

# Everyman Minis

## Yroometji



# Everyman Minis

## Yroometji

**Author:** Alexander Augunas  
**Cover Artist:** Brett Neufeld  
**Development:** Alexander Augunas

### DESIGNATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration

### DECLARATION OF OPEN GAME CONTENT

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Compatibility with the *PATHFINDER ROLEPLAYING GAME* requires the *PATHFINDER ROLEPLAYING GAME* from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the *PATHFINDER ROLEPLAYING GAME* and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Everyman Minis:Yroometji © 2017 by Everyman Gaming, LLC.

### ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit <http://www.everymangaming.com>! You can also follow Everyman Gaming on Facebook at <https://www.facebook.com/gamingeveryman> or on Twitter at handle @EMGamingLLC.

## Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

*EVERYMAN MINIS* combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas



### Yroometji Racial Traits

**+2 Con, +2 Cha, –2 Int** Yroometjis are hardy and kindly, but their reclusive nature leaves them somewhat uneducated.

**Medium** Yroometjis are Medium creatures and gain no bonuses or penalties due to their size.

**Normal Speed** Yroometjis have a base speed of 30 feet.

**Low-Light Vision (Ex)** Yroometjis can see twice as far as humans in conditions of dim light, such as moonlight.

**Mighty Jump (Ex)** Yroometjis gain a +2 racial bonus on Acrobatics checks, and are always considered to have a running start when making Acrobatics checks to jump.

**Pouch (Ex)** Yroometjis possess a pouch on their midriff that they can use to hold creatures and objects. A Medium yroometji's pouch can hold up to 1 cubic foot in volume and 10 pounds in weight; these dimensions double for every size category larger than Medium that the yroometji is and are reduced by half for each size category smaller than Medium. Transferring a held item to their pouch or vice versa is a swift or move action, provided that no armor or clothing restricts access to their pouch. A yroometji cannot stow or draw items from their pouch while wearing armor, a body slot item, or any clothing that is not designed to afford easy access to their pouch. Designing armor or clothing to allow such access without compromising its effects increases its gp cost by 10% (the cost of improvements to such items, such as a suit of armor's enhancement bonus, does not increase). Magic items that adjust to the wearer's form (such as wondrous items) do not incur this cost, as they automatically adjust to allow a yroometji access to their pouch, typically by creating a buttoned flap, a latch, or a similar modification.

**Natural Armor** Yroometjis gain a +1 natural armor bonus to their Armor Class.

**Natural Attack** Yroometjis have a slam attack that they can make with their feet or their tail. This choice is made each time the yroometji attacks with their slam. If they use their feet, the slam deals 1d4 points of bludgeoning and piercing damage and has a critical threat range of 19–20. If they use their tail, the slam deals 1d6 points of bludgeoning damage. If the yroometji readies their slam attack against a charge and uses their tail to make the attack, they deal double damage on a successful hit against the charging creature, as if their tail had the brace special weapon ability.

**Languages** Yroometjis begin play speaking Common and Yroometji. Yroometjis with high Intelligence scores can choose from the following: Aquan, Auran, Ignan, Sylvan, and Terran.

### Race Point (RP) Build

Use the following race point estimates when comparing yroometji characters to other races using the race building rules in *PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE*.

**Type** humanoid (yroometji; 0 rp); **Size Quality** Medium (0 rp); **Ability Score Modifier** standard (0 rp); **Language** standard (0 rp); **Defense** natural armor +1 (2 rp); **Feats and Skills** skill bonus (Acrobatics; 2 rp); **Movement** jumper (2 rp); **Offensive** natural attack 2 rp; **Other** pouch (2 rp); **Total** 10 rp.



## Yroometji

Yroometji, disparagingly called kangaroo folk or simply roo folk, are a race of desert-dwelling nomads who largely keep to themselves. Known equally for their compassion and ferocity, yroometji are burly and proud folk who often stand just over six feet in height. Despite their formability, yroometji prize compassion and empathy over all other virtues, and are often more than willing to offer a bit of aid to a weary traveler or assist lost explorers however they can, often asking for nothing more than for their guests to exhibit proper mannerisms and for their way of life to be left unmolested and unchallenged by those benefiting from their hospitality.

