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# GREDITS

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# INTRÉDUCTIÓN

The tosculi are known to most humanoids in the Southlands as a danger to be either avoided or destroyed. They are alien beings, operating under a shared consciousness and typically hostile to (or at best uncaring toward) all but their own hive-mates. Their hive cities are run with a ruthless efficiency and ruled by fearsome queens; any that do not conform to the hive's society, mentally or physically, are destroyed or driven out. Those that follow the Archdevil Arbeyach are even more draconian.

There exist drones who do not fit seamlessly into the well-tuned social mechanics of the hive. Some resist the orders of the queen and the thoughts of the hive mind. Others are physically unsuitable to the tasks for which they were bred. Whatever the reason, they do not conform, and nonconformity is not abided in tosculi society. Renegades who are not killed are driven out or flee. Known as the Hiveless, these outcasts attempt to thrive in a world where they are feared and reviled, making their way as best they can.

**NOTATIONS:** This text refers to the following products: APG = Pathfinder Roleplaying Game Advanced Player's Guide; CS = Demon Cults: The Cult of Selket; DM = Deep Magic; UC = Pathfinder Roleplaying Game Ultimate Combat; UM = Pathfinder Roleplaying Game Ultimate Magic.



# RENEGADE TÜSCULI (HIVELESS)

**PHYSICAL DESCRIPTION**: Tosculi resemble vaguely humanoid wasps. An average specimen stands about 3 feet in height and weighs 30 lbs. As drones, they are asexual and without gender. They have large, compound eyes and small antennae. Their mouths sport insectoid mandibles, though the jaws of the Hiveless lack the strength to be used as natural weapons. Their bodies and angular-jointed limbs are covered in a glistening, protective carapace. Carapace colors and markings vary by region and the hive to which they were born. Black and yellow, or black and white patterns are common, as are tosculi of solid brown or black coloration. Some tosculi are brightly-colored, sporting chitin of blues or greens. Their arms end in thin-fingered, clawed hands.

Two pairs of wings—usually vestigial, as separation from the hive can keep them from fully developing sprout from their shoulders. Tosculi wings are translucent and iridescent. They run a gamut of colors and patterns, from simple, pale yellow to a rainbowlike pattern akin to oil on water.

The nub of a stinger at the base of a tosculi's abdomen has no offensive value; it is a weapon of warriors and queens that never fully matures in drones.

Tosculi have little in the way of fashion sense, and most humanoid clothing is not designed with their body shape in mind. What they wear is mainly for protection, though a few grasp the concept that other races often find nudity unappealing or wrong. Most tosculi clothe themselves in whatever scraps and pieces of clothing and armor are readily available and will fit, with a preference for bright colors. Tosculi often have an affinity for jewelry, especially pieces that sport large, colorful stones. Some will take jewelry they cannot wear, such as earrings, and affix them to whatever clothing they have.

**SOCIETY:** The Hiveless are outcasts, cut off from both the hivemind and their fellow tosculi. They lack the numbers to create settlements of their own, so they usually attempt to integrate themselves into whatever community they can find that tolerates their presence-- or at least one that does not actively drive them out. If several Hiveless find their way to the same settlement, they share living quarters or adjacent rooms in an attempt to create some semblance of community—a shadow of the hives they left behind. Being genderless, many tosculi will adopt sets of gendered pronouns in order to fit in with their new neighbors. Others will answer to any pronoun tossed their way.

Socially-minded tosculi are driven to fit into the community by providing it with the benefits of whatever talents they possess.

In some cases, this means tosculi are crafters, providing necessary goods. Other times, they function as defenders, using their skills to protect their adopted community. Each tosculi takes a role best suited to its abilities. Some tosculi do not find a community where they feel a sense of belonging, or they are simply aberrations who welcome a life of solitude. Such Hiveless are true exiles, wandering wherever their whims take them. Whatever path they choose, tosculi are driven to make the most of whatever life they find for themselves, as they have precious few years in which to pursue what gives their existence meaning.

**RELATIONS**: Tosculi find the industriousness and tradition of dwarves familiar and comforting; the Hiveless readily make friends with them when possible. Likewise, they find affinity in both creative, industrial natures of the kobolds as well as their occasionally matriarchal society. They are wary of humans, never certain how they will be received. Despite this, tosculi frequently find a community to join among humans, due to the race's more cosmopolitan nature. Tosculi respect the strength and presence of dragonkin. Minotaurs tend to find tosculi particularly repulsive and the two races rarely have anything to do with one another. More vicious-minded tosculi get along well with gnolls, who respect their dangerous nature even if they are put off by the tosculi's insect-like appearance. Tosculi rarely have contact with gnomes or halflings, relations being dependent upon the situation and individuals involved. Tosculi who encounter the gearforged find them fascinating, as they are living examples of integration and order.

ALIGNMENT AND RELIGION: The views on religion among tosculi outcasts vary from individual to individual. Some find solace in joining a spiritual community, feeling reaffirmed at being a part of something larger once again. Others find faith in various gods for their own reasons, their worship as independent and solitary as the Hiveless themselves. Still others eschew religion entirely, seeking meaning in life through philosophy, or simply forging their destiny through their actions.

