10 minutes. If they already have darkvision, their darkvision extends outwards by 30 feet. These effects last for an additional 10 minutes for every 2 by which you beat the recipe's DC.

## MARCHING RATIONS

**Ingredients:** Fruit; Nuts; Meat

**Optionals:** Bread; Spices; Cheese

**DC:** 15

Dried meats, fruits, and nuts make the bulk of these rations.

After consumption, for the next 4 hours, the consumer gains the benefit of the *tireless pursuit* and *endure elements* spells. Unlike other foods, this recipe does not spoil.

## LIGHTLY FRIED FISH FILLETS

**Ingredients:** Fish; Bread; Egg

**Optionals:** Spice

**DC:** 10

Fish, filleted, lightly fried. Good as a snack, or with enough of them, a meal. No matter how many one eats, though, the consumer will always feel light.

After consumption, once in the next 4 hours, the consumer may, as an immediate action, gain the effects of *Feather fall* or *Touch of the Sea*. These effects last for 1 minute, plus an additional minute for every 2 by which you beat the recipe's DC.

## JUMBO GUMBO

**Ingredients:** Chicken; Sausage; Rice

**Optionals:** Vegetables; Spices; Seafood

**DC:** 10

For those wishing to get gains, this is the food for you.

After consumption, once in the next four hours, the consumer may, as a standard action, gain the benefits of the *expansion* psionic power for 1 minute. The consumer gains a temporary power point that can be spent only on

augmentation of this psionic power for every 3 by which you eat the recipe's DC. Any power points not used to augment this power are lost.

## GHOST PEPPER POPPERS

**Ingredients:** Jalapenos; Spice; Cheese

**Optionals:** Sauce; Meat

**DC:** 20

Peppers filled with spices and cheese (And sometimes meat), these spicy delights will make anyone cry out for water – even the dead.

The consumer must make a fortitude save (DC 10 plus 1 for every 1 by which you beat the recipe's DC) or succumb to the spiciness of the meal, inflicting a -4 penalty to all d20 rolls for the next five minutes, or until the consumer consumes at least a pint of water.

If fed to a recently deceased, mostly intact person (Someone who has died within the last 24 hours and would be capable of speech, provided they were still alive), the 'consumer' comes to life for the next minute, begging and asking for water. The dead person may be questioned, but asking questions of the dead person only has a 25% chance of getting something useful out of the individual – Otherwise the dead consumer only asks, begs, or screams for water before 'dying' again. The chance to get an answer increases by 1% for every 1 by which you beat the recipe's DC. Only one question may be meaningfully answered during this time, and subsequent Ghost Pepper Poppers have no effect on any one dead individual.

## DRAGON'S BREATH CHILI

**Ingredients:** Meat; Sauce; Spice

**Optionals:** Legumes; Cheese; Vegetables

**DC:** 15

A spicy chili who's heat lingers in the back of one's throat after consumption. With a cough, the consumer can produce a gout of fire.

After consumption, once in the next 4 hours, the consumer may, as a standard action, produce a 30ft line or 15ft cone of fire. Creatures caught within the area must make a Reflex save (DC 10 + ½ the consumer's Hit Dice + The consumer's constitution modifier) or take 2d6 points of fire damage. This damage increases by 2d6 for every 5 by which you beat the recipe's DC.

## CHICKEN NOODLE SOUP

**Ingredients:** Chicken; Noodle

**Optionals:** Vegetables

**DC:** 20

Good for colds and cold days.

Any creature who consumes this and is suffering from a disease may immediately make a fortitude save to overcome that disease. If they are suffering from multiple diseases, they may make a save against each



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disease they are suffering against. The consumer gains a morale bonus to these saves equal to your veilweaving modifier, plus an additional 1 for every 2 by which you beat the recipe's DC.

## FEATS

### Master Chef (Akashic)

*Look upon my feasts, ye hungry, and eat!*

**Benefit:** You gain the ability to bind the Chef's Armory veil. This does not grant you the ability to bind other veils to the hand slot, and any abilities that you would gain from being able to bind to the hand slot do not function (Unless you have another way to bind to the hand chakra).

Additionally, you immediately learn (or create) 3 akashic recipes.

You gain 1 point of essence.

### Apprentice Chef (Akashic)

*You have begun to take your first steps in becoming a chef.*

**Benefit:** You gain the ability to shape the Chef's Armory veil. If you do not have any class levels in a veilweaving class, you may choose to use intelligence, wisdom, or charisma for your veilweaving attribute. If you later gain a level in a veilweaving class, this veil uses that class's veilweaving modifier for this veil. Treat your veilweaving level as 1/2 of your non-veilweaving class levels higher (minimum 1) for determining effects related to the Chef's Armory veil. This effect cannot give you more veilweaving levels than you have hit dice.

You gain 1 point of essence.

## WONDROUS ITEMS

### Vial of Rotted Food

**Aura** faint conjuration CL 5th

**Slot - Price** 1,000 gp **Weight** -

#### DESCRIPTION

This magically enchanted vial contain bits and pieces of rotted food, doused with poison. When drunk, the imbiber must make a DC 16 fortitude save or be affected by both the Filth Fever disease and Arsenic poison.