### Physical Description & Life Cycle

Yroometjis are lithe folk with powerful muscles, especially in their long tails and digitigrade legs. Though they're clearly humanoid, yroometjis possess many characteristics evocative of various species of kangaroos and wallabies. Their squat ears stand at attention on the sides of their head, and they have long, slender faces, long, wide feet, nailed digits, and, most notably of all, marsupial pouches. Yroometjis of both sexes possess these pouches, and as a result neither yroometji men nor women have nipples or breasts; this lack of overt sexual dimorphisms causes foreigners to often struggle with telling yroometji males from females. Yroometji grow thick fur across their bodies whose coloration includes fulvous, blond, ruddy brown, beige, and gray. In addition to this fur, yroometjis can grow mops of hair atop their heads, and their hair and eye color palette is identical to that of humans.

When a yroometji is born, its mother's body births them directly into her pouch. Once there, the youngling spends the next three months completely dependent upon its mother. Young yroometjis develop quickly, however, and they are often capable of lifting themselves out of their mother's pouch by the time they're three months old and begin trying to climb out to explore their world for the first time shortly after. Young yroometjis physically develop faster than their human peers, and their wide feet and broad tails often give them the ability to balance, walk, and even hop on their own well before six months of age. This, however, proves trying for yroometji mothers, as their younglings are prone to hopping off on their own at the slightest provocation. Once out of the pouch, yroometjis grow and age much like young humans, though they tend to acquire motor skills more quickly

### Culture

Yroometji culture is intrinsically tied to their ancestral lands, which are typically marked by slow-changing geographic boundaries such as rivers, lakes, and mountains. Their lands form the foundation for all aspects of yroometji tribe's culture, for yroometjis are adaptive and resourceful folk capable of using whatever gifts their lands provide them with to survive and thrive.

Yroometjis often build small but respectable dwellings that

make use of natural fauna and terrain, paying special care to integrate their homes with the land they settle in. For instance, a yroometji tribe dwelling in a savannah may elect to cover her home with dirt and grass seed to replace the grass she cleared in constructing her home, while a tribe living along the coast might decide to construct a floating village atop a multitude of barges to avoid sully the pristine beauty of the shores.

Yroometji are a jovial folk that observe an array of holidays based upon their traditional beliefs, especially the birth of their young. Unlike other races, who count birthdays from the moment a children is born, yroometjis consider their younglings unborn until the first time they pull themselves out of their mother's pouch. Since yroometji grow and develop for almost three months in infancy before this occurs, yroometji children are often roughly three months older than peers who were otherwise "born" on the same day as them, and even without this additional time spent developing in their mother's pouch, yroometjis are naturally stouter and develop faster than children of other races.

In addition to birthdays, most yroometjis observe a coming of age ceremony known as a bora, in which a young yroometji is taught the sacred laws of their tribe, as well as the tribe's sacred songs, dances, and lore. Rather than being the name of the ceremony itself, 'bora' refers to the sacred site upon which the ceremony is held. All ancestral yroometji lands contain a hidden bora, a place of reverence where the boundaries between the material and spiritual worlds are thin. Once the rites have been properly learned, the youngling is sent on their first walkabout, a journey into the Spirit World in search of clarity or understanding. Younglings are sent without guidance or instruction, but nearly all yroometji return from this first walkabout having met their totem spirit and having gained a better understanding of themselves and their place in the world.

**Adventurers:** Yroometji culture is built upon Yroometji Law, which emphasizes the protection of the tribe's land above all else. As a result, most yroometji adventurers are heroes tasked with the protection of the tribe's lands, be it from internal threats or threats from afar. A yroometji might also take to a life of adventuring after becoming exiled from her tribe, a particularly traumatic fate because of the rites that preclude it. When a yroometji is to be exiled, they are brought to their tribe's bora and subjected to a mysterious ritual that strips them of all memory of the tribe's secrets, including the knowledge of their totem spirit. In rare cases the disgraced yroometji may retain communion with their totem, it is almost impossible for a yroometji to regain the trust of her tribe once expunged, and even if they do, there is no way to regain the memories that have been lost.