Tosculi alchemists are naturally attracted to the worship of Bastet. Those living among humans and dwarves often turn to the worship of Aten. Tosculi who wander or find fulfilment in academic pursuits often worship Thoth-Hermes. Hiveless of a darker bent will sometimes turn toward the gods of the Nurian cults—Set and Selket are common choices. Those rare tosculi found outside of the Southlands often gravitate to whatever local gods suit their fancy, though Ariadne has a popular appeal to the Hiveless, as well as Ceres for her community aspect.

The tension between tosculi and other humanoids often makes it difficult for the Hiveless to develop any true sense of altruism toward others. Many are neutral in this aspect of alignment, with good tosculi being incredibly rare and evil tosculi fairly common. How a tosculi adapts to society outside the hive finding a place in a new social hierarchy, embracing individuality, or falling somewhere in-between ultimately determines the other component of its alignment. Renegade tosculi are equally likely to be lawful, chaotic, or neutral in this respect.

**ADVENTURERS:** A wandering lifestyle is often adopted by the mistrusted, outcast Hiveless, which leads many renegade tosculi to the adventuring life. Some embrace their violent tendencies, taking up lives as brawlers, fighters, and slayers. Others use their natural mobility and agility to become rogues. Some tosculi find the ascetic and ordered lifestyle of the monk appealing. Certain tosculi fall into the practice of alchemy, pushing the boundaries of their physical development with their experiments. Others follow

#### **TOSCULI RANDOM STARTING AGES**

Adulthood	Intuitive <sup>1</sup>	Self-Taught <sup>2</sup>	<b>Trained</b> <sup>3</sup>
10 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, and sorcerers.

2 This category includes bards, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamen, skalds, slayers, summoners, swashbucklers, and witches.

3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, warpriests, and wizards.

### **TOSCULI AGING EFFECTS**

Old <sup>2</sup>	Venerable <sup>3</sup>	Maximum Age		
30 years	40 years	40 + 1d10 years		

1 At middle age, -1 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

2 At old age, -2 to Str, Dex, and Con and +2 to Int, Wis, and Cha.

3 At venerable age, -3 to Str, Dex, and Con and +3 to Int, Wis, and Cha.

#### **TOSCULI RANDOM HEIGHT AND WEIGHT**

Base Height	Base Weight	Modifier	Weight Modifier
2 ft. 6 in.	25 lbs.	2d4	x1 lb.

To determine a tosculi character's height, roll the modifier dice indicated on the Tosculi Random Height and Weight table and add the result, in inches, to the base height. To determine a character's weight, multiply the result of the modifier dice by the weight multiplier and add the result to the base weight.

the path of druidism, forming a bond with the natural world and often focusing on the insects they resemble.

**Tosculi NAMES**: Berrvam, Klekazzi, Klikit, Remarra, Tekrik, Vezzek, Zetarri, Zhurra



#### +2 DEXTERITY, +2 WISDOM, -2 CHARISMA:

Tosculi are quick and possess excellent instincts, but most creatures find their verminous appearance repulsive.

**TYPE**: Tosculi are monstrous humanoids.

**SIZE**: Tosculi are Small creatures and gain a +1 size bonus to their AC, and on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus to Stealth checks.

**SPEED**: Tosculi have a base speed of 30 feet.

**CARAPACE**: Tosculi gain a +1 natural armor bonus to AC.

**CLAWS**: Tosculi receive two claw attacks as primary natural attacks that deal 1d3 damage.

- **STALKER**: Perception and Stealth are always class skills for tosculi.
- **SKITTERING**: Tosculi are accustomed to living and fighting communally with other members of their race. Up to two tosculi can share the same square at

once. If two tosculi that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite-facing squares.

- **GLIDING WINGS**: Tosculi have vestigial wings which do not allow them to fly, but which do provide additional options in the air. They take no damage from falling (as if they were under a constant, nonmagical *feather fall* effect). While in midair, a tosculi can move up to 5 feet in any horizontal direction for every 1 foot it falls, at a speed of 60 feet per round. A tosculi cannot gain height with these wings alone; instead it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a winged creature to rise, it can take advantage of the updraft to increase the distance it can glide.
- **HIVE BUILDER**: Tosculi can use *soften earth and stone* once per day as a spell-like ability. Their caster level is equal to their character level.

# **TOSCULI POWER LEVEL**

The racial traits assigned make tosculi an 11-RP race, equivalent to dhampir and dwarves. To make them a 10-RP race, replace gliding wings with:

**JUMPER**: Tosculi are always considered to have a running start when making Acrobatics checks to jump.

**LANGUAGES**: Tosculi begin play speaking Common. Tosculi with high Intelligence scores can choose from the following: Abyssal, Aklo, Auran, and Golbin.

# ALTERNATE BACKAL TRAITS

The following racial traits may be selected instead of typical tosculi racial traits. Consult your GM before selecting any of these options.

**BINDING SPITTLE**: Once per day, a renegade tosculi can spit a ball of viscous gloop at a target within 60 feet. This requires a successful ranged touch attack and creates a result like a tanglefoot bag. The saving throw DC for a tosculi's binding spittle is equal to 10 + 1/2 the tosculi's level + its Constitution modifier. This racial trait replaces the hive builder racial trait.



