

LEGENDARY HYBRIDS DEADEYE HEXER

# LEGENDARY HYBRIDS DEADEYE HEXER

#### CREDITS.....

AUTHOR: Jeff Lee

ARTISTS: Jesus Blones, Bob Greyvenstein, James Krause, Dio Mahesa, Daniel Robinett

DESIGN AND LAYOUT: Richard Kunz

**LEGENDARY GAMES TEAM MEMBERS:** Alex Augunas, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jonathan H. Keith, Michael Kortes, Jeff Lee, Jen Page, Jenny Jarzabski, Nicolas Logue, Will McCardell, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

FOUNDER: Clark Peterson

**EXECUTIVE PARTNER:** Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

**SPECIAL THANKS:** Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Roleplaying Game Mythic Adventures* hardback.

### Special Thanks .....

Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for all of the magic. We also would like to thank the fans and supporters of Legendary Games that have made our company a success. We also thank our families and the spouses and children that are so patient and supportive to each of us in the time we take to create the very best for all of you.

**Legendary Hybrids: Deadeye Hexer** © 2016, Legendary Games; Author Jeff Lee. First publication May 2016. Printed in USA.



Legendary Games 3734 SW 99th St. Seattle, WA 98126-4026 makeyourgamelegendary.com



#### LEGAL

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

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

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, *Legendary Hybrids: Deadeye Hexer*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

### SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

### ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

## TABLE OF CONTENTS

WELCOME TO LEGENDARY HYBRIDS	1
WHAT YOU WILL FIND INSIDE DEADEYE HEXER	2
INTRODUCTION	3
Deadeye Hexer Class Features	4
FIREARM FAMILIARS	10
Deadeye Hexer Feats	11
Deadeye Hexer Patrons	12
Deadeye Hexer Archetypes	13
Eldritch Musketeer	13
Hexslinger	

#### SUPERSCRIPT REFERENCES

The following superscripts are use to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook.* These references have been hyperlinked to online resources in the PDF version and are provided here for your reference

- ACG = Pathfinder Roleplaying Game Advanced Class Guide
- <sup>APG</sup> = Pathfinder Roleplaying Game Advanced Player's Guide
- <sup>RTT</sup> = Toolbox for ranged combat
- <sup>UC</sup> = Pathfinder Roleplaying Game Ultimate Combat
- <sup>UE</sup> = Pathfinder Roleplaying Game Ultimate Equipment
- <sup>UM</sup> = Pathfinder Roleplaying Game Ultimate Magic



### WELCOME TO LEGENDARY HYBRIDS

THIS PRODUCT IS A PART OF OUR LINE OF PLAYER-FOCUSED CLASS supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

1

## WHAT YOU WILL FIND INSIDE LEGENDARY HYBRIDS: DEADEYE HEXER

Legendary Hybrids: Deadeye Hexer is the latest volume in our series of class-focused player supplements, introducing a new series of hybrid classes like those in the *Pathfinder Roleplaying Game Advanced Class Guide* that blend the core elements of two different base classes into a unique synergy all their own. The **deadeye hexer** brings you a 20-level hybrid class that combines the mysterious magical arts of witchcraft with a gunslinger's fearsome focus on firearms. A lethal loner with a fell reputation, a deadeye hexer's merest glance causes enemies to quail before him as he hurls hot lead and harrowing hexes with equal authority. Where witches commune with the spirits through the natural world, a deadeye hexer's silent companion is his steely peacemaker. Through it he hears the cold and brutal whispers of an uncaring universe that unfold to him the harsh truths of fate and grant him the power to bring final judgment to whomever lands in his sights.

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we you enjoy using it as much as we enjoyed making it. Game on! <sup>-</sup> Jason Nelson





## INTRODUCTION

Members of a mystical order of the gun, deadeye hexers gain power from mysterious forces and focus that power through gunpowder and lead. The deadliness of their weaponry is further enhanced with eldritch abilities imbued into their ammunition and backed by witchcraft. The origins of the order are a secret, one to which many of its own members are not privy. Its secrets are handed down from

#### CLASS SKILLS

The deadeye hexer's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

master to apprentice without the need of approval by any council or majority vote. When they cross paths, deadeye hexers recognize one another, and there is mutual respect of power and skill. If their goals coincide, deadeye hexers will cooperate; a band of them working together makes for a daunting adversary. However, should their goals be opposed, then fraternity gives way to pragmatism and often only the more talented of the two walks away. In the end, this path can be a lonely one, and the only inalienable ally of a deadeye hexer is his gun.

**Role:** Mysterious warriors, deadeye hexers are often loners, drifting through the land and dealing death for whatever reasons they choose. They will occasionally ally themselves with others toward a common cause, neutralizing any resistance with gun and spell.

#### Alignment: Any.

Hit Die: d8.

Parent Classes: Gunslinger<sup>UC</sup> and witch<sup>APG</sup>.

**Starting Wealth:** 4d6 x 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

TABLE 1: DEADEYE HEXER CLASS FEATURES												
Level	BAB	Fort	Ref		Special	О	<b>1</b> ST	2ND	3rd	4тн	5тн	<b>6</b> тн
ıst	+0	+0	+2	+2	Bullet hex, cantrips, firearm familiar, gunsmith, patron	3	1	-	—		—	-
2nd	+1	+0	+3	+3	Deeds, mana	4	2	-	_	_	_	-
3rd	+2	+1	+3	+3	Bullet hex	4	3	—	—			
4th	+3	+1	+4	+4	Nimble +1	4	3	1	-	-	-	-
5th	+3	+1	+4	+4	Bullet hex	4	4	2	—			—
6th	+4	+2	+5	+5	Deeds	5	4	3	_	—	_	_
7th	+5	+2	+5	+5	Bullet hex	5	4	3	1			—
8th	+6/+1	+2	+6	+6	Nimble +2	5	4	4	2	_		_
9th	+6/+1	+3	+6	+6	Bullet hex	5	5	4	3	—	—	
10th	+7/+2	+3	+7	+7	Deeds	5	5	4	3	1	-	-
11th	+8/+3	+3	+7	+7	Bullet hex, major bullet hex	5	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Nimble +3	5	5	5	4	3	_	-
13th	+9/+4	+4	+8	+8	Bullet hex	5	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Deeds	5	5	5	4	4	2	_
15th	+11/+6/+1	+5	+9	+9	Bullet hex	5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Nimble +4	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Bullet hex, grand bullet hex	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Deeds	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Bullet hex	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Nimble +5	5	5	5	5	5	5	5

#### **CLASS FEATURES**

The following are class features of the deadeye hexer.