**Names:** Yroometjis are often named after physical occurrences in nature using either Sylvan words or words in their native tongue, Yroometji. Male names for yroometji include Adomi, Anmaroo, Araluen, Balumn, Girro, Grulae, Kalti, Lullam, Malwe, Mirro, Qedomoro, Ralree, Ruvro, Sulumn, and Xvecae. Female names include Alkira, Araluen,

Corola, Delferru, Falsiphire, Grulea, Kefku, Jesjiru, Mekyra, Najinnu, Qyvira, Ruvre, Salmeri, Xya, and Ysmira.

## Origins

According to yroometji legends, before all gods and divinities, the ancestors existed. These powerful, benign spirits were half mortal and resembled humanoid aspects of the world they were to create—animals, plants, even humans and yroometji. As the ancestors toiled, magic left their bodies and suffused the land with life and drew souls into their creations. When the work had ended, the ancestors were left with mere echoes of the mighty powers they once commanded, but for their sacrifice the land teemed with life and magic. Taking pride in their endeavors, the ancestors settled upon the worlds that they had built for themselves and became the fathers and mothers of the mortal races.

Such was the case with the yroometji, whose ancestors created the kangaroo and the wallaby and shaped the very lands upon which they lived. After a lifetime of creation, the yroometji ancestors settled down upon the lands upon which they had created and bore children—the first yroometjis. As their children grew, the yroometji showed them not only how to hunt and fight, but also how to gather food and respect the natural world. But before their children were fully grown, the yroometji ancestors' magic faded, their life essence spent. Overtaken by grief, the first yroometji resolved to pass from the material world into the spiritual one, hoping to find the souls of their ancestors and return them to their cold bodies. What they found was more splendid than they could have ever imagined, for in the Spirit World, their ancestors were not old and frail, but alive and teeming with magic. It was there that the first yroometji were taught the great secrets of their people—ancient songs, stories, and dances—as well as how to best protect the legacy of their ancestors. It was a lesson that the first yroometji vowed never to forget, and so they passed on those lessons to each of their children, and their children's children, forevermore.

## Religion

Yroometjis seldom worship deities, as most view deity worship as adulation rather than true reverence. Instead, yroometjis worship the Spirit World and its mysterious spirits, a practice that some more contemporary theologies deem reprehensible at best or heretical at worst. According to yroometji beliefs, every individual aspect of nature has a totem spirit, including individual landmarks, geological features, animals, and even people. As a result, a large part of yroometji spirituality undertaking a walkabout into the Spirit World where they learn the identity of their totem spirit. From that point on, most yroometji worship a personal pantheon of spirits, which includes the spirits of significant natural landmarks, prey that the yroometji hunts, predators, natural disasters, and the totem spirits of those closest to them, including their own totem spirit.

Because so many of the totem spirits they worship are intrinsically tied to the land, yroometjis are devoted to the

protection and survival of their ancestral lands. Where members of other races see land as something that can be owned or traded, to the yroometjis, land has spiritual value and belongs to the spirits who inhabit it first and foremost. As a result, much of yroometji spirituality involves learning how to coexist harmoniously with the land and how to best respect and care for its natural order.

## Yroometji Favored Class Options

The following favored class options are available to all yroometji who have the listed favored class.

**Brawler:** Increase the number of times per day that the brawler can use martial flexibility by 1/4.

**Druid:** The druid gains a 1/6 of a bonus feat. This feat must list a druid class feature as a prerequisite, and she must meet the feat's prerequisites.

**Shaman:** Add one spell from the druid spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

**Skald:** Whenever the skald benefits from his own inspired rage raging song, he gains a +1/4 morale bonus on melee damage rolls he makes with his unarmed strikes and natural attacks.

## Yroometji Archetypes

The following archetype is available to yroometji characters.

### Five-Strike Slugger (Brawler; Yroometji)

Where most brawlers learn to battle with their fists and feet, yroometji have perfected a fighting style that makes use of their thick tails in addition to swift jabs and powerful kicks.