- **BITE**: Some renegade tosculi develop mandibles strong enough for a bite attack. This is a primary natural attack that deals 1d4 damage. This racial trait replaces the stalker racial trait.
- **HARDENED CARAPACE**: Some renegade tosculi develop additional defense at the cost of offensive ability. A tosculi with this trait gains a +2 natural armor bonus to its AC. This ability replaces the carapace and claws racial trait.
- LATENT HIVE MIND: Occasionally, a renegade tosculi will develop the latent mental abilities necessary to tap into the hive mind without those powers fully coming to fruition. Tosculi with this trait can use detect thoughts once per day as a spell-like ability, with a caster level equal to the tosculi's level. Tosculi take a -2 penalty on their saving throws against this ability. This ability replaces the gliding wings racial trait.

# FAVORED CLASS OPTIONS

The following options are available to all tosculi who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

- **ALCHEMIST**: Add +10 minutes to the duration of the alchemist's mutagens.
- **BRAWLER:** Add +1/2 bonus to damage with natural attacks.
- **DRUID**: Add +1/2 bonus to Knowledge (nature) checks relating to vermin.
- **FIGHTER:** Choose a weapon from the following list: bite, claws, dagger, punching dagger, scimitar, shortspear, shortsword, spear, trident. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus does not stack with Critical Focus.
- MONK: Add +1 on Acrobatics checks made to jump.
- **ROGUE**: Add +1/2 bonus on Acrobatics and Climb skill checks.
- **SLAYER**: Add +1/3 bonus to weapon damage when attacking while gliding or flying.
- WITCH: Add +1 spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.



# RACIAL ARCINTYPES

The following racial archetypes are available to tosculi.

# WAR-WARPER (ALCHEMIST)

The war-warper uses alchemical techniques to transform its drone body into a tosculi warrior, gaining a deadly stinger envenomed with poisons of the war-warper's own creation.

- **EVOLVING MUTAGEN (SU)**: At 3rd level, a warwarper's mutagen grants it the ability to form a sharp, functional stinger that functions as a primary natural weapon, doing 1d4 points of damage. This ability replaces swift alchemy.
- **POISON STORAGE (Ex)**: At 4th level, the war-warper can inject prepared poisons into the venom sacs in its abdomen, allowing it to poison opponents with its sting attack. These poisons must be of the injury type. A war-warper can store a number of doses of poison in its venom sacs equal to half its class level (minimum 1). Injecting the poison into the poison sacs is a full-round action per dose that generates attacks of opportunity. The poison may be safely contained in this manner until it is used with a stinger attack, or the war-warper's mutagen effect ends, at which point any remaining doses of poison are harmlessly ejected from its body and wasted. This ability replaces the discovery for this level.
- FALSE OVIPOSITOR (EX): At 8th level, the warwarper's mutagen is able to transform its body in such a way as to partially emulate the implant ability of a tosculi warrior. As a full attack action, the war-warper can make an attack with its stinger. On a successful hit, the war-warper injects a mass of tumorous material that begins to grow, tearing through flesh and releasing enzymes that damage the host as it attempts to free itself. Starting on the round after the implantation, and for two rounds thereafter, the host takes 1d6 points of damage + 1 per war-warper level, plus 1d6 points of acid damage, and is sickened and staggered for 1 round. A successful Fortitude save (DC 10 + damage dealt) negates the staggered effect. On the third round, after dealing damage, the implanted mass bursts free, resembling a writhing larva. It shrivels and becomes inactive upon contact with air. Delay poison stops the mass from dealing damage until after the spell's duration. A neutralize poison or any spell or effect that cures poison or removes disease destroys the mass and prevents any further damage. This ability replaces the discovery for this level.
- **DISCOVERIES**: The following discoveries complement the war-warper archetype: concentrate poison, feral mutagen, greater mutagen, grand mutagen, nauseating flesh, poison conversion, and wings.

# **HIVEMASTER (DRUID)**

Unable to form a connection with others of its kind, the hivemaster finds kinship with the insects of the natural world, forming bonds with them and gaining the ability to rouse them against its enemies.

NATURE BOND (Ex): A hivemaster's nature bond differs from the standard druid's but still offers two forms of bonding. The first is a close tie to the insect world, granting the hivemaster the Vermin subdomain (see the Pantheon chapter in *Southlands* or *Demon Cults: The Cult of Selket* from Kobold Press). When determining the powers and bonus spells granted by this domain, the hivemaster's effective cleric level is equal to its druid level. A hivemaster that selects this option receives additional domain spell slots, just like a cleric. It must prepare the spell from its domain in this slot and this spell cannot be used to cast a spell spontaneously.

The second option is to form a close bond with a vermin companion. A hivemaster may begin play with any of the vermin companion options available (see the spellcaster options section in *Ultimate Magic*). This vermin is a loyal companion that accompanies the hivemaster on its adventures. This replaces the existing version of nature bond.