Weapon and Armor Proficiency: Deadeye hexers are proficient with all simple weapons and firearms. They are proficient with light armor, but not shields. A deadeye hexer can cast his spells while wearing light armor without incurring the normal arcane spell failure penalty. Like any other arcane spellcaster, a deadeye hexer wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass deadeye hexer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A deadeye hexer casts arcane spells drawn from the witch's spell list. A deadeye hexer must choose and prepare his spells ahead of time.



To learn or cast a spell, a deadeye hexer must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a deadeye hexer's spell is 10 + the spell level + the deadeye hexer's Intelligence modifier.

A deadeye hexer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the Deadeye Hexer Table. In addition, he receives bonus spells per day if he has a high Intelligence score (see Chapter 1 of the *Pathfinder RPG Core Rulebook*).

A deadeye hexer may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour communing with his firearm familiar. While communing, the deadeye hexer chooses which spells to prepare.

**Cantrips:** Deadeye hexers can prepare a number of cantrips, or o-level spells, each day, as noted on the Deadeye Hexer Table under "Spells per Day." These spells are cast like any other spell, but they are not expended and may be used again. Cantrips prepared using other spell slots, due to metamagic feats for example, are expended normally.

**Bullet Hex:** Deadeye hexers learn a number of magical abilities with which they can imbue their ammunition, causing additional harmful effects to targets as well as other useful effects. To use a bullet hex, a deadeye hexer must imbue a bullet with power, then fire it from a firearm. At 1st level, a deadeye hexer gains one bullet hex of his choice. He gains an additional bullet hex at 3rd level and for every 2 levels attained after 3rd level, as noted on the Deadeye Hexer Table. A deadeye hexer cannot select an individual bullet hex more than once.

Unless otherwise noted, using a bullet hex is a standard action that provokes an attack of opportunity as a standard ranged attack would. If the bullet hex is an offensive effect, then the bullet must hit its intended target and inflict damage for the bullet hex to take effect. Missed bullet hex attacks do not count against the total number of times per day that a bullet hex can affect a creature. The DC of the save to resist a bullet hex is equal to 10 + 1/2 the deadeye hexer's level + the deadeye hexer's Intelligence modifier. If the attack that inflicts the bullet hex is a confirmed critical hit, increase the DC of the bullet hexes provided below, the following witch hexes are available to a deadeye hexer as bullet hexes: evil eye, misfortune, scar, slumber\*.

\*When the deadeye hexer uses slumber as a bullet hex, the damage inflicted by the shot is converted to nonlethal damage.

Animating Shot (Su): By firing a shot into an object of nonmagical material, the deadeye hexer can cause the object to animate and attack his foes. This functions as the *animate objects* spell with a caster level equal to the deadeye hexer's level, except that it affects only the object hit with the bullet. Roll to attack as normal against the object's AC (10 + the object's size modifier -5 Dex modifier -2 additional penalty). If the attack is a hit, roll damage as normal. If the damage is not high enough to destroy the object (after factoring in hardness), then the hex takes effect, so long as the object is not too large to be animated by a caster of the deadeye's class level. A deadeye hexer can only have one object animated by this hex in effect at any given time.

Blowback Bullet (Su): As a standard action, the deadeye hexer fires a shot from a firearm at an opponent. If the attack hits, resolve damage as normal. The shot also acts as a bull rush combat maneuver, using the deadeye hexer's Intelligence modifier in place of his Strength modifier when calculating the deadeye hexer's CMB. If the shot is a critical hit, then the deadeye hexer gains a bonus on the roll equal to his class level. *Hard Rain (Su)*: As a full round action, the deadeye hexer fires a shot from a firearm into the air. The bullet splits into shrapnel, which then falls in a 15 foot radius at a point somewhere within the firearm familiar's first two range increments. An attack roll is made and applied to the appropriate AC of each creature within the area of effect. If the attack roll hits, apply the firearm damage to that creature. Critical threats are confirmed as normal.

*Smoking Iron (Su)*: As a standard action, the deadeye hexer can make an attack with a firearm at an opponent. The smoke from the discharge envelops the deadeye hexer in a 10 foot cloud, providing concealment. The cloud disperses in 3 rounds. A light wind (up to 10 mph) will disperse it in 2 rounds. Higher winds will disperse the cloud in 1 round.

Speak with Dead (Su): Touching his firearm familiar to the corpse of a creature killed by a shot fired from that gun, the deadeye hexer may temporarily summon the spirit back to the body to converse for a short period. This acts as a *speak* with dead spell, using the deadeye hexer's class level as the caster level. This hex can only be used on a particular corpse once in 24 hours.

Warning Shot (Su): The deadeye hexer whispers the name of a creature to which he wishes to send a message, then fires a shot into the air. The bullet soars toward the named creature, up to a range of 1,000 feet per level of the deadeye hexer, plunging into the ground near the creature. The impact of the bullet tears up the ground, forming the deadeye hexer's intended message, of up to 25 words, in the cracks and rents left by its impact. The creature must be able to see and read the message, which can be in any language the deadeye hexer knows. The recipient will know that the message is from the deadeye hexer, but cannot give any reply, unless it has magic of its own to use. If the recipient is in a building, the bullet will strike the nearest wall or ceiling, leaving the message there. This hex will not function if the intended recipient is underground or in an extradimensional space.

