

Heroes of 4:
The East 5!

HEROES OF THE EAST IV: HONOR AND PRESTIGE

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DAIBUSHI

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

REQUIREMENTS

- **ALIGNMENT:** Lawful Good
- **SPELL:** Ability to cast 1st level divine spells
- **CLASS FEATURES:** Challenge 2/day, Resolve and Weapon Expertise

To some, Bushido is a code; to others, it is a way of life. To the daibushi, it is the very reason for being. Many see daibushi as priests of this code of honor in the same way a cleric might be in regards to a deity. In order to become a daibushi, one must be recognized by his peers as being beyond reproach, a true exemplar of honor. Because of this, daibushi gains the supernatural ability to enforce the rules of Bushido. As the paragons of Bushido, daibushi inspire allies and force enemies to act with honor of the battlefield.

HIT DICE: D10.

CLASS SKILLS

The daibushi's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

SKILL RANKS PER LEVEL: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the daibushi prestige class.

WEAPON AND ARMOR PROFICIENCY

Daibushi gain no proficiency with any weapon or armor.

SPELLS PER DAY:

At the levels indicated on table 1-1: The daibushi gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. However, he does not gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a daibushi, he must decide to which class he adds the new level for purposes of determining spells per day.

BUSHI SPIRIT:

Levels in daibushi count as fighter levels for the purposes of qualifying for feats. In addition, levels in daibushi count as samurai levels for the purpose of determining how many uses of resolve the character has.

MASTER MUSA (EX):

At 1st level, the daibushi gains a +1 competence bonus on attack rolls with the weapon he selected for his weapon expertise. At 4th level and every 3 levels thereafter, this bonus improves by +1 to a maximum of +4 at 10th level.

CHALLENGE:

Levels in daibushi stack with samurai for the purpose of determining the number of times per day he can challenge and the effectiveness of the challenge class feature.

VIRTUES:

As the daibushi gains in levels, he gradually attains a heightened spiritual awareness of the seven virtues of Bushido and, as such, he gains mastery over one of the virtues at 2nd level and every level thereafter until 8th level (when he gains his 7th).

MORALITY (Sp):

"Morality is what separates man from beast."

The daibushi gains the benefits of a continuous protection from evil spell on himself. He may suppress this as a swift action. The daibushi who is no longer of the good alignment gains a penalty on all attack rolls and saves equal to his daibushi level. At 5th level, the daibushi may convert this circle into a magic circle against evil once per day as if he had cast the spell.

COURAGE (Ex):

"Courage is not the absence of fear but the willingness to overcome that which terrifies you."

The daibushi and all allies within 30 feet gain a bonus to saving throws versus all fear effects equal to the daibushi's level. The daibushi who fails a save against a fear based effect no longer gains access to this virtue until he meditates for 2 hours to center himself.

RESPECT (Su):

"Respect for others starts with a healthy respect for yourself."

If, while a daibushi with this virtue has a challenged creature, a non-challenged creature attacks the daibushi the attacking creature takes nonlethal damage equal to the daibushi's Charisma modifier.

BENEVOLENCE (Su):

"To kill is not the acme of skill. To kill justly is."

An evil creature reduced to zero hp or less by the daibushi is reduced to dust as if the creature had failed a save against a disintegrate spell.

In recompence, the daibushi must act benevolently towards all creatures and try to find alternate resolutions to conflict whenever possible. Aligning himself with an evil creature to defeat a greater evil is allowed. However, if he does so, the daibushi must constantly reflect upon the nature of such an allegiance and weigh it against the gain to society as a whole. Additionally, there are some evil creatures whom the daibushi with this virtue must never align, nor suffer to let live.

HONESTY (Su):

"An untrue word hurts your spirit in the same way that an arrow hurts the body."

Creatures attempting to blatantly lie while in the presence of the daibushi (within 10 feet or talking to the daibushi or to the daibushi's compatriots within earshot of him) must make a Will save (DC 10 + daibushi level + Charisma modifier) or be unable to speak the lie. In return for taking this virtue, the daibushi must make a Will save (DC 20) to willingly tell a lie.

TABLE 1-1: THE DAIBUSHI

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY
1st	+0	+1	+0	+1	Bushi spirit, challenge, master musha +1	-
2nd	+1	+1	+1	+1	Virtue	+1 level of existing class
3rd	+2	+2	+1	+2	Virtue	+1 level of existing class
4th	+3	+2	+1	+2	Master musha +2	+1 level of existing class
5th	+3	+3	+2	+3	Virtue	-
6th	+4	+3	+2	+3	Virtue	+1 level of existing class
7th	+5	+4	+2	+4	Master musha +3	+1 level of existing class
8th	+6/+1	+4	+3	+4	Virtue	+1 level of existing class
9th	+6/+1	+5	+3	+5	Virtue	-
10th	+7/+1	+5	+3	+5	Enlightened bushi, master musha +4, virtue	+1 level of existing class

HONOR (Su):

"In all things honor. This is because through honor we find ourselves reflected in the face of the divine."

Any creature within 30 feet of the daibushi must make a Will save (DC 10 + daibushi level + Charisma modifier) or be unable to take the following actions: Attack a creature from whom the creature gains a flanking bonus.