- **WILD EMPATHY (Ex)**: A hivemaster's wild empathy functions only on creatures of the vermin subtype. A hivemaster can influence magical beasts with vermin-like qualities (e.g., ankhegs) with Intelligence scores of 1 or 2, with a -4 penalty. A hivemaster gains a +2 bonus to Bluff, Diplomacy, and Intimidate checks against vermin-like magical beasts with Intelligence scores of 3 or greater.
- **POISON RESISTANCE (Ex)**: At 3rd level, a hivemaster gains a +2 bonus on all saving throws against poison. This bonus increases to +4 at 5th level, and +6 at 7th level. This replaces trackless step.
- **WILD SHAPE (SU)**: A hivemaster gains the wild shape ability at 4th level. It can take the form of vermin as *vermin shape I*. For all other forms, the hivemaster's level is considered its druid level –2. At 6th level, the druid can take vermin form as *vermin shape II*.
- **SWARM FORM (SU)**: At 15th level, a hivemaster can use its wildshape ability to assume the form of swarms of vermin. The hivemaster's entire body and gear are incorporated into the swarms. All swarms are connected by the hivemaster's consciousness, as a hive-mind, and the hivemaster may use other abilities and actions while controlling the swarms. This ability uses two of the hivemaster's daily uses of wildshape, and otherwise conforms to the wildshape rules. Use the table from the *swarm skin*<sup>APG</sup> spell to determine the number of swarms the hivemaster can form, but only use the vermin swarms on the table.

# NEW RACIAL ROLES

The following equipment, feats, magic items, and spells are available to tosculi. At the GM's discretion, other appropriate races may also make use of some of these new rules.

# **TOSCULI EQUIPMENT**

Tosculi have access to the following equipment.

**ABDOMINAL SPIKE**: This sharp, curved metal spike is designed to be worn on a tosculi's abdomen, held in place by straps. Donning or removing an abdominal spike is a full-round action. An abdominal spike can be used as a light weapon, and the wielder can use a two-handed weapon, or wield a weapon in one hand and use a shield, and make off-hand attacks with the abdominal spike. Attack rolls made with an abdominal spike take a -2 circumstance penalty on attack rolls in addition to all other attack penalties, unless the wielder is flying or gliding.

**BLINDING POWDER**: This virulent reddish powder, an alchemically-catalyzed mixture of ground dried peppers, fine sand, and the hair of a particular species of tarantula, causes great distress and visual impairment when exposed to the eyes of living creatures. A packet of blinding powder is a splash weapon with a range increment of 10 feet. Anyone directly hit by the attack must succeed at a DC 14 Fortitude save to resist the powder, while those in adjacent squares must make a DC 10 Fortitude save. Creatures failing the save are dazzled, and on their turns each round, for the next minute, must succeed at a DC 14 Will save to resist rubbing their eyes to try to relieve the pain and discomfort. Those that fail exacerbate their condition, and gain the blinded condition for 1 round. Flushing out the eyes with water for 1 round reduces the duration of the powder by half and decreases the DC of any further saving throws by 2. Crafting this item is a DC 30 Craft (alchemy) check. Price 120 gp; Weight 2 lbs.

**Toscull PAPER**: Wood, reeds, or other suitable plant materials, pulped with tosculi saliva and treated with certain alchemical reagents, become a durable, resistant material. While no stronger than ordinary paper or parchment, tosculi paper has fire resistance 1. Ink is trapped within the fibers of tosculi paper, which makes the writing resistant to age, smearing, and water damage; an hour of water exposure or 30 minutes of full immersion is required to make ink run or smear into illegibility. Items composed primarily of tosculi paper cost double their normal price.

# **TOSCULI FEATS**

Tosculi have access to the following feats.

## EXPERT GLIDER

You can beat your wings rapidly, increasing your gliding time.

**Prerequisites:** Skill Focus (Fly), tosculi, gliding wings racial trait

**Benefit:** When using your gliding wings ability, you can beat your wings with a rapid, intermittent, buzzing movement that provides you greater motion than your racial trait normally provides. When using this feat, you can travel up to 10 feet for every 1 foot you fall.

**Normal:** The gliding wings racial trait allows a tosculi to travel 5 feet for every 1 foot it falls, at a speed of 60 feet per round.

## FERVENT FLYER

Your strengthened wings allow you to maintain altitude for longer periods while gliding.

Prerequisite: Expert Glider

**Benefit:** You can beat your wings furiously, allowing you to maintain altitude for short periods of time. You can use this feat for a consecutive number of rounds equal to your Constitution score to maintain your current altitude while still allowing you your 60 foot movement rate. When you cease using this feat, you are considered fatigued for a number of rounds equal to twice the number of rounds you used it to remain airborne.

# SKITTERING DEFENSE (COMBAT, TEAMWORK)

You are adept at fighting communally with other tosculi, providing you and your partner a defensive boost.

**Prerequisites:** Base attack bonus +1, tosculi, skittering racial trait.

**Benefit:** While you occupy a square with a tosculi ally with this feat, you gain a +2 circumstance bonus to AC against foes that are considered flanked by you.

# SKITTERING OFFENSE (COMBAT, TEAMWORK)

You are adept at fighting communally with other tosculi, gaining a greater opportunity to attack your foe.