**Firearm Familiar (Ex):** At 1st level, a deadeye hexer forms a close bond with a spirit familiar that inhabits his gun. This spirit teaches him power and guides him along his wandering path of lonely justice and awakens him to the power of magic. Much like the animal familiars of a common witch, a deadeye hexer's firearm familiar aids him by granting a skill bonus, additional spells, and help with certain typs of magic. This functions like the wizard's arcane bond class feature, except as noted in the Firearm Familiar section in Appendix A.

A deadeye hexer must commune with his firearm familiar each day to prepare his spells. Firearm familiars store all of the spells that a deadeye hexer knows, and a deadeye hexer cannot prepare a spell that is not stored by his firearm familiar. A firearm familiar begins play storing all of the o-level witch spells plus three 1st-level spells of the deadeye hexer's choice. The deadeye hexer also selects a number of additional 1st-level spells equal to his Intelligence modifier to store in his firearm familiar. At each new deadeye hexer level, he adds two new spells of any spell level or levels that he can cast (based on his new deadeye hexer level) to his firearm familiar. He can also add additional spells to his firearm familiar through a special ritual, just as a witch can add spells to her familiar.





**Gunsmith:** The deadeye hexer gains Gunsmithing<sup>UC</sup> as a bonus feat.

**Mana:** While some gunslingers claim they belong to a mystical order of the gun, this is actually the case for a deadeye hexer. They are imbued with mana: a fluctuating measure of a deadeye hexer's ability to perform amazing actions in combat. At the start of each day, a deadeye hexer gains a number of mana points equal to his Intelligence modifier (minimum 1). His mana goes up and down throughout the day, but usually cannot go higher than his Intelligence modifier (minimum 1), though feats and magic items can affect this maximum. A deadeye hexer spends mana to accomplish deeds (see below), and regains mana in the following ways.

*Critical Hit with firearm familiar*. Each time a deadeye hexer confirms a critical hit on an attack using his firearm familiar, he regains 1 mana point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the deadeye hexer's character level does not restore mana.

Killing Blow with firearm familiar: When the deadeye hexer reduces a creature to o or fewer hit points with an attack using his firearm familiar while in the heat of combat, he regains 1 mana point. Destroying an unattended object, reducing a helpless or unaware creature to o or fewer hit points, or reducing a creature that has fewer Hit Dice than half the deadeye hexer's character level to o or fewer hit points does not restore any mana.

*Grit, Panache, and Mana*: The gunslinger's grit, the swashbuckler's panache, and the deadeye hexer's mana represent three paths to gain access to the same heroic pool. Characters with both grit and mana class features, panache and mana class features, or all three, combine those resources into a larger pool of both grit, panache, and mana points.

For the purposes of feat prerequisites, a character with the mana class feature satisfies the prerequisites as if he were a grit user, and vice versa. Deadeye hexer levels stack with gunslinger levels for the purpose of satisfying Signature Deed's level requirement. Likewise, a character with the mana class feature satisfies the prerequisites as if he were a panache user, and vice versa. For feats, magic items, and other effects, a mana user can spend and gain mana points in place of grit points (or panache points), and vice versa.

**Deeds:** Deadeye hexers spend mana points to accomplish deeds. Some deeds grant the deadeye hexer some momentary bonus or effect, but there are others that provide longer-lasting effects. Some deeds stay in effect as long as the deadeye hexer has at least 1 mana point. The following is the list of base deadeye hexer deeds. A deadeye hexer can only perform deeds of his level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of mana is spent to perform the deed.

*Gunslinger Deed*: At any level where a deadeye hexer gains deeds, he can choose to replace any one deed with a gunslinger deed received by a gunslinger at a lower level.

Desperation Spell (Su): At 2nd level, by spending 1 point of mana, the deadeye hexer can cast any spell that his firearm familiar knows, even if the spell is not prepared, which he is of a high enough level to cast. This spell is treated like any other spell cast by the deadeye hexer, including casting time, duration, and other effects dependent on the deadeye hexer's level. This spell cannot be modified by metamagic feats or other abilities.

*Eldritch Aim (Su)*: At 2nd level, if the deadeye hexer misses with an attack with his firearm due to concealment, he can reroll the miss chance percentile roll to determine if the shot hits. The deadeye hexer can use this deed as long as there is at least 1 point in his mana pool.

*Eldritch Draw (Su):* At 2nd level, the deadeye hexer can spend 1 point of mana to summon an unattended firearm to his hand as an immediate action, so long as the firearm is within 5 feet per class level of the deadeye hexer.



*Greater Eldritch Aim (Su)*: At 6th level, the deadeye hexer can spend 1 point of mana to allow his next attack with a firearm to ignore concealment and cover. The bullet veers around or over obstacles to strike its target.

Greater Eldritch Draw (Su): At 6th level, the deadeye hexer can spend 1 point of mana to summon a firearm to his hand as an immediate action, so long as the firearm is within 10 feet per class level of the deadeye hexer. If the firearm is wielded or carried by another creature, then the deadeye hexer must make a successful disarm (if wielded) or steal (if carried) combat maneuver check, using his Intelligence modifier in place of his Strength modifier. If the roll is successful, the item vanishes from its location and appears in the deadeye hexer's hand. The deadeye hexer must have a free hand to use this deed.

*Gun Whisperer (Su):* At 6th level, as long as the deadeye hexer has 1 point of mana, he may use another deadeye hexer's firearm familiar as if it were his own if its owner gives permission to do so. This does not allow the deadeye hexer to access spells known by the familiar, but he can use it in combat with no penalties and may use it in conjunction with bullet hexes and deeds as normal. By spending 1 point of mana and a full round action to exert control over it, a deadeye hexer with this deed can force a firearm familiar to work for him, even without the owner's permission, for 1 minute. The deadeye hexer may renew control by spending an additional point of mana and another full round action to do so.