**Fist, Feet, and Tail (Ex):** A five-strike slugger is fights primarily with her natural weapons as opposed to manufactured ones. She is proficient with simple weapons only, and does not gain proficiency with the handaxe, short sword, or weapons from the close fighter weapon group. In addition, she cannot use close weapons or monk weapons as one or more of her brawler's flurry attacks.

This ability alters the standard brawler's weapon proficiencies and brawler's flurry.

**Slugger's Slam (Ex):** Beginning at 1st level, a five-strike slugger attacks with her racial slam attack as if it were an unarmed strike, allowing her to use it as one or more of her brawler's flurry attacks, apply the effects of brawler class feats and feats that apply to unarmed strikes to her racial slam attacks (such as her brawler unarmed strike damage), and deploy special attacks that require her to use an unarmed strike (such as the Stunning Fist feat). This ability does not allow her to make her normal brawler's flurry attack sequence plus an additional natural attack with her racial slam attack.

**Slamming Maneuver (Ex):** At 3rd level, a five-strike slugger chooses one of the following combat maneuvers or psychological maneuvers: antagonize (*ULTIMATE CHARISMA* 20), bull rush, demoralize, dirty trick, disarm, feint, reposition, steal, or trip.

Any opponents hit by the five-strike slugger's racial slam attack are also hit by a free attack with her chosen combat maneuver or psychological maneuver, substituting the result of her slam attack for the result of her combat maneuver check or psychological maneuver check, as appropriate. If you use a combat maneuver in this way, it doesn't provoke an attack of opportunity.

At 7th level and every 4 levels thereafter, the five-strike slugger chooses another combat maneuver or psychological maneuver from the above list. Each time she uses this ability, she selects one of her chosen combat maneuvers or psychological maneuvers to make a free attack with.

This ability replaces maneuver training.

**Slam Mastery (Ex):** Starting at 5th level, whenever a five-strike slugger makes a successful combat maneuver check or psychological maneuver check against an opponent using her slamming maneuver ability, she may make a free unarmed strike or slam attack against the target of that maneuver at her full base attack bonus -5. A five-strike slugger cannot use this ability during the same turn that she makes additional unarmed strike attacks using class features or feats other than brawler's flurry (such as Medusa's Wrath).

This ability replaces close weapon mastery.

## Ancestral Hunter (Hunter)

Although all yroometji are expected to maintain the balance of the natural world, those charged specifically by the will of the spirits are known as ancestral hunters, for they are believed to be tasked by the ancestors themselves with safeguarding nature.

**Spirit Aspect (Su):** An ancestral hunter can take on the aspects of spirits. This functions as animal focus, but allows only the following choices. If any of these choices acts as a spell, the ancestral hunter uses her level as her effective caster level to determine those spells' effects, but those effects immediately end when she stops emulating her chosen spirit.

**Ancestors:** The creature gains the ability to speak, understand, and communicate in one language of the creature's choice, even if the creature wouldn't normally have the physical capacity to do so (though its mental capacity and reasoning capacity may limit its ability to grasp language or follow commands, as described by the *share language*<sup>APG</sup> spell). At 8th level, the creature gains the ability to mentally communicate with any creature within 30 feet with whom it shares a language, otherwise functioning as the telepathy ability. At 15th level, the creature gains telepathy with a range of 100 feet.

**Battle:** The creature gains a +1 natural armor bonus to AC. This bonus increases to +2 at 8th level and +3 at 15th level. If the creature already has a natural armor bonus to AC, its existing natural armor bonus increases instead.

**Bones:** The creature gains the benefits of the *blur* spell for 1 round whenever it moves 10 or more feet during its turn. At 8th level, the creature gains the benefits of *blur* regardless of the number of feet that it moves during its turn. At 15th level, it gains the benefits of the *displacement* spell instead of *blur*.

**Flame:** The creature gains fire resistance 10 and vulnerability

to cold damage. This increases to fire resistance 20 at 8th level and immunity to fire at 15th level.

**Heavens:** The creature's flesh glows in a pattern that perfectly mirrors the nighttime sky in its current location, acting as a constant *know direction* spell. In addition, the creature gains the benefits of the *glide* spell. This increases to the *fly* spell at 8th level, and the *overland flight* spell at 15th level.