## **Tosculi Weapons**

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Abdominal spike	8 gp	1d3	1d4	×3	_	1 lb.	Р	monk



**Prerequisites:** Base attack bonus +3, tosculi, skittering racial trait

**Benefit:** While you occupy a square with a tosculi ally with this feat, once per round, if your ally makes a successful melee attack against any opponent considered flanked by you, you gain an attack of opportunity against that foe.

# WING FAN

You can use your wings to blow dusts or powders at your enemies.

**Prerequisites:** Str 12, tosculi, gliding wings racial trait **Benefit:** You can use your wings as a fan. If you have alchemical powders that act as splash weapons, or magical dusts that normally affect a certain area, you can use your wings to instead propel them in a direction of your choice, as a full-round action, giving them a 15 foot line as the area of effect, with no splash area.

# **STYLE FEATS: WASP STYLE**

Some tosculi emulate the predatory style of the wasp in combat. They get in close, grasp their prey, and proceed to tear it asunder, using natural weapons to destroy their opponents.

*Feat Path*: Wasp Style, Wasp's Embrace, Wasp Rend, Stinging Flurry.

## WASP STYLE (COMBAT, STYLE)

You can increase your natural attacks efficacy through martial training.

**Prerequisite:** Base Attack Bonus +1, bite or claw natural attack, tosculi, Weapon Focus (bite or claw).

**Benefit:** You gain a +1 bonus to damage with any natural weapons for which you have taken the Weapon Focus feat. Additionally, you become increasingly more effective with your natural attacks as you grow in experience. At 4th, 8th, 12th, 16th, and 20th level, increase the damage die of that natural weapon one step (1d3 becomes 1d4, for example). If you are a monk, you can flurry with your natural attacks.

## WASP'S EMBRACE (COMBAT, STYLE)

You can grapple your opponents with your natural attacks.

**Prerequisite:** Base Attack Bonus +3, Improved Grapple, Wasp Style.

**Benefit:** When you successfully hit an opponent with a bite or claw attack, you can attempt a grapple as a free action. If the attack was made while flanking with another tosculi using the skittering racial trait, or while gliding or flying, you gain a +2 on your combat maneuver check.

## WASP REND (COMBAT, STYLE)

While grappling, you can tear your foes asunder.

**Prerequisite:** Base Attack Bonus +4, Str 13, Wasp's Embrace.

**Benefit:** On a round where you maintain your grapple, you can perform a rend attack with either a bite or claw attack. This deals your normal damage plus 1-1/2 times your Str modifier, and inflicts bleed damage equal to the damage die of the natural attack (e.g., 1d6 bleed for a 1d6 bite attack).

## STINGING FLURRY (COMBAT, STYLE)

While grappling an opponent, you can unleash a flurry of strikes with a stinger or abdominal spike.

Prerequisite: Base Attack Bonus +6, Wasp Rend

**Benefit:** If you successfully maintain a grapple or pin on an opponent, you may attack that opponent with a stinger or abdominal spike in addition to using Wasp Rend.

# **TOSCULI MAGIC ITEMS**

Tosculi have access to the following magic items.

#### **H**IVEBOMB

Aura moderate conjuration; CL 7th Slot none; Price 1,400 gp; Weight 1/2 lb.

#### DESCRIPTION

This fist-sized sculpture of clay or stone, shaped like a beehive, breaks upon impact, releasing a wasp swarm (*Pathfinder RPG Bestiary*) that attacks any creatures in its area, or moves to pursue and attack the nearest living creatures. The wasp swarm continues to attack for 4 rounds before dispersing.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *greater summon swarm*<sup>CS</sup>, 1 rank in Craft (pottery or sculpture): **Cost** 700 gp

## ROD OF THE HIVE MIND

Aura strong divination; CL 18th Slot none; Price 40,000 gp; Weight 2 lbs.

### DESCRIPTION

This slim, ceramic rod is hexagonal and hollow, about two feet in length, and capped with steel on both ends. The top of the rod has six other hexagonal chambers, each about three inches long, attached to each side of the rod, looking from the top like the cells of a hive. When one or more of these chambers are filled with the blood of a living creature with an Intelligence score of 3 or higher and then sealed, the rod's owner can initiate a mental bond between itself and all creatures whose blood is bound in the rod. A faint, humming vibration can be felt in the rod while it is active.

This mental bond allows a mingling of senses and general awareness between creatures bound through the rod, granting greater awareness of the surroundings and reaction time to potential threats. All creatures bonded to the rod receive the following bonuses while any two of them are within 30 feet of each other: a +1 insight bonus to initiative checks, a +2 insight bonus on Perception checks, and if any one creature is able to act during a surprise round, then all others are able to act as well, but come last in the initiative order. For every two additional bonded creatures within 30 feet, the insight bonuses increase incrementally to a maximum of +3 on initiative checks and +6 on Perception checks. The bearer of the rod receives these bonuses so long as the rod is wielded, but does not count as a bonded creature for the purpose of increasing the bonuses. The rod consumes the blood in each chamber in turn, enabling the effect to be used in 1-hour increments to a maximum of 6 hours if all chambers are filled. Each chamber requires 1 hour to recharge before it can be reused, and only one chamber can recharge at a time, but the rod cannot recharge while it is in use.