Deadeye Shot (Ex): At 10th level, the deadeye hexer can spend one point of mana to automatically confirm a critical hit against a target. Performing this deed does not allow the deadeye hexer to regain mana from confirming a critical hit.

*Eldritch Reload (Su):* At 10th level, the deadeye hexer can spend one point of mana to reload a firearm as a swift action. One dose of powder and a bullet are conjured into the firearm. These remain in the firearm until it is fired. If they leave the gun by any means other than being fired, they disappear. Alternately, a bullet and powder or alchemical cartridge that the deadye hexer carries on his person can be magically loaded into the gun. The deadeye hexer does not need a free hand to reload in this fashion and this action does not provoke attacks of opportunity.

Pellet Blast (Su): At 10th level, the deadeye hexer can spend one point of mana to cause a single bullet fired from his firearm to turn into a spray of pellets in a 15-foot cone. This provides the firearm with the scatter weapon quality for that particular shot. If the loaded bullet was crafted of a special material or possessed a particular property magical or otherwise—then those properties apply to the pellets. If this deed is used in conjunction with a bullet hex that affects a struck target, the hex still only applies to one target, but the deadeye hexer can apply it to any target within the area of effect that is struck by the pellets.

*Greater Eldritch Reload (Su)*: At 14th level, as long as the deadeye hexer has 1 point of mana, he can reload a firearm with conjured powder and bullet as a free action. This allows multiple attacks with an early firearm as part of a full attack action. This deed otherwise acts as eldritch reload.

Hexer's Blessing (Su): At 14th level, the deadeye hexer can spend 2 points of mana to add his Intelligence modifier as a bonus to a saving throw.

Lightning Fast (Ex): At 14th level, the deadeye hexer can spend 1 point of mana to act during a surprise round, even if he failed a Perception check to notice a foe. The deadeye hexer is still considered flat-footed until he takes an action.

Greater Deadeye Shot (Ex): At 18th level, when the deadeye hexer scores a critical hit, he can spend 1 mana point to deal normal damage, and the target must succeed at a Fortitude save with a DC equal to 10 + 1/2 the deadeye hexer's level + the deadeye hexer's Intelligence modifier. On a failed saving throw, the target dies. This is a death attack. Performing this deed does not allow the deadeye



hexer to regain mana from confirming a critical hit or making a killing blow.

*Master of Arms (Ex)*: At 18th level, as long as the deadeye hexer has 1 point of mana, a misfire with a broken early firearm does not cause the weapon to explode. If a firearm wielded by the deadeye hexer misfires, he can spend a mana point to prevent the firearm from gaining the broken condition.

*Quicker Than Lightning (Ex)*: At 18th level, as long as the deadeye hexer has 1 point of mana, he always acts during a surprise round, even if he failed a Perception check to notice a foe. The deadeye hexer is still considered flat-footed until he takes an action. If the deadeye hexer spends 1 point of mana, he gains a bonus to his Initiative equal to 1/3 of his class level.



**Nimble:** Starting at 4th level, a deadeye hexer gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the deadeye hexer to lose his Dexterity bonus to AC also causes the deadeye hexer to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 4th level (to a maximum of +5 at 20th level).

**Major Bullet Hex:** At 11th level, and every two levels thereafter, a deadeye hexer can choose a major bullet hex whenever he could select a new hex. In addition to the major bullet hexes provided below, the following major witch hexes are available to a deadeye hexer as major bullet hexes: agony, hoarfrost, ice tomb, infected wounds, retribution.

Bullet Storm (Su): This bullet hex acts as the hard rain hex, except that the area of effect is increased to a 30 foot radius, and can be targeted anywhere within the first three range increments of the deadeye hexer's firearm familiar.

Dodge Bullet (Su): As an immediate action, the deadeye hexer can use his magical affinity for firearms to protect against a firearm attack. When using this hex, the deadeye hexer gains a dodge bonus equal to half his class level against the attack. This hex can only be used once against a given firearm per 24 hours. The hex affects the firearm itself, not the opponent, so if an attacker has more than one firearm and uses a different gun to attack the deadeye hexer, this hex may be used against the new firearm.

*Heartseeker (Su)*: The bullet with this hex on it burrows deeper into the target in an attempt to reach the heart and kill its victim. Each round following the initial attack, the target must succeed at a Fortitude save or the deadeye hexer can roll his firearm damage again as the bullet continues to travel through the target's body. This hex lasts a number of rounds equal to the deadeye hexer's level, or until the target succeeds at a Fortitude save, or drops below o hit points from the continued damage from the bullet hex. A creature hit with this bullet hex, whether it makes its save or not, cannot be the target of this bullet hex again for 1 day.



Magic Bullet (Su): This hex causes the shot fired by the deadeye hexer, should the initial attack hit its target, to veer off and strike other targets of the deadeye hexer's choosing, up to 1 per class level of the deadeye hexer. The deadeye hexer must roll a new attack roll for each target of the magic bullet. This bullet can strike any number of opponents, up to the deadeye hexer's maximum, as long as all targets are within five range increments of the deadeye hexer. Targets that are outside of the weapon's initial range increment factor the range increment penalty into the attack roll as normal, and apply a -2 penalty to damage for every range increment beyond the first. A creature struck by a bullet under this hex cannot be the target of another for 1 day.

Unstoppable Bullet (Su): This hex imbues the fired bullet with incredible hardness and velocity. It ignores cover (but not concealment) within the first range increment and strikes as a ranged touch attack within a number of range increments equal to half the deadeye hexer's class level. The bullet ignores all non-mythic DR and hardness. A creature struck by a bullet under this hex cannot be the target of another for 1 day.