- At 3rd level and every odd level thereafter, the daibushi gains another type of action that is prohibited to any creature within the radius that fails the save:
- 3rd Level: Attacking a creature at 0 or lower hp, causing a creature to destabilize, or delivering a coup de grace.
- 5th Level: Targeting a creature's flat footed AC. A creature may elect to aim for normal AC in place of flat footed.
- 7th Level: Attacking a creature who has engaged in a challenge with another creature if you are not the target of said challenge.
- 9th Level: Dealing lethal damage to a creature.

Any action that this class feature prohibits also prohibits the daibushi from taking the same action. The daibushi does not gain a save; he simply cannot take such actions. He may elect to forgo prohibiting creatures from doing certain things (such as dealing

lethal damage) as a swift action, so that he may do it himself. When prohibiting actions, he must first make a statement as a free action on his turn. When changing what is prohibited, he must also make it known.

Actions can be taken once outside the radius of this ability, but a failed Will save prohibits that creature from taking those actions for 1 minute (if they return for example). If the daibushi changes what is prohibited, all creatures currently afflicted by this class feature receive a new Will save.

LOYALTY (Su):

"Life is cheap, but sincerity in service elevates us to the level to worth in the eyes of our lords and allies."

All allies within 30 feet of the daibushi gain a +1 sacred bonus to their AC against evil creatures. At 5th level, this improves to a +2 bonus, and at 10th level, this becomes a +3. In addition, the daibushi may allow an ally to reroll one failed save by expending one use of his resolve class feature.



ENLIGHTENED BUSHI (SU):

A daibushi of 10th level has mastered all seven virtues of bushido. He carries the regalia of heaven in his heart and humility in his actions. Once per day, he exposes the virtue of his spirit to the world in a blaze of light. With this blaze of light, all creatures within 30 feet + 10 feet per Charisma modifier to take positive energy damage. Creatures of the lawful or good alignment and creatures who have taken not hostile actions recently (within 1 minute) take no damage. Creatures who are of either the chaotic or evil alignment take 2d6 damage per caster level of the daibushi. Creatures of the chaotic evil or evil outsiders take 3d6 damage per caster level of the daibushi. Creatures who do not fit into either of these categories take 1d6 damage per caster level of the daibushi.

Non-evil and non-chaotic characters can attempt to make a Will save (DC 10 + daibushi level + Charisma modifier) against this effect for 1/2 damage. The daibushi may expend 3 uses of resolve to use this class feature additional times per day but no more than once per minute.



WOKU

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

A wokou is a raiding pirate samurai who carves out his own destiny. He turns his back on the way of Bushido and actively flaunts his defiance, typically becoming a criminal or marauder. While the wokou will hunt anyone with something of value, they love to do battle against honorable samurai. Some wokou believe samurai are shackled to an antiquated and dangerous institution, while others simply love to watch them crumble.

HIT DICE: D10.

REQUIREMENTS

- **CLASS FEATURES:** Sneak attack 1d6, banner
- **ALIGNMENT:** Non-good, non-lawful

CLASS SKILLS

The wokou's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

SKILL RANKS AT EACH LEVEL: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the wokou prestige class.

WEAPON AND ARMOR PROFICIENCY

Wokou gain no proficiency with any weapon or armor.

ARMAMENTS OF EXILE (EX):

"I cast aside my former shell of a life to adopt the mantle of a demon."

At 1st level, the wokou may never intentionally wield a katana or weapon that he has selected for his weapon expertise as a sign of his abandoning that way of life. However, the wokou may select a new weapon. If he is not proficient with this weapon type, he becomes proficient with it (even if it is exotic). This weapon replaces his selected weapon for the purposes of his weapon expertise. Any feats related to the weapon (such as Weapon Focus, Weapon Specialization, etc) may be retrained with the approval of the GM.



FIGHT WITH DISGRACE (EX):

"Honor? What do you know of honor? All you deal in is death. The difference between you and I is that I admit it, and you place yourself on some imaginary pedestal."

At 1st level, the wokou may chose to deal sneak attack damage in place of his extra damage from his challenge class feature when he challenges a creature. If he is fighting a creature who has challenged him within the last 5 rounds (successfully or not), this precision damage from sneak attack is not multiplied on a critical hit.

SNEAK ATTACK (EX):

"It's nice down here in the mud. Everyone is dirty."

At 2nd level, the wokou gains the sneak attack class feature. This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (4th, 6th, 8th, and 10th). If the wokou gets a sneak attack bonus from another source, the bonuses on damage stack.

REFUTE CHALLENGE (EX):

"I'm not bound to your laws of decorum. Go ahead, dog! Bark!"

At 3rd level, when the wokou is the subject of a challenge or a smite, he can expend one use of his own challenge class feature to negate the benefits gained by a creature who tries to smite or challenge him. This is a swift action and may be done as an immediate reaction to a creature challenging him. The wokou does not gain any benefits from challenging his target from his expenditure of his use of his challenge class feature in this manner.

At 5th level, if a creature challenges or smites the wokou, and the wokou uses this ability to negate it, the creature must make a Will save (DC 10 + Charisma modifier + wokou level) or be shaken for 1d4 rounds. At 7th level, this improves to frightened. At 9th level, he must make the save or be stunned for 1 round and frightened for 1d4 rounds. This is a fear based effect. Creatures that are normally immune to fear lose that immunity against this effect.