**Life:** The creature radiates vitality and life, granting it fast healing equal to half the hunter's level (minimum 1). At 12th level, this ability allows the creature to regrow lost portions of its body and reattach severed limbs, function as the regeneration ability.

**Lore:** The creature gains a +2 bonus on initiative checks, Stealth checks, and on Knowledge checks to identify a creature's abilities and weaknesses, and it can make such checks untrained. These bonuses increase to +4 at 8th level and +6 at 15th level.

**Nature:** The creature gains feral attributes as its body optimizes to peak physical form, granting it a +2 bonus on Acrobatics, Climb, and Swim checks. In addition, the creature gains a +5-foot bonus to each of its movement types. These bonuses increase to +4 and +10-feet at 8th level, and +6 and +15-feet at 15th level.

**Stone:** The creature's flesh becomes as hard as stone, granting it DR/adamantine equal to half the hunter's level (minimum 1) and the benefits of the *stone fist*<sup>APG</sup> spell. At 12th level, this increases to DR/adamantine and magic.

**Waves:** The creature's body grows webbing and gills, and its flesh ripples like that of a pond when drops of rain fall gently into it. The creature gains the aquatic and amphibious subtypes, a swim speed of 30 feet, and a +4 dodge bonus against attacks of opportunity. At 12th level, the creature gains the benefits of the *freedom of movement* spell and its swim speed increases to 60 feet.

**Wind:** The creature gains electricity resistance 5 and the benefits of the *feather step* spell. This increases to electricity resistance 10 at 8th level and electricity resistance 20 at 15th level. At 12th level, the creature gains the benefit of the *air walk* spell.

**Wood:** The creature's body takes on a woody, tree-like shape. The creature's natural attacks and unarmed strikes deal damage as if it were one size category larger, and it gains a slam attack that deals 1d6 points of damage (or 1d4 points if the creature is Small). It also gains the freeze ability, allowing it to appear as a wooden, inanimate version of itself. At 12th level, when the creature uses its freeze ability, it can transform into a tree, functioning as the *tree shape* spell.

**Spirit Shape (Su):** At 3rd level, the ancestral hunter gains the shapeshift shaman hex, using the ancestral hunter's level as her effective shaman level. She can use minutes of her spirit aspect ability to shapeshift, but not vice versa.

In addition, when the ancestral hunter chooses her animal companion's spirit aspect, she can choose to transform her animal companion into a Medium or Small humanoid creature, as alter self. This effect lasts until the ancestral hunter changes her animal companion's spirit aspect. At 8th level, the ancestral hunter's animal companion also gains the shapeshift hex, using the ancestral hunter's level as its effective shaman level.

This ability replaces the bonus teamwork feat gained at 3rd level.

## Yroometji Feats

The following feat is only available to yroometji characters.

### Devastating Kick (Combat)

You leap up onto your tail to land devastating kicks with both feet.

**Prerequisites:** Vital Strike, base attack bonus +6, yroometji.

**Benefit:** As a move action, you can hop back onto your tail and prepare to make a devastating kick against one opponent that you threaten. If you use Vital Strike (or Improved Vital Strike or Greater Vital Strike) before the end of your next turn to make a melee attack with your feet using your racial slam attack and hit, roll an Acrobatics check. (DC 10 + your target's CMD). If your check succeeds, you add your Strength modifier to your damage roll with the attack twice instead of once. For every 5 by which your check exceeded your target's CMD, you add your Strength damage to your damage roll with the attack one additional time, up to a maximum number of times that you rolled your slam attack's weapon damage dice using Vital Strike (or Improved Vital Strike or Greater Vital Strike).

### Disemboweling Kick (Combat)

When you strike with both your feet, your sharp nails disembowel enemies.

**Prerequisites:** Devastating Kick, Vital Strike, base attack bonus +6, yroometji.

**Benefit:** Whenever you use Vital Strike (or Improved Vital Strike or Greater Vital Strike) and hit while also using Devastating Kick, you can choose to inflict 1 point of Constitution bleed onto your target if your Acrobatics check succeeds, plus one additional point of Constitution bleed for every 5 by which your check beats the DC, instead of increasing the total amount of hit point damage that you deal by adding your Strength modifier to the damage multiple times. Any creature that is immune to critical hits is immune to this bleed damage, and any item or ability that protects a creature from critical hits also protects a creature from the bleed damage dealt by this feat. If such an item or ability fails to protect a creature from the bleed damage when it is initially applied, it does not get a new chance to stop the bleed damage on subsequent rounds.