**Grand Bullet Hex:** At 17th level, and again at 19th level, a deadeye hexer can choose one of the following grand bullet hexes whenever he could select a new hex. In addition to the grand bullet hexes provided below, the following grand witch hexes are available to a deadeye hexer as grand bullet hexes: death curse, eternal slumber, forced reincarnation.

Dragon's Breath Round (Su): When fired, the bullet imbued with this hex turns into a blast of energy of the deadeye hexer's choosing (acid, cold, fire, or lightning). If the shot hits, it inflicts 1d6 points of the chosen damage type per class level of the deadeye hexer.

Hellfire Bullet (Su): When the deadeye hexer strikes a target with this bullet hex, the attack deals damage as normal, then the bullet explodes into a burst of flame, inflicting 1d6 points of fire damage per level of the deadeye hexer. A successful Fortitude save by the target halves the fire damage. The target must then succeed at a Reflex save or catch fire, taking damage equal to half the dice of the initial fire damage each round for the next 1d4 rounds until it succeeds at a Reflex save or the fire is extinguished by other means. Whether or not the initial save is successful, a creature cannot be the target of this bullet hex again for 1 day.

Stone Dead (Su): When the deadeye hexer strikes a creature with this bullet hex, the attack deals damage as normal, and the target must succeed at a Fortitude save or be petrified as if affected by *flesh to stone*. If the target is returned to its original state, however, it must make another Fort save at the same DC or die. The second save is a death effect. Creatures killed in this manner can be returned to life with *raise dead, resurrection,* or similar effects. A *miracle* or *wish* can restore the creature to its original state and negate the death effect. Creatures immune to petrification are unaffected by this bullet hex. Whether or not the save is successful, a creature cannot be the target of this bullet hex again for 1 day.

## FIREARM FAMILIARS

Deadeye hexers form strange bonds with powerful forces. Through this bond, a deadeye hexer's gun is invested with a spirit that acts as a mystical advisor, serving not only as a weapon but as a link to his patron power, granting his spells and abilities. This functions like the witch's familiar class feature, except as noted in the Firearm Familiar section. At 1st level, each deadeye hexer smiths a firearm of his choice: blunderbuss, musket, or pistol. The deadeye hexer performs a ritual with this weapon, in which it is imbued with sentience by his patron power. This firearm is strangely crafted and forged for the deadeye hexer's particular style of shooting, so only he knows how to use it properly. All other



creatures treat his gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it.

If the firearm familiar is lost or destroyed, the deadeye hexer can craft a new firearm and conduct a ritual to invest another familiar spirit into the weapon. This costs 500 gp per deadeye hexer level and takes 24 hours to complete. A new firearm familiar begins knowing all the o-level spells plus two spells of every level the deadeye hexer is able to cast. These are in addition to any bonus spells known by the firearm familiar based on the deadeye hexer's level and his patron (see Deadeye Hexer Patrons).

The firearm familiar is a special type of intelligent magical weapon, and gains magical properties as the deadeye hexer increases in level as indicated on the table below.

Enhancement Bonus (Su): As the deadeye hexer increases in level, his firearm familiar becomes a magical weapon, gaining a +1 enhancement bonus. At 5th level and above, whenever the firearm familiar's enhancement bonus increases, the deadye hexer can choose instead to apply a special weapon ability. The deadeye hexer can choose a special weapon ability from the following: *bane, cunning, distance, ghost touch, lucky, planar, reliable,* or *seeking.* A deadeye hexer with the Craft Magic Arms and Armor feat can add additional enhancement bonuses or abilities as per the magic item crafting rules. Alertness (Ex): While wielding his firearm familiar, the deadeye hexer gains the Alertness feat.

Communicate with Master (Su): While in the deadeye hexer's possession, the firearm familiar can communicate with its master via telepathy.

*Empathic Link (Su)*: The deadeye hexer has an empathic link with his firearm familiar to a 1 mile distance. The deadeye hexer can communicate with the firearm familiar using emotions, however complex or subtle. The firearm familiar can also send a mental picture of its immediate area, showing an image of a 10 foot area in any given direction from where the firearm familiar is currently located.

*Quickdraw (Ex)*: If the deadeye hexer is 2nd level or higher, he can draw his firearm familiar as if he possessed the Quickdraw feat.

*Improved Empathic Link (Su)*: When the deadeye hexer reaches 7th level, the empathic link between him and his firearm familiar becomes stronger. Communication can now be done through more complex and subtle emotions. Additionally, the firearm familiar can send a mental picture of its immediate area to the mind of the deadeye hexer, showing an image of a 10 foot area in any given direction from where the firearm familiar is currently located.

Scry Firearm Familiar (Su): If the deadeye hexer is 13th level or higher, he can scry on his firearm familiar (as if casting the *scrying* spell) once per day.

Deadeye Hexer Class Level	ENHANCEMENT BONUS	INTELLIGENCE	Special					
ıst-2nd	_	6	Alertness, communicate with					
			master, empathic link					
3rd-4th	+1	7	Quickdraw					
5th-6th	+2	8	_					
7th-8th	+2	9	Improved empathic link					
9th-10th	+3	10	_					
11th-12th	+3	11	<u> </u>					
13th-14th	+4	12	Scry firearm familiar					
15th-16th	+4	13	—					
17th-18th	+5	14	<u> </u>					
19th-20th	+5	15	_					

#### **TABLE: FIREARM FAMILIAR**

### DEADEYE HEXER FEATS

7000

Several classes in the Pathfinder game have a defining mechanic with a limited number of uses per day. Most of these features, such as the alchemist's bomb or the paladin's mercy, gain additional uses or utility in the form of feats available to characters with access to the appropriate class feature. The following feats give the deadeye hexer additional uses of its class features.

#### **ACCURSED BULLET HEX**

You can make a second attempt at failed bullet hexes.