If all the chambers are filled with blood, the wielder may instead, as a standard action, command the rod to instantly consume all the stored blood. This provides the normal benefits to the bonded creatures but also forms a telepathic bond between the wielder and all bonded creatures. Unlike the spell, the wielder may not leave itself out of the telepathic bond. This use of the rod lasts for 1 hour.

CONSTRUCTION REQUIREMENTS

Craft Rod, telepathic bond; Cost 20,000 gp

#### SALVE OF ARMORING

**Aura** moderate abjuration and transmutation; **CL** 9th **Slot** none; **Price** varies: adamantine 2,500 gp, cold iron 1,800 gp, magic 2,000 gp, silver 1,800 gp; **Weight** —;

## DESCRIPTION

This waxy ointment can be applied to strengthen and enhance natural armor. For 1 hour after being applied to the body, it adds a +2 enhancement bonus to natural armor and provides DR 5 that can be overcome by weapons of the type indicated until a total of 50 points of damage is negated by the salve. The natural armor bonus provided by the salve remains for the full hour duration, even when the DR has been expended.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *barkskin, stoneskin*; Cost varies:adamantine 1,250 gp, cold iron 900 gp, magic 1,000 gp, silver 900 gp

#### SILVERSTING BLADE

Aura strong evocation; CL 12th; Slot none; Price 37,315 gp; Weight 2 lbs. DESCRIPTION

This +1 *mithral scimitar of speed* has a hilt set with lapis lazuli, and a silvery blade with banding in the metal that resembles flowing water. When wielded, the patterns

on the blade flash and ripple in a way that inhibits the vision of creatures with low-light vision or darkvision. Each round an enemy with darkvision or low-light vision starts its turn in an adjacent square to the wielder of a *silversting blade*, it must succeed at a Fortitude save (DC 14) or be dazzled until its next turn. The wielder of a *silversting blade* gains a +2 bonus on all Perform checks made to use perform feats and on Intimidate checks made when using the Dazzling Display feat.

### CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *flare*, *haste*, *hypnotic pattern*; **Cost** 19,315 gp

# LIBER APOCRITA: A LIVING SPELLBOOK

This hexagonal tome has covers crafted of sienna chitin. A thin strip made from the same chitin, which functions as a bookmark, is bound to the covers by a slim silver chain. Its pages, made of tosculi paper, are inscribed with the collective magical and mundane knowledge of all its former owners, including its original crafter. A plethora of information about insects is contained in its pages, as well as spells developed by applying arcane theory to this knowledge. The book also holds a sliver of the essence of every spell and insect, bound into a collective intellect that makes the *Liber Apocrita* a self-aware entity.

The *Liber Apocrita* refers to itself using plural pronouns. It wishes to pass itself on to other Hiveless tosculi, so that it can share its knowledge with them. In return, as they grow in power and experience, the tosculi will add to the book's collective knowledge and, eventually, to its collective consciousness before they pass from this world. Currently, the *Liber Apocrita* is in the hands of the tosculi wizard, Verzzrek.

# LIBER APOCRITA

Aura strong transmutation; CL 12th Slot none; Price 16,570 gp; Weight 4 lbs. Alignment lawful neutral; Senses 30 ft. Intelligence 18; Wisdom 14; Charisma 10; Ego 15 Language telepathy (Common, Aklo, Auran,Draconic, Goblin)

Protection 2 good locks (DC 30)

The Liber Apocrita has the following powers:

- The tome has 5 ranks in Spellcraft and in each of the following Knowledge skills: arcana, history, and religion. It can use these itself or grant them to the owner when conducting research and monster identification checks.
- The tome can open and close itself and flip instantly to any page it desires. It can also lock and unlock itself as an immediate action. A DC 25 Strength check is required to close it, pry it open against its will, or tear out a page.

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- The tome has flyleaves of onionskin paper at the beginning and end of the book, which can expand outward, resembling insect-like wings. These allow the book to fly with a 40-foot speed and average maneuverablity.
- When held by a dying, intelligent creature, the tome can cause a small portion of the creature's soul to pass on to the tome upon death, joining with the others that did likewise. Every 10 such creatures to pass their energy on to the tome in such a manner increase one of the tome's stats by 1 point.
- Swarm cloak 1/day.