TABLE 2-1: THE WOKOU

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+1	+1	Armaments of exile, fight with disgrace
2nd	+2	+1	+1	+1	Sneak attack +1d6
3rd	+3	+1	+2	+2	Refute challenge
4th	+4	+1	+2	+2	Sneak attack +2d6
5th	+5	+2	+3	+3	Gang mentality, refute challenge
6th	+6/+1	+2	+3	+3	Sneak attack +3d6
7th	+7/+2	+2	+4	+4	Never outmatched, refute challenge
8th	+8/+3	+3	+4	+4	Sneak attack +4d6
9th	+9/+4	+3	+5	+5	Refute challenge
10th	+10/+5	+3	+5	+5	Bloody reaver, sneak attack +5d6

GANG MENTALITY (EX):

"I travel in a pack because a lone wolf starves."

At 5th level, as long as the wokou is threatening a creature that another ally also threatens, they are both considered to be flanking that creature.

NEVER OUTMATCHED (EX):

"You think I'm outmatched. That means nothing to someone who has been outmatched all his life."

At 7th level, the wokou who is flanked also counts as if he were flanking against any targets who are flanking him.

BLOODY REAVER (EX):

At 10th level, the wokou can slaughter his foes with a brutal killing blow. To attempt to assassinate a target, the wokou must first study his target for 1 round as a standard action. On the following round, if the wokou makes a sneak attack against the target and the target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the wokou as an enemy. If the sneak attack is successful and the target of this attack fails a Fortitude save, it dies. The DC of this save is equal to 10 + the wokou's level + the wokou's Strength or Dexterity modifier (whichever is higher). If the save is successful, the target still takes the sneak attack damage as normal, but it is immune to that wokou's bloody reaver ability for 24 hours.



SWORDMASTER

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Some samurai become lost on the path to their noble purpose and find themselves as swordmasters. Though samurai in title, swordmasters put the art of the sword above the betterment of themselves. This does not necessarily make them immoral, simply dedicated to martial perfection rather than their political status. A swordmaster is often employed as a trainer of troops, nobles, or even other samurai. They have positions of honor in the imperial court and can represent higher ranking individuals in duels where their skill really shines. During times of war, a swordmaster sometimes serves as a champion of an army, engaging in a duel with another champion from an opposing force to resolve a conflict to avoid bloodshed.

HIT DICE: d10.

REQUIREMENTS:

- **CLASS FEATURES:** Challenge
- **FEAT:** Weapon Specialization (Katana)
- **BASE ATTACK BONUS:** +6

CLASS SKILLS

The swordmaster's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), and Sense Motive (Wis).

SKILL RANKS AT EACH LEVEL: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the swordmaster prestige class.

WEAPON AND ARMOR PROFICIENCY

Swordmasters gain no proficiency with any weapon or armor.

TABLE 3-1: THE SWORDMASTER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+1	+1	Duel of honor, skilled swordsman
2nd	+2	+1	+1	+1	Decorum of the duel +1
3rd	+3	+1	+2	+2	Combat feat, grand duel (2)
4th	+4	+1	+2	+2	Decorum of the duel +2
5th	+5	+2	+3	+3	Combat feat, death before disarmed
6th	+6/+1	+2	+3	+3	Decorum of the duel +3, grand duel (3)
7th	+7/+2	+2	+4	+4	Combat feat, control of the battlefield
8th	+8/+3	+3	+4	+4	Decorum of the duel +4
9th	+9/+4	+3	+5	+5	Combat feat, grand duel (4)
10th	+10/+5	+3	+5	+5	Decorum of the duel +5, without peer

DUEL OF HONOR (SU):

"Honor is all that separates us from the beasts, and a good duel carries with it all the honor a man can stomach. It's like a feast for the spirit."

At 1st level, in order for a creature who is not the subject of the swordmaster's challenge to attack the swordmaster with a single target attack, the attacking creature must make a Will save ($10 + 1/2$ samurai level + $1/2$ swordmaster level + Charisma modifier) or be unable to attack him. A creature who has passed this check may attack the swordmaster without making another Will save for this class feature for the next 24 hours.

SKILLED SWORDSMAN:

"Skill is an illusion. Persistence is fact."

Levels in swordmaster stack with levels in samurai levels to determine the effectiveness of a samurai's challenge, the number of times per day he may use it, and any order abilities he may gain. In addition, levels in swordmaster count as fighter levels for the purposes of meeting the prerequisites for feats that specifically select katana. These levels stack with samurai levels for this purpose.

DECORUM OF THE DUEL (EX):

"A duel is like a dance... only at the end of a song both participants can walk away."

At 2nd level, the swordmaster gains a +1 insight bonus on damage rolls against creatures that have attacked him during their previous turn. At 4th level and every even level thereafter, this bonus improves by +1.

GRAND DUEL (EX):

"Decorum is what separates us from the animals, and nothing is more expressive of our humanity than killing with decorum."

At 3rd level, when the swordmaster declares a challenge against a creature, he may select a second creature within 30 feet of the first to also designate as his challenge. At 6th level, he designates 3 creatures per challenge. At 9th level, he designates 4 creatures per use of his challenge class feature.

BONUS FEATS:

"To know is to have. To not know is to fail."

Starting at 3rd level, the swordmaster gains a bonus combat feat. He gains an additional one at every odd level after 3rd. These combat feats must relate to his weapon of choice (a katana).

DANCE OF THE DUEL (EX):

"A sword is the reflection of our strength. In the hands of one it is a sloppy tool for killing and in the other a fine instrument for change."