Prerequisite: Bullet hex class feature.

**Benefit:** When you target a creature with a bullet hex that cannot target the same creature more than once per day, and that creature succeeds at its saving throw against the bullet hex's effect, you can target the creature again with the same bullet hex a second time before the end of your next turn. If the second attempt fails, you can make no further attempts to target that creature with the same bullet hex for 1 day.

**Normal:** You can only target a creature with these bullet hexes once per day.

#### **EXTRA BULLET HEX**

You have learned the secrets of a new bullet hex.

Prerequisite: Bullet hex class feature.

**Benefit:** You gain one additional bullet hex. You must meet all the prerequisites for this bullet hex.

**Special:** You can gain Extra Bullet Hex multiple times.

#### Extra Mana

You can tap more easily into the mystic union of magic and gunplay.

Prerequisite: Mana class feature.

**Benefit:** You gain 2 extra mana points at the start of each day, and your maximum mana increases by 2.

**Normal:** You gain your Intelligence modifier in mana points at the start of each day, which is also your maximum mana.

**Special:** You can take this feat multiple times.



### DEADEYE HEXER PATRONS

At 1st level, the deadeye hexer selects a patron. It is this mysterious force that provides the spirit of the deadeye hexer's firearm familiar and thus his powers. At 3rd level, and every 3 levels thereafter, a deadeye hexer's patron adds a new spell to the deadeye hexer's spells known. These spells are automatically added to to the list of spells stored by the firearm familiar, and are considered spells of the highest level the deadeye hexer can cast when he attains them. (Spells gained at 3rd level are 1st level spells, spells gained at 6th are 2nd level spells, etc.) The deadeye hexer may choose one of the patrons below. It is up to the GM and the deadeye hexer's player to decide upon the patron's actual name.

Agility: 3rd—jump, 6th—cat's grace, 9th—haste, 12th—freedom of movement, 15th—polymorph, 18th cat's grace (mass)

**Cunning:** 3rd—anticipate peril, 6th—fox's cunning, 9th—adjustable disguise, 12th—enchantment foil, 15th—bard's escape, 18th—fox's cunning (mass)

Death: 3rd—deathwatch, 6th—blessing of courage and life, 9th—speak with dead, 12th—rest eternal, 15th—suffocation, 18th—circle of death

**Firearm:** 3rd—unerring weapon (bullets only), 6th—bullet ward, 9th bullet shield, 12th—named bullet, 15th—pellet blast, 18th—named bullet (greater)

Endurance: 3rd—endure elements, 6th—bear's endurance, 9th—protection from energy, 12th spell immunity, 15th—spell resistance, 18th—bear's endurance (mass)

Justice: 3rd—peacebond, 6th surmount affliction, 9th—litany of righteousness, 12th—find quarry, 15th mark of justice, 18th—unshakable zeal **Strength:** 3rd—divine favor, 6th—bull's strength, 9th—greater magic weapon, 12th—divine power, 15th—righteous might, 18th—bull's strength (mass)

**Vengeance:** 3rd—burning hands, 6th—burning gaze, 9th—pain strike, 12th—shout, 15th—symbol of pain, 18th—mass pain strike

Wisdom: 3rd—shield of faith, 6th—owl's wisdom, 9th—magic vestment, 12th—globe of invulnerability (lesser), 15th—dream, 18th—globe of invulnerability (greater)

## DEADEYE HEXER ARCHETYPES

The following archetypes are unique to the deadeye hexer hybrid class and modify its class features in a variety of ways.

#### **ELDRITCH MUSKETEER**

Some members of the way of the gun prefer larger firearms and learn to channel more of their power through them.

**Firearm Familiar:** An eldritch musketeer starts with a musket or blunderbuss as her firearm familiar. An eldritch musketeer's firearm familiar must be a twohanded firearm. Otherwise, this ability functions as the deadeye hexer class ability.

Eldritch Gun (Su): An eldritch musketeer can cast any ranged touch attack, cone, line, or ray through his firearm familiar. When she casts through the firearm familiar, the gun's enhancement bonus (if any) is added as a bonus to the spell's attack rolls or to the spell's saving throw DCs. Spells fired through the gun that require an attack roll have a x3 critical hit multiplier.

If a spell's attack roll is a natural 1 (a misfire) or a natural 20 is rolled on any saving throw made against the spell by a target (an overload), then the firearm familiar gains the broken condition. The eldritch musketeer can spend a point of mana as an immediate action to avoid this effect. If the firearm familiar already has the broken condition, it explodes. When the firearm familiar explodes, it lets loose a blast of force in a 10-foot radius, or if the spell has the acid, cold, electricity, fire, or sonic descriptor, it deals that type of damage instead. In the case of multiple descriptors, roll randomly to determine the type of damage dealt by the blast. The blast is centered on a single intersection within the eldritch musketeer's space (of her choice) and deals 1d6 points of the appropriate energy damage or force damage per level of the spell cast. Any creature within the radius of the blast besides the eldritch musketeer can make a Reflex saving throw to halve the damage. The Reflex save DC is calculated using the level of the spell that was cast. The eldritch musketeer can spend 2 points of mana as an immediate action to to avoid this effect. This ability replaces the bullet hex at 1st level.



**Enchanted Bullets (Su):** At 3rd level, an eldritch musketeer can sacrifice her spells to empower her firearm attacks. As a swift action, she can sacrifice a spell and transform that energy into an increase in the critical threat range or critical hit multiplier of the next attack she fires from a gun. For every two levels of the sacrificed spell, the critical threat range of the attack doubles (from 20 to 19-20 for a 2nd level spell, or 17-20 for a 4th level spell) or the critical multiplier increases by 1. This ability replaces the bullet hex at 3rd level.

**Bullet Hexes:** The following bullet hexes compliment the eldritch musketeer archetype: blowback bullet, scar, and smoking iron.