If drunk by a veilweaver who knows the Chef's Armory veil, they additionally gain knowledge of poison and diseases in relation to the food that they cook. Their Chef's Armory veil gains the following text:

**Shaped:** The veilweaver gains a +1 insight bonus on fortitude saves made to resist poisons and diseases.

**Essence:** Each point of essence invested in this veil also increases the insight bonus on fortitude saves made to resist poisons and diseases by 1.

**Bind:** When preparing food, the veilweaver may spend 10 minutes to turn any F-ranked food into an E-ranked food, removing any poisons or diseases that the food may carry in the process.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *Neutralize Poison* **Cost** 500 gp

### The Traveling Chef

**Aura** Moderate conjuration CL 9th

**Slot - Price** 1,000 gp **Weight** -

#### DESCRIPTION

This tiny bag functions as a, well, a backpack made for a tiny sized individual. When placed in the palm of a veilweaver who has the Chef's Armory veil shaped, it dissolves into a fine spice, then is quickly absorbed by the veil. The veilweaver's Chef's Armory veil gains the following text:

**Shaped:** The veilweaver gains the ability to store food and ingredients into their veil. Treat this a *Bag of Holding*, with the exception that this bag will only accept food and ingredients. Any other item that one attempts to place in there will not cross the threshold. This veil can store 100lbs of food and ingredients, and food and ingredients placed in here will be placed in a stasis -- They will never rot, expire, or go bad, and will maintain their temperature and consistency as long as they were placed in. Living creatures, despite how tasty they may be, are never considered food for purposes of storing them inside this veil.

**Bind:** The veilweaver can alter the flow of time within the extra dimensional storage space. Time inside this veil can be altered so that for each day passes, one year passes for the selected items inside. While not great for most foods, this can be an excellent way to cool off hot soups, or a way to quickly age wine. The veilweaver may pick and choose which items are affected, and may have different rates for different items.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *Secret chest* **Cost** 500 gp

### Blessed Stone of the Hearth & Flame

**Aura** faint universal CL 1st

**Slot - Price** 500 gp **Weight** -

#### DESCRIPTION

This flat stone is always warm to the touch. When placed in the palm of a veilweaver who has the Chef's Armory veil shaped, it bursts into flames, leaving the





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scent of freshly baked bread behind. The veilweaver's Chef's Armory veil gains the following text:

**Bind:** Flames created by the *Spark* spell-like ability granted by the Chef's Armory are exceptionally suited to cooking. They'll never burn the food (Unless commanded by the veilweaver), and will maintain a perfect temperature that'll have any food cooked to perfection in half the time. Even the tools created by the veilweaver seem to share this flame's affinity for cooking -- Vegetables chop neatly, spices spread evenly, and so on. The veilweaver needs only half an hour to prepare and cook akashic recipes instead of an hour.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *Crafter's Fortune* Cost 250 gp

## NEW SPELLS

### SECLUDED RECLINER

**School** conjuration (summoning); **Level** magus 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** couch touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** No

This spell functions as *secluded grimoire*, with the exception that the target must be a recliner, throne, couch, glittery bar stool, or other piece of furniture that's used in sitting. The furniture does not appear in your hands, but in an empty space adjacent to you. Great for sitting on while sharing popcorn with your allies while watching the stalker bungle up their plan.

### INFORM

**School** divination; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** 1 minute

**Saving Throw** Will negates (Harmless); **Spell Resistance** No

The target of this spell gains a +1 competence bonus to a single intelligence based skill of your choice for 1 minute. This effect does not stack with itself. This is typically enough to inform your party's stalker on why exactly their latest plan is a stupid idea.

### FINGER GUN

**School** evocation; **Level** magus 0, sorcerer/wizard 0

**Casting Time** 1 swift action

**Components** V, S

**Range** personal

**Target** you; see text

**Duration** 10 minutes; see text

**Saving Throw** none; **Spell Resistance** No

Upon finishing the casting of this spell, the caster gains a number of 'shots' equal to the amount of fingers they have. As a standard action, by making a gun with their hand, they may shoot one of these shots towards a creature. Treat this as a ranged touch attack with a range increment of 30 feet that deals 1d3 points of non-lethal force damage. These shots last for 10 minutes or until used.

### FINGER GUN, BIGGER

**School** evocation; **Level** magus 2, sorcerer/wizard 2

**Casting Time** 1 swift action

**Components** V, S

**Range** personal

**Target** you; see text

**Duration** 10 minutes; see text

**Saving Throw** none; **Spell Resistance** No

This spell functions similarly to the *finger gun* cantrip, with the exception that each shot deals 1d6 plus your casting modifier points of force damage.

### CREATE POPCORN

**School** conjuration; **Level** cleric/oracle 0, druid 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** up to 1 ounce bag of popcorn per caster level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** No

Conjures a bag (or bags) of popcorn. Comes with salt and/or butter, although if the caster is of an evil alignment, it can also come with caramel. Although tasty, it is not nutritionally filling and cannot be used as a substitute for actual food. Good for eating with the medic while watching your stalker enact their stupid plan.

## NEW HERALDRY

**Watch This Idiot (Sp):** You gain the ability to cast *inform* at will as a spell-like ability. Your *unseen servants* gain the ability to cast *create popcorn* and *secluded recliner* as a spell like ability at will.





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