At 5th level, when a creature challenged by the swordmaster attempts to confirm a critical on him, the attacking creature rolls twice and takes the lower result.



BANCHO

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

CONTROL OF THE BATTLEFIELD (EX):

"Control the dance and control the duel."

At 7th level, the swordmaster gets a +4 insight bonus on all Combat Maneuvers he makes against the target of his challenge and a +4 insight bonus to his Combat Maneuver Defense against maneuvers made by the target of his challenge.

WITHOUT PEER (EX):

"He who is without peer is not looking hard enough."

At 10th level, as a standard action a swordmaster can attempt a special kind of sword strike that debilitates his enemy, slowly whittling them down. After a successful attack roll against a creature who he has challenged he may inflict one of the following penalties:

- -1 to the creature's CMD (Max -5).
- -1 to the creature's Dexterity bonus to AC (Max -3).
- -5 ft. to the creature's movement speed.

These penalties last for 10 minutes or the creature receives a Heal check (DC 10 + swordmaster level) per instance of this penalty (a -3 to CMD would require 3 Heal checks). A Heal check can be made to remove more than one at once but each further penalty increases the DC by 2.

Thuggy criminals, bancho use their bravado, machismo, and "killing intent" to browbeat their opponents into submission. A bancho uses his ki to inflate his ego and presence to overwhelm his enemies. A female bancho is called a sukeban and can be just as vicious as their male counterparts.

Most are delinquents who gained a basic understanding of ki from an early education in the martial arts. Others happen across their talents through streetfighting and hard lifestyles. Regardless of their origin, bancho are almost always the dominant person in whatever organization they end up in. The vast majority of them end up living lives of crime or in bands of rebels resisting oppressive institutions.

HIT DICE: D12.

REQUIREMENTS

- Alignment: Any non-lawful*
- Feats: Power Attack
- Skills: Intimidate 5 ranks
- Special: Ki pool

*As monks, the most likely candidates for this prestige class, are required to be lawful; this prestige class attracts fallen monks quite frequently.

CLASS FEATURES

All of the following are features of the bancho prestige class.

WEAPON AND ARMOR PROFICIENCY

Bancho gain no proficiency with any weapon or armor.

RECKLESS ABANDON (EX):

At 1st level, the bancho throws caution to the wind and puts everything in his attacks. He can choose to gain a bonus to unarmed damage rolls equal to his Charisma modifier on unarmed strikes while utilizing the Power Attack feat and yell extremely loud with great passion. Bancho normally yell imposing challenges, blunt insults, or make bold declarations about their lifestyle.

In addition, if he possesses the monk AC bonus class feature, he may use his Charisma modifier in place of his Wisdom bonus to determine his bonus to AC.

KI FIRE (EX):

"Inside us all is the burning fire of passion."

At 1st level, the bancho can use his ki to fan the flames into a monstrous bonfire. Levels in bancho stack with levels in one other class with a ki pool to determine the size of his ki pool.

Only at 1st level, the bancho may elect to change the ability score that his ki pool's size is based off to Charisma, but this choice is unchangeable.

BULLY (EX):

At 3rd level, the bancho gains a bonus versus all fear and increases the DC required to successfully intimidate them by an amount equal to his Charisma modifier. At every even level after 3rd, this bonus improves by +1 to a maximum of Charisma modifier +3.

BANCHO BRAVADOS:

Starting at 2nd level, the bancho learns new ways to use his browbeating and sheer machismo to his advantage. After 2nd level, the bancho learns a new bravado every level. A bancho may only select a given bravado once unless specifically stated that it can be taken multiple times.

BANCHO VIBES (SU):

While he has at least 1 ki point in his ki pool, the bancho gains a fear aura with a radius of 5 feet + 5 feet per point of Charisma modifier. The DC for this feat effect is DC 10 + $\frac{1}{2}$ his ranks in Intimidate + his Charisma modifier. This ceases to function if the bancho has 0 ki points.

TABLE 4-1: THE BANCHO

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+1	+0	+1	Reckless abandon, ki fire
2nd	+2	+1	+1	+1	Bancho bravado
3rd	+3	+2	+1	+2	Bancho bravado, bully +0
4th	+4	+2	+1	+2	Bancho bravado
5th	+5	+3	+2	+3	Bancho bravado, bully +1
6th	+6/+1	+3	+2	+3	Bancho bravado
7th	+7/+2	+4	+2	+4	Bancho bravado, bully +2
8th	+8/+3	+4	+3	+4	Bancho bravado
9th	+9/+4	+5	+3	+5	Bancho bravado, bully +3
10th	+10/+5	+5	+3	+5	Soban, bancho bravado

BANCHO STARE (Su):

As a swift action, the bancho can expend 1 ki point to make an Intimidate check against a single creature within his line of sight. If successful, that creature is shaken until the end of its next turn and takes a penalty on all Will saves equal to the bancho's Charisma modifier for 1d4 rounds (in addition to the normal penalties to being shaken).

BANCHO "DIPLOMACY" (Su):

The bancho may use machismo and overwhelmingly violent overtures to impress other creatures. He may use his Intimidate skill in place of Diplomacy check to improve the attitude of creatures who share one of the following traits with the bancho: gender, race, levels in bancho, or levels in monk, fighter, or barbarian (if the bancho has levels in the appropriate class).