If you have the Critical Focus feat and critically hit an opponent while using Vital Strike and Devastating Kick, you may apply both effects to your attack (adding your Strength bonus to the damage dealt multiple times and dealing Constitution bleed to the target).

## Yroometji Spells

The following spell is only available to yroometji characters.

### HANDY POUCH

**School** conjuration (creation); **Level** alchemist 2, bard 2, cleric 2, druid 2, inquisitor 2, medium 2, mesmerist 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2

**Casting Time** 1 standard action

**Components** V

**Range** personal

**Target** you

**Duration** 2 hours/level (D)

You greatly expand the amount of space within your pouch, causing it to act in all ways as a *handy haversack* pouch, except it holds 5 cubic feet or 50 pounds per caster level. Creatures or objects that couldn't fit into an area of 1 cubic foot cannot be placed into the pouch; this spell increases how much your pouch can hold, but not how wide your pouch can open. Regardless of what is placed into your pouch, its weight does not count against the total amount you can carry. Unlike a *handy haversack*, your pouch cannot be ruptured—any additional material simply spills out of the top. Placing creatures or items that would normally hurt you if put in direct contact with your body (such as an unsheathed blade or lava) can do so, just as if you had placed that creature or object into your pouch without the effects of this spell. Living creatures within your pouch can survive indefinitely without suffocating, provided conditions are safe within it and airflow isn't restricted.

### POUCH ALLY

**School** transmutation (polymorph); **Level** bard 3, cleric 3, druid 3, inquisitor 3, mesmerist 3, paladin 3, psychic 3, ranger 3, shaman 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** willing living creature touched

**Duration** 1 day/level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** no

With a touch, the target melds into your physical form, leaving behind its gear and any items or objects it carried behind. The target reappears within your pouch, shrunk down to 1/16th of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the target's size by four size categories.

For the spell's duration, the target enters a state of lucid dreaming from which it cannot awaken until the spell ends, the spell is dispelled, or you dismiss the spell. You and your target share an empathic link for the spell's duration as if the target were your familiar. Your body warms and nourishes the target, causing you to require twice the usual amount of food and water for the spell's duration. If the target was dying when you cast this spell on them, they immediately stabilize. Each day that the creature remains within your pouch, it heals hit point and ability score damage as if it were receiving a full day of complete rest, as per the Heal skill. When the spell ends, it awakens and regrows one size category every 1d4 rounds until it regains its full size.

You cannot target a creature whose length, width, or height is greater than 1 foot when divided by 16 with this spell. You can have multiple uses of this spell active at a time, but while under the effects of this spell, you cannot use your pouch racial trait for any other purpose, and the total volume of creatures within your pouch cannot exceed 1 cubic foot.

## 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 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 does not 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.

**14. 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.

### 15. 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, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**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 Roleplaying Game Advanced Class Guide**, © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

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

**Pathfinder Roleplaying Game Core Rulebook**, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte



Cook, and Skip Williams.

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

*The Book of Fiends*, © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

*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.

*Angel, Monadic Deva from the Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

*Angel, Movanic Deva from the Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games;

Author: Scott Greene, based on original material by Gary Gygax..

*Daemon, Derghodaemon from the Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

*Daemon, Guardian from the Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

*Daemon, Hydrodaemon from the Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

*Daemon, Piscodaemon from the Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

## Iconic Everyman Gaming Characters In the Palm of Your Hands!



*Now Available*

<https://www.everymangaming.com/minatures-products>



# Races of History and Mystery await!



Designed as the ultimate resource for kitsune, nagaji, samsaran, and wayang characters, the **Dynastic Races Compendium** provides players and GMs with an unprecedented amount of material for playing developed characters of these races.

*Now Available*

<https://www.everymangaming.com/dynastic-races-compendium>