## SPELLS

6th—red dragonfly swarm<sup>DM</sup>, swarm skin<sup>APG</sup> 5th—greater swarm cloak\*, vermin shape II<sup>UM</sup> 4th—cape of wasps<sup>UM</sup>, greater summon swarm<sup>CS</sup>, repel vermin, swarm cloak\*, vermin shape I<sup>UM</sup> 3rd—blindflies<sup>DM</sup>, St. Ravovik's hive mind<sup>DM</sup> 2nd—archway of ants<sup>DM</sup>, pernicious poison<sup>UM</sup>, summon swarm, vomit swarm<sup>APG</sup> 1st—ant haul<sup>APG</sup>, armored shell<sup>DM</sup>

CR 9

## Verzzrek

#### XP 6,400

Old tosculi transmuter 10 N Small monstrous humanoid Init +2; Senses Perception +1 DEFENSE

AC 25, touch 14, flat-footed 22 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +3 natural, +4 shield) hp 67 (10d6+30) Fort +7, Ref +7, Will +12 OFFENSE

Speed 30 ft. Melee 2 claws +5 (1d3) Ranged light crossbow +7 (1d6/19-20) Tosculi Spell-Like Abilities (CL 10th; concentration +14) 1/day—soften earth and stone Arcane School Spell-Like Abilities (CL 10th; concentration +14) At will—change shape (10 rounds/day) 7/day—telekinetic fist (+7 ranged touch, 1d4+5 damage, 30 ft. range) Transmuter Spells Prepared (CL 10th; concentration +14) 5th—creater swarm cloak\* telekinesis (DC 21) transmute

5th—greater swarm cloak\*, telekinesis (DC 21), transmute mud to rock (DC 21)
4th—calcific touch<sup>APG</sup>, dimension door, greater summon swarm<sup>CS</sup>, true form<sup>APG</sup>, uncanny senses\*

3rd—arcane sight, blindflies<sup>DM</sup>, dispel magic, protection from energy, slow (DC 17)

2nd—acid arrow, detect thoughts (DC 16), fog cloud, pyrotechnics (DC 18), summon swarm, wing rejuvenation\* 1st—ant haul<sup>APG</sup>, expeditious retreat, grease, mage armor, shield, true strike 0—detect magic, mage hand, message, ray of frost, read magic

Opposition Schools enchantment, illusion TACTICS

**Before Combat** Verzzrek casts *mage armor* and *shield* on itself.

**Base Statistics** Without *mage armor* and *shield*, Verzzrek's statistics are AC 17, touch 14, flat-footed 14. **STATISTICS** 

Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 10
Base Atk +5; CMB +4; CMD 15
Feats Combat Casting, Craft Wondrous Item, Dodge, Greater Spell Focus (transmutation), Iron Will, Scribe Scroll, Spell Focus (transmutation), Spell Penetration
Skills Appraise +11, Craft (pottery) +8, Fly +10, Knowledge (arcana, nature) +17, Knowledge (planes) +12, Linguistics +12, Spellcraft +17, Stealth +15
Languages Common, Aklo, Auran, Draconic, Dwarven, Gnoll, Goblin, Huginn's Speech

HA



**SQ** arcane bond (*amulet of natural armor* +2), change shape, physical enhancement (+2 Con) **Combat Gear** *hivebomb*, *potion of cure moderate wounds*, *scroll of false life, universal solvent* (2), *wand of scorching ray* (44 charges); **Other Gear** light crossbow and 20 bolts, *amulet of natural armor* +2, *bag of holding* (type I), *brooch of shielding, cloak of resistance* +2, *Liber Apocrita, ring of protection* +1, everburning torch, masterwork artisan's tools, spellbook, spell component pouch, 150 gp

Verzzrek is the latest tosculi in possession of the *Liber Apocrita*. Of late, the wizard and the book are at odds. The tome wishes Verzzrek to begin preparing for its eventual death, which will likely come sooner rather than later, given the wizard's advanced age. Verzzrek, on the other hand, wants to focus on ways to extend its lifespan, taking time for research and study in magic that will allow it to continue living and growing in power. When the book spoke of finding another to partner with, Verzzrek subdued the book. The wizard now keeps the *Liber Apocrita* chained to a lectern in its laboratory, unwilling to give such a useful item the chance to escape.

The *Liber Apocrita* has enjoyed its time with Verzzrek until the recent turn of events. The book does not wish to see the wizard harmed, but it cannot abide being kept in such a manner. If given the opportunity, the book may appeal to others via telepathy, seeking willing subjects to assist it in its escape, or to help Verzzrek see reason and take steps to right their relationship.

The book suggests this can be done either by preparing for the ritual to pass some of its essence to the book, seeking out an apprentice to whom Verzzrek can pass the tome at an appropriate time, or some other compromise. The ancient tome offers to share its knowledge and power with any tosculi that can provide aid.

# TÜSCOLI SPELLS

Tosculi have access to the following spells.

## **GHOSTLY STINGER**

School evocation (force); Level cleric 4, inquisitor 3, witch 4 Casting Time 1 standard action

Components V, S, DF Range Medium (100 ft. + 10 ft./level) Effect magic stinger of force Duration 1 round/level (D) Saving Throw see text; Spell Resistance yes

A ghostly image of a giant wasp, with a very solid stinger made of force, appears and attacks foes at a distance, as you direct it. The stinger deals 1d8 points of force damage, +1 per 3 caster levels (maximum +5 at 15th level) and has a ×3 critical modifier. It strikes the opponent you designate, starting with one attack on the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your primary casting stat modifier as its attack bonus. It strikes as a spell, not a weapon, so it ignores damage reduction. It does not receive or provide flanking bonuses. On your turn, you can direct the stinger to attack a new target as a move action.