BULLHEADED (Su):

The bancho can choose to treat any square of difficult terrain he passes through as normal terrain as long as he has at least 1 ki point. However, choosing to do this causes him to take damage (11 - bancho level) for every square he passes through in this fashion.

CHAINS CAN'T HOLD ME:

The bancho may use his Strength score in place of his Dexterity score for Escape Artist attempts. In addition, the bancho gains a +2 insight bonus on Strength checks made to break objects or break free of restraints.

COMBAT FEAT:

In place of a bancho bravado, the bancho can take a combat feat as a bonus feat. This feat should be thematically appropriate to the bancho's bluster and bravado (with the GM's discretion and final decision).

DIRTY FIGHTING (Su):

The bancho gains a bonus on all dirty trick maneuvers equal to his Charisma modifier as long as he has 1 ki point. If the bancho has the Improved Dirty Trick feat, the bonus improves to an amount equal to half his bancho level + his Charisma modifier.

DRAMATIC KI ERUPTION (Su):

The bancho can unleash his ki. As a full round action, he can expend ki points up to his bancho level to cause 2d6 damage per ki point expended to all creatures in a 10 foot radius around him. Creatures in the radius can make a Reflex save (DC 10 + bancho level + Charisma modifier). This bravado manifests itself as an explosion or some other sort of violent release of energy, such as dramatic movements or yelling.

EXTREME VIOLENCE:

The bancho may count levels in the bancho class as levels in the barbarian class (or other class with the rage class feature) for the purpose of determining how many rounds of rage he has per day. When the stacked levels equal a level where the barbarian would gain greater rage and tireless rage, the bancho gains that class feature. In addition, while raging, the bancho gains a +2 competence bonus on damage rolls with all unarmed strikes and natural attacks against shaken targets.

SIDEBAR: BARBARIANS WITH KI?

There are multiple ways for a barbarian to gain ki. See Little Red Goblin Games' "Dragon Tiger Ox" wuxia sourcebook for examples.

GANG LEADER:

The bancho gains the Leadership bonus feat and adds +4 to his leadership score.

IMPOSING FIGURE OF LEADERSHIP (Su):

A character who wishes to issue a challenge (see cavalier and samurai class features) to a bancho is subject to a free Intimidate check from the bancho. The bancho must have at least 1 ki point in order for this to function. If the bancho succeeded the check by 10 or more, the attempt to challenge the bancho fails and the target who attempted to challenge him is shaken for 1 round.

LEGEND WORTHY (Su):

The bancho develops some kind of minor personality tick or a particularly notable scar. He may use this to bolster his already tremendous and imposing personal legend. Rumors and stories spread giving him a +4 circumstance bonus on Intimidate checks. In addition, creatures attempting to identify a bancho with this bravado reduce the DC of Knowledge (local) checks to identify him by 4.

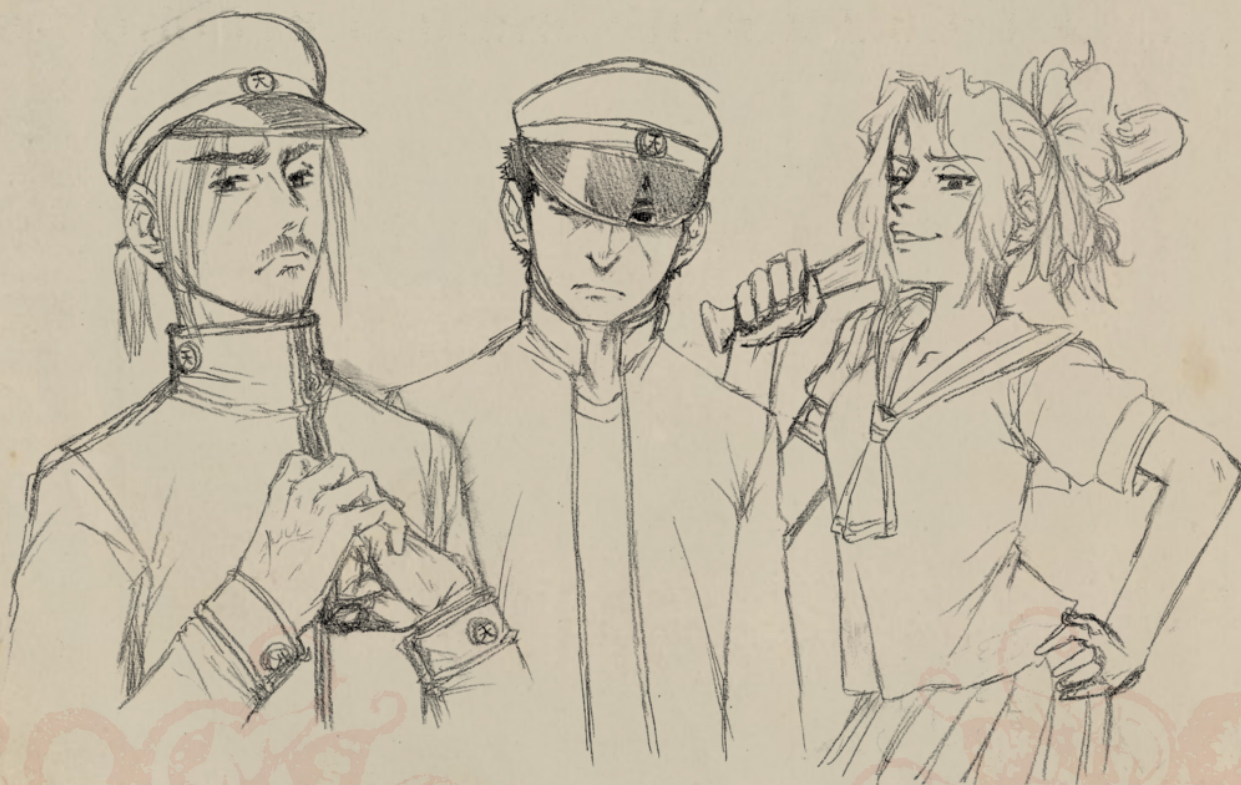
LITTLE BUDDY:

The bancho may count levels in the bancho class as levels in the druid class (or other class with an animal companion) for the purpose of determining the growth of his animal companion. In addition, his animal companion gains the ability to speak in one language with a heavy accent. This language must be a language the bancho knows. Keep in mind that a creature with low Intelligence may not communicate well and may only be able to convey simple concepts and phrases. At the time of taking this bravado, the bancho must choose if the creature can speak to everyone or only to himself. Once this preference has been selected, it cannot be changed.

PANACHE (Ex):

If the bancho with this bravado takes 1 hour and expends 10 gp, he can add a touch of flair to his weapons and armor. This requires a Craft check (DC 15) and provides a +2 enhancement bonus on Intimidate checks. This modification to the weapon or armor does not modify the enhancement bonus of the weapon.

Often times, a bancho's ideas of what "looks cool" is really quite intimidating and bizarre. Some ideas include adding spikes, incorporating trends from other culture, affixing large superfluous and gaudy doodads, or decorating with emotionally charged imagery to make a statement. Most flair is so strikingly weird and at odds with current societal fashion that people find it silly rather than intimidating or stylish.



RACKET (Ex):

The bancho can make an Intimidate check in place of a Profession check in order to make money. Each check rewards him with 5 x his result in gp (rather than 1/2). Because of the nature and sketchy affairs of the bancho, this payout is most likely the result of illegal means and will likely attract the attention of local authorities if done frequently. In addition, the bancho gains a +2 bonus on all Intimidate checks.

REBEL WITHOUT A CAUSE (Su):

The bancho can expend 1 ki point to make a blunt weapon he is wielding deal an extra 2d6 damage to lawfully aligned creatures. This weapon only provides this bonus to the bancho and retains this enhancement for 1 hour per bancho level.

SHOWBOAT (Ex):

The bancho may perform dangerous stunts or otherwise impressive feats to regain ki points. He must spend at least 10 minutes performing his chosen daring deed. This generally requires a type of skill check dependant upon his chosen daring deed. (Discretion of this bravado lies with the bancho and the GM.) If he is successful, he regains ki points equal to 1/2 his bancho level (minimum 1). He may only showboat once per day.

SUBJUGATION THROUGH VIOLENCE (Su):

After scoring a critical hit with a Reckless Abandon attack, the bancho can make an Intimidate attempt against all enemies within 30 feet by expending 1 ki point as a free action.

SURVIVALIST FIGHTING:

The bancho may count levels in the bancho class as levels in the monk class (or other class with improving unarmed strike and flurry of blows class feature) for the purpose of determining how many flurry of blows attacks he can make and how much unarmed damage he deals. In addition, if he is in a position where a rogue could execute a sneak attack, the bancho may make a free Intimidate check before launching a flurry of blows. If the creature is successfully Intimidated, he automatically confirms any critical threats with his flurry of blows.

THUGGERY:

The bancho may count levels in the bancho class as levels in the rogue class (or other class with sneak attack class feature) for the purpose of determining how much sneak attack damage he deals.

WEAPONS OF THE STREET (Su):

The bancho can expend 1 ki point to make an improvised weapon he is wielding gain an enhancement bonus equal to 1/2 his bancho level (minimum +1) to a maximum of +3. This weapon only provides this bonus to the bancho and retains this enhancement for 1 hour per bancho level.

SOBAN (Su):

"Who dares challenge the king? No one, that's who." The bancho of 10th level becomes immune to Intimidate and fear effects. In addition, the bancho always counts as being larger than his opponent for the purpose of Intimidating a creature. This may manifest itself as a great looming shadow, a powerful aura, a palpable manifestation of his ego, or piercing steely eyes that seem to cut right into a creature's soul.

DAITENGU

A RACIAL PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Amongst the tengu exists a sacred order: the daitengu, a group of tengu ascended into divine masters of wind. Despite becoming creatures not unlike oni, the daitengu vary wildly in temperament. They typically fall into the roles of teachers, tricksters, or guardians.

HIT DICE: D8.

REQUIREMENTS:

- **RACE:** Tengu
- **FEATS:** Long Nose Form
- **CHARACTER LEVEL:** 5th

CLASS SKILLS:

The daitengu's class skills are Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Spellcraft (Int), and Survival (Int).

SKILL POINTS: 2 + Int

CLASS FEATURES:

The following are the class features of the daitengu prestige class.

WEAPON PROFICIENCIES:

The daitengu gains no new weapon or armor proficiencies.

SPELLS:

The daitengu gains the ability to cast a number of divine spells equal to a cleric of his daitengu level, which are drawn from the air wizard school spell list; although other wizard spells do not count. The daitengu must choose and prepare his spells in advance. To prepare or cast a spell, the daitengu must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against the daitengu's spell is 10 + the spell level + the daitengu's Wisdom modifier. The daitengu's caster level is equal to his daitengu level + 5.