**Major Bullet Hexes:** The following major bullet hexes compliment the eldritch musketeer archetype: heartseeker, retribution, and unstoppable bullet.

**Grand Bullet Hexes:** The following grand bullet hexes compliment the eldritch musketeer archetype: eternal slumber and hellfire bullet.

#### HEXSLINGER

Where the magus combines steel and spell into a single offensive force, the hexslinger combines magic with black powder to menace enemies from a distance with both.

WeaponProficiency:Hexslingersareproficientwithallsimpleweaponsone-handed firearms.

**Firearm Familiar:** A hexslinger starts with a pistol as her firearm familiar. A hexslinger's firearm familiar must be a onehanded firearm. Otherwise, this ability functions as the deadeye hexer class ability. **Spell Combat (Ex):** At 1st level, a hexslinger learns to cast spells and wield firearms at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the hexslinger must have one hand free (even if the spell does not have a somatic component), while wielding a one-handed firearm in the other hand. As a full-round action, she can make all of her attacks with her firearm at a -2 penalty and can also cast any prepared spell from the deadeye hexer spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes a -2 penalty). If she casts this spell defensively, she can decide to take



an additional penalty on her attack rolls, up to her Intelligence modifier, and add the same amount as a circumstance bonus on her concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty.

The hexslinger can also fight defensively when making attacks with her firearm that would provoke attacks of opportunity. The penalty taken on attacks applies as a dodge bonus to AC against any attacks of opportunity provoked by firing her weapon. If the hexslinger casts and fights defensively in the same round, she chooses one penalty to apply to her attacks, and receives the same bonus to both her concentration checks and her AC.

A hexslinger can choose to cast the spell first or make the attacks first, but if she has more than one attack she cannot cast the spell between weapon attacks. This ability replaces deeds at 2nd level.

Spellshot (Su): At 3rd level, whenever a hexslinger casts a spell with a range of "touch" from the deadeye hexer spell list, she can deliver the spell through a firearm she is wielding as part of a ranged attack. Instead of the free melee touch attack normally allowed to deliver the spell, a hexslinger can make a free attack with her firearm (at her highest base attack bonus) as part of casting this spell. If successful, this ranged attack deals its normal damage as well as the effects of the spell. The hexslinger may make this attack in concert with spell combat only if she is able to take multiple shots with her firearm on a full attack action, and this attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range, but the spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier. This ability replaces the bullet hex at 3rd level.

**Greater Spell Combat (Ex):** At 10th level, the hexslinger can choose to use a spell and a bullet hex in the same combat round as a full-round action. Additionally, he receives a +2 circumstance bonus to concentration checks made when using the spell combat ability. This ability replaces deeds at 10th level.

**Bullet Hexes:** The following bullet hexes compliment the hexslinger archetype: blowback bullet, hard rain, misfortune, and slumber.

**Major Bullet Hexes:** The following major bullet hexes compliment the hexslinger archetype: bullet storm, dodge bullet, and magic bullet.

**Grand Bullet Hexes:** The following grand bullet hexes compliment the hexslinger archetype: death curse, dragon's breath round, and stone dead.



**OPEN GAME LICENSE Version 1.0a** The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent \*\* such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors

grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content. 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content 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.

**Legendary Hybrids: Deadeye Hexer** © 2016, Legendary Games; Author Jeff Lee. 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. The Hypertext d20 SRD. © 2004, Jans W Carton. Pathfinder Player Companion: Ranged Tactics Toolbox © 2014, Paizo Inc.; Authors: David N. Ross, David Schwartz, and Kaitlyn Sprague. 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 Advanced Player's Guide. (C) 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen 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: Pathfinder Unchained. © 2015, Paizo Inc. Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas W. Reid, Robert Schwalb,

Mark Seifter, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor. Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous **RPG** Superstar contributors.

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

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 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.

## MYTHIC MANIA!

A MASSIVE EXPANSION TO THE PATHEINDER RPG MYTHIC RULES IN THREE PRINT BOOKS, FEATURING SPELLS, FEATS, MONSTERS, MYTHIC PATHS, AND MORE

THE MYTHIC HERO'S HANDBOOK INCLUDES:

- OVER 120 NEW PATH ABILITIES FOR THE ARCHMAGE, CHAMPION GUARDIAN. HIEROPHANT, AND TRICKSTER MYTHIC PATHS AND UNIVERSAL PATH ABILITIES FOR EVERY MYTHIC CHARACTER!

- FOUR BRAND-NEW MYTHIC PATHS - THE GENIUS, LIVING SAINT, OVERMIND, AND THE VENGEFUL STRANGER - WITH OVER ISO PATH ABILITIES EXCLUSIVELY FOR THEM!

- MYTHIC CLASS FEATURES FOR OVER 30 CHARACTER CLASSES FOR LEVELS 1 30 20. INCLUDING EVERY CORE AND BASE CLASS IN THE CORE RULES PLUS II MORE CLASSES FROM KOBOLD PRESS AND ROGUE GENIUS GAMES LIKE THE BATTLE SCION DRAGONRIDER, TIME THIEF, AND WHITE NECROMANCER!

#### THE MYTHIC MONSTER MANUAL INCLUDES:

OVER 220 DIFFERENT MYTHIC MONSTERS. RANGING FROM CR 1 TO CR 30, INCLUDING CLASSIC MONSTERS FROM FROST GIANTS. METALLIC DRAGONS, AND IRON GOLEMS TO THE STRANGE AND SINISTER LIKE THE FLUMPH. SHOGGOTH, AND INTELLECT DEVOURER!