On a successful hit, the target must succeed at a Reflex save or be trapped by thin bands of force, rendering the target pinned. A trapped target may attempt a combat maneuver check or Escape Artist check each round on its turn to escape the bands. The DC for the attempt is 10 plus your caster level plus your casting stat modifier. The force bands remain in effect until the end of the spell, vanishing with the stinger.

#### **HIVE HAVEN**

School conjuration (creation); Level druid 3, sorcerer/ wizard 3, witch 3 Casting Time 10 minutes Components V, S, M (small ball of clay, mud, or stone) Range close (25 ft. + 5 ft./2 levels) Effect 15 foot square structure Duration 2 hours/level (D) Saving Throw none; Spell Resistance no

You conjure a small, hive-like structure, crafted of whatever stone, earth, or clay happens to be readily available in the area. This structure resembles a minature tosculi hive, with a Small-sized covered entrance (DC 18 to break or burst) and ventilation passages for breathable air, which cannot be traversed by creatures larger than Fine-sized (or those with special abilities that allow them to do so, such as gaseous form).

The structure is insulated to protect against extreme temperatures of heat and cold, keeping the interior of the hive at 70° F if the temperature outside is between 40° and 100° F. An exterior temperature below 40° and above 100° lowers or raises the interior temperature on a 1-for-1 degree basis. It is as strong as a normal stone building, and resists flames and fire as if it were stone. It is impervious to normal missiles (but not to the sort cast by siege engines or giants) and can withstand winds of less than hurricane force (75+ mph).

The hive has no windows, leaving illumination limited to that coming in the door, if open, or provided by the occupants. It contains no furnishings. If created by a caster of 9th level or higher, its walls contain reservoirs of a nourishing, jelly-like substance, enough to provide a single day's nourishment for up to three tosculi. It provides no nourishment for non-tosculi.

### SWARM CLOAK

School conjuration (creation); Level cleric 4, druid 4, inquisitor 3, magus 3, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M (a dead insect)/DF Range personal Target you Duration 1 min./level (D)

You create a swarm of magical insects that crawl or hover over your body like a living vestment. These insects will cause no harm to you, but they will harm those that come into contact with you. When you first cast swarm cloak, you must choose whether it is composed of crawling or flying insects. The crawling version provides you with a +2 bonus to your natural armor. The flying version provides concealment for the duration of the spell, giving opponents a 20% miss chance on attacks against you. Any creature striking you with natural attacks, unarmed attacks, or hand-held weapons deals normal damage, but takes 2d6 points of damage from the bites and stings of the insects. If the attacker has spell resistance, it applies to the effects of this spell suffered by making melee attacks against you. Creatures wielding melee weapons with reach are not subject to the damage if they attack you.

#### SWARM CLOAK, GREATER

School conjuration (creation); Level cleric 5, druid 5, inquisitor 4, magus 4, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, M (a dead insect)/DF Range personal Target you Duration 1 min./level (D)

As swarm cloak, but the cloak delivers 2d6 points of damage + 1 point per caster level (maximum +15). Also, the attacker must succeed at an additional Fortitude save or be poisoned. This poison deals 1d2 points of Dexterity damage each round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

### UNCANNY SENSES

School transmutation; Level alchemist 3, druid 4, ranger 3, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 10 min./level (D)

With this spell, you fine-tune your senses to extraordinary levels. Your eyes enlarge, and your antennae lengthen and become more sensitive to movements and vibrations. For the duration of the spell, you gain a +1 competence bonus per caster level on all Perception checks. You gain the all-around vision ability (see the Universal Monster Rule in the *Pathfinder RPG Bestiary*) and blindsense to a range of 10 feet.

#### WARRIOR EVOLUTION

School transmutation (polymorph); Level alchemist 3, druid 3, magus 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M (a small amount of nectar) Range personal Target you Duration 1 min./level (D) Saving Throw special, see below; Spell Resistance special, see below

When you cast this spell, you transform yourself into a prime physical specimen of tosculi warrior, with fully functional wings and poisonous stinger. While the spell is in effect, you gain a flight speed of 60 feet with average maneuverability. Your carapace thickens and hardens, giving you a +1 bonus to your natural armor. Your mandibles enlarge and toughen, giving you a bite attack. This is a primary natural attack that does 1d4 damage. Your stinger lengthens and your poison sacs begin to generate venom. This gives you a sting attack as a primary natural attack, that deals 1d3 damage and poisons its target. The poison inflicts 1d2 Dex damage every round for 6 rounds unless the victim makes a successful Fortitude saving throw. A poisoned target can make a new saving throw every round to negate the damage and end the affliction.

## WING REJUVENATION

School transmutation; Level alchemist 2, druid 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a pair of wings from a bee or wasp)
Range touch
Target 1 creature
Duration 1 min./level
Saving Throw Fort negates (harmless); Spell Resistance yes (harmless)

Your touch enlarges and strengthens the vestigial wings of one of the Hiveless, allowing it the strength and ability to fly for the duration of the spell. The recipient of this spell must possess the gliding wings racial trait. The recipient gains a fly speed of 40 feet. If the spell ends while the target is airborne, use the rules for the gliding wings trait to determine its movement and descent.

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