Alternatively, if the daitengu has levels in a different divine spellcasting class, he may forgo gaining his own spellcasting to progress the spell-casting class feature of that class by 1 for every 2 daitengu levels he possesses.

DAITENGU FORM (SU):

At 1st level, the daitengu may assume his long-nose form an additional number of times of per day equal to his daitengu level. In addition, he receives an additional +2 bonus to his Wisdom score while in long-nose form.

At 4th and 8th level, he may choose to raise his Wisdom or Strength bonus granted by his long-nose form by an additional +2.

At 5th level, he is immune to the polymorph effects cast by other creatures while in his daitengu.

At 8th level, his daitengu form is treated as his true form for all purposes and effects.

SACRED PATH (EX):

As a creature of legend, the daitengu is ritually bound to a traditional path the divine has laid out for him. As the daitengu develops, he gains unique abilities, called paths, that allow him to fulfill the sacred roles allotted to every daitengu. At 2nd level, the daitengu selects a path.

PATH OF THE TRICKSTER:

The daitengu gains the sneak attack class feature of a rogue equal to his daitengu level. If he already has class levels that grants a sneak attack, this ability stacks.

PATH OF THE SPIRITUALIST:

The daitengu gains a ki pool, like the monk class feature, using his daitengu level as his effective monk level. If he possesses levels in another class that grants points to a ki pool, the daitengu levels stack with the levels of that class to determine the total number of ki points in the combined pool, using only the daitengu's Wisdom modifier to add to the total.

PATH OF THE SURVIVALIST:

The daitengu gains the AC bonus class feature of monk and/or yamabushi* ability of the same name using the daitengu level as his effective monk or yamabushi level. Levels in a class that possesses this ability stack with daitengu levels to determine the total bonus to AC.

PATH OF THE GUARDIAN:

The daitengu gains the natural order class feature of the yamabushi* class feature using his daitengu level as his effective yamabushi level. Levels in yamabushi stack with daitengu levels to determine the total bonus allowed.

PATH OF THE MARTIAL ARTIST:

The daitengu gains the monk unarmed strike class feature using his daitengu level as his effective monk level. Levels in monk stack with daitengu levels to determine the total unarmed bonus.

***SEE LITTLE RED GOBLIN GAMES' "HEROES OF THE EAST III" FOR THIS CLASS.**

DAITENGU WISDOM (EX):

At 3rd level a Daitengu selects one skill that he applies his Wisdom modifier to. The daitengu adds half his daitengu levels as a competence bonus to the selected skill. At 6th and 9th level he may select an additional skill to gain this competence bonus.

WAY OF THE TENGU (SU):

At 4th and 7th level, the daitengu receives additional abilities based on his chosen path. These abilities are advancements, and they must be selected in order. All spell-like abilities granted by a path use Wisdom instead of Charisma to determine their effects and have their caster level equal to daitengu caster level.

PATH OF THE TRICKSTER:

1st advancement: The daitengu gains a rogue talent or ninja trick of his choosing. In addition, he may substitute his Wisdom modifier in place of his Intelligence, Charisma, or Dexterity modifier for the purposes of his rogue talents and ninja tricks. This includes, but is not limited to, feats granted as rogue talents. In addition, any levels of daitengu count as rogue and ninja levels for the purposes of this talent.

2nd advancement: The daitengu receives another rogue talent and the uncanny dodge class feature. If he already has uncanny dodge, he receives improved uncanny dodge instead. He also is treated as if he was under the constant effect of freedom of movement. In addition, he may change his appearance while in daitengu form, as the spell alter self but at will and with no limit on the duration.

PATH OF THE SPIRITUALIST:

1st advancement: The daitengu now counts twice his daitengu level as monk levels to determine the size of his ki pool. The daitengu also gains a bonus metamagic feat of his choice.

2nd advancement: The daitengu may, by spending 1 ki point, apply a metamagic feat to one of his spells as part of the casting action, without using a higher level spell-slot. This ability may only apply to spells that use spell-slots 1 higher or less.

PATH OF THE SURVIVALIST:

1st Advancement: The daitengu retains his AC bonus class feature even when immobilized or helpless, or while carrying a medium or heavy load.

2nd Advancement: A number of times per day equal to the daitengu's Wisdom modifier, he may use windwalk as a spell-like ability; although, he retains his special abilities and can cast spells while in gaseous form. This exception does not apply to other creatures affected by this ability.

PATH OF THE GUARDIAN:

1st Advancement: The daitengu may apply 1/2 his natural order bonus to attack rolls.

2nd Advancement: The daitengu may unleash battering winds from his open mouth, as if the daitengu was using dragon's breath as a spell-like ability. The damage dealt is always bludgeoning, and the daitengu may choose whether it is a 60 foot line or 30 foot cone before each use of the ability.

PATH OF THE MARTIAL ARTIST:

1st Advancement: The daitengu gains a bonus feat selected from the monk bonus feat list. The daitengu uses his effective monk level to determine which feats are available to select from.

2nd Advancement: The daitengu may expel gusts of wind to knock around enemies. This functions as the spell hydraulic push except wind is being expelled instead of water, and the affected enemies are dealt the daitengu's unarmed damage. Using this ability does not provoke an attack of opportunity.