OVER TWO DOZEN BRAND NEW MYTHIC MONSTERS, DRAWN FROM FANTASY, MYTH. LITERATURE, AND LEGEND, FROM THE ANGURBODA AND FELL DRAKE TO THE PHANTASMAGORIA WAGON AND MIDGARD SERPENT, WITH DETAILED ECOLOGIES AND LORE



TRO'S DADOBOOK

**70 NEW MONSTER FOCUSED MYTHIC** FEATS, AS WELL AS FEATS USABLE BY NON-MYTHIC CREATURES AND CHARACTERS, INCLUDING MYTHIC VERSIONS OF EVERY FEAT IN THE PATHFINDER ROLEPLAYING GAME BESTLARY.

SUPPORT FOR PSIONICS, INCLUDING PSIONIC VERSIONS OF EXISTING MONSTERS AND ENTIRELY PSIONIC BEASTS LIKE THE PHRENIC SCOURGE AND THOUGHT SLAYER!

APPENDICES DETAILING MONSTERS BY CHALLENGE RATING, TYPE, AND SUBTYPE **UNCLUDING NEW SUBTYPES LIKE-THE** ALIEN AND MYTHOS SUBTYPE).

GUIDELINES FOR MYTHIC FAMILIARS AND COMPANIONS.

THE MYTHIC SPELL COMPENDIUM INCLUDES:

OVER 2000 MYTHIC SPELLS, INCLUDING EVERY SPELL FROM THE PATHFINDER ROLEPLAYING GAME CORE RULEBOOK, PATHFINDER ROLEPLAYING ADVANCED PLAYER'S GUIDE PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE PATHFINDER **COLEPLAYING GAME ULTIMATE COMBAT, AND PATHFINDER ROLEPLAYING GAME** ULTIMATE MAGIC

HUNDREDS MORE SPELLS FROM OFFICIAL PATHFINDER PRODUCTS DESIGNED FOR THE CAMPAIGN SETTING AND COMPANION BOOKS. IF THEY WERE NOT ALREADY PUBLISHED. IN PATHFINDER ROLEPLAYING GAME MYTHIC ADVENTURES, YOU'LL FIND THEM HERE. ALL OF THEM.

HUNDREDS MORE SPELLS FROM SOME OF THE LEADING 3RD PARTY PUBLISHERS FOR PATHFINDER, INCLUDING OVER 200 SPELLS FROM DEEP MAGIC BY KOBOLD PRESS AND OVER 100 SPELLS FROM THE GOTHIC CAMPAIGN COMPENDIUM AND OTHER PRODUCTS FROM LEGENDARY GAMES.



comrenoiam



#### LEGENDARY GAMES BRINGS YOU AN EPIC SWORD & PLANET ADVENTURE SAGA FOR PATHFINDER AND 5TH EDITION!

Legendary Planet will take your characters across the multiverse, traveling alien gateways created by ancient, god-like beings to exotic worlds and back again in an incredible campaign like none other. Sword-swingers and spell-slingers stand alongside scoundrels and seekers for cosmic enlightenment as they unravel conspiracies and cryptic alliances bent on universal domination... or annihilation!

Interplanetary Adventure, New Worlds, Ancient Civilizations, Alien Species, and more, with a delightful mix of magic and technology, with a dash of psionics and mythic challenges! www.makeyourgamelegendary.com





evourer

BALEFUL

lad Doctor's

EROI

Th

mularn

## IS YOUR CAMPAIGN LEGENDARY?

STICS

cia

## IT SHOULD BE!

Brought to you by the most creative minds in the business, Legendary Games delivers products designed by the very same people that create so many of the official adventures, supplements, and hardbacks that you know and love. With a design team of industry legends, superstar designers, and the best new up-and-coming talent, you know it's going to be great. Who better to bring you innovative rules and adventures with amazing depth and richness to enhance Your Adventure Path or home campaign? No one.

Our Gothic Adventure Path Plug-Ins are the perfect expansions for any horror-themed campaign, from adventures like *The Murmuring Fountain* and forbidden lore like *The Mad Doctor's Formulary* to a full line of magical and macabre *Gothic Grimoires.* 

Our Imperial Adventure Path Plug-Ins are ideal for any campaign with themes of East meets West. Expand the power of the spirit with *The Way of Ki* and *Meditations of the Imperial Mystics*, or take a journey *Under Frozen Stars*.

Also don't miss the Kingbreaker Adventure Path Plug-Ins, our latest line of products. From the haunting *Cold Mountain*, glorious tournaments, and an array of supplements to fill any aspiring kingdom maker's every need.

Check our webstore at www.makeyourgamelegendary.com and follow us there or on Facebook for the latest product updates, news, previews, and promotions for all of our product lines. You can also direct questions to MakeYourGameLegendary@gmail.com or pick up our products at the following shops: d2opfsrd.com, the Paizo.com webstore, and on DrivethruRPG and RPGnow.

### Any way you buy, you'll be sure to Make Your Game Legendary!

The Kiad Doctor's Formularn

Tro#Kir

The Schulehral Swaths of Tanoth-Tha

LEGENDARY HYBRIDS DEADEYE HEXER

# HOT LEAD AND COLD HEXES

Legendary Hybrids: Deadeye Hexer is the latest volume in our series of class-focused player supplements, introducing a new series of hybrid classes like those in the *Pathfinder Roleplaying Game Advanced Class Guide* that blend the core elements of two different base classes into a unique synergy all their own. The **deadeye hexer** brings you a 20-level hybrid class that combines the mysterious magical arts of witchcraft with a gunslinger's fearsome focus on firearms. A lethal loner with a fell reputation, a deadeye hexer's merest glance causes enemies to quail before him as he hurls hot lead and harrowing hexes with equal authority. Where witches commune with the spirits through the natural world, a deadeye hexer's silent companion is his steely peacemaker. Through it he hears the cold and brutal whispers of an uncaring universe that unfold to him the harsh truths of fate and grant him the power to bring final judgment to whomever lands in his sights. Pick up this **26-page** class supplement and **Make Your Game Legendary!** 