DAITENGU MASTERY:

At 10th level, a daitengu may remain in his long-nose form as long as he wishes and is treated as an outsider with the oni subtype while in his long-nose form. In addition, when he enters his long-nose form he may elect to shrink or grow one size category. If he chose to grow a size category they gain a +2 size bonus to Strength, a +1 size bonus to his CMB/CMD, and a -1 size penalty to AC and attack rolls. If he chose to shrink a size category they gain a +2 size bonus to Dexterity, a +1 size bonus to AC and attack rolls, and a -1 size penalty to his CMB/CMD.

NEW FEATS

BATTOJUTSU [STYLE]

The art of drawing one's sword from its scabbard, attacking, and returning it in fluid motions has often been a mainstay of the samurai's repertoire. A select few have perfected the art into a graceful and deadly martial arts style. They keep their swords in their sheaths like a coiled snake and only unleash it when the moment is right.

WEAPON: Katana (one-handed only)

BATTOJUTSU [STYLE]

PREREQUISITES: Quick Draw, BAB +3

BENEFITS: While using this style, on the round you draw your katana from its scabbard (or "saya"), you deal an additional 2 points of damage on your first attack that successfully hits with the drawn katana and may sheath that katana as a free action once per round, you may not wield a weapon in two hands on this attack. The extra damage from this feat can occur no more than once per round.

SAYA STRIKE [STYLE]

PREREQUISITES: Battojutsu, Two-Weapon Fighting and either Weapon Focus (katana) or Equipment Trick (Heavy scabbard)

BENEFITS: The bonus damage from battojutsu increases by +2. While using battojutsu and attacking with a sword's scabbard, you add the damage from the Battojutsu feat to the first attack in a round you make with the scabbard. Furthermore, feats that apply to a katana also apply to a saya, and a saya counts as a light weapon for the purposes of two weapon fighting.

GRACEFUL DRAW [STYLE]

PREREQUISITES: Battojutsu, Weapon Focus (katana), Quick Draw, BAB +5

BENEFITS: The bonus damage from battojutsu increases by +2. While using battojutsu when an enemy draws a weapon in a square you threaten, it provokes an attack of opportunity from you if you have an undrawn katana. This attack occurs before they finish drawing their sword. You may make a special disarm attempt that does not provoke an attack of opportunity in place of the attack of opportunity granted by this feat, if successful the opponent may not draw the weapon he was attempting to draw until the start of his next turn.

CRIMSON STROKE [STYLE]

PREREQUISITES: Battojutsu, Graceful Draw, Weapon Focus (katana), Quick Draw, BAB +11

BENEFITS: The bonus damage from battojutsu increases by +2. You may choose to forgo the extra damage from battojutsu to deal an equal amount of bleed damage on a successful attack, if the attack is a critical hit you may instead deal half as much Constitution bleed damage. You may choose to use this feat after making your attack roll. This bleed damage stacks with all other bleed damage, except itself.

GRAND SOUL

PREREQUISITES: Enlightened bushi class feature, caster level 10

BENEFITS: Add 2 to your caster level for the purpose of determining how much damage you do with your enlightened bushi class feature. In addition, it only costs 2 uses of resolve to utilize your enlightened bushi class feature.

Normal: It costs 3 uses of resolve per use of enlightened bushi after the first.

SMALL TIME

PREREQUISITES: Intimidate 5 ranks, ki pool, non-lawful

BENEFITS: You may select one of the bancho's bravados from the following list: Dramatic Ki Eruption, Bullheaded, Chains Can't Hold Me, Racket, Subjugation Through Violence, Legend Worthy, and Dirty Fighting.

SMITE THE UNWORTHY

PREREQUISITES: Smite Good or Evil, Challenge 2/day, BAB +5

BENEFITS: You may always smite neutral creatures who you have challenged with your smite good or smite evil class features regardless of their alignment. Normal: Smite good only affects evil aligned creatures and smite evil only affects good aligned creatures.

FLYING STEEL

PREREQUISITES: Weapon Focus (katana), BAB +5, Dexterity 15

BENEFITS: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a katana sized for you even though it is not a light weapon. In addition you gain a +2 bonus on all combat maneuvers while wielding a katana.

SPEARGUARD

PREREQUISITES: Weapon Focus (naginata), BAB +5, Combat Reflexes

BENEFITS: While wielding a naginata you gain a +2 shield bonus to your AC due to a center guard blocking method you mastered. In addition, you gain a +2 bonus to hit on all attacks of opportunity with a naginata.

SAMURAI CLANS

HUMAN ALTERNATE RACIAL TRAITS

When playing a human, you may elect to take on of the following alternate racial traits in place of your bonus feat and normal +2 racial bonus to a selected ability score.

WARRIOR CLANS

- **+2 STRENGTH**

BUSHI SPIRIT: You may count $\frac{1}{4}$ your total character level level as your fighter level for the purpose of qualifying for feats. This stacks with class features that grant you effective fighter levels, but your effective fighter level can never exceed your character level.

SWORDSMAN CLANS

- **+2 DEXTERITY**

RAISED WITH A SWORD: You are always proficient with a katana and can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a katana sized for you even though it is not a light weapon.

LOYAL CLANS

- **+2 CONSTITUTION**

SHIELD OF LOYALTY: You gain the Bodyguard feat as a bonus feat at first level. In addition, you gain 1 bonus attack of opportunity per round that can only be used with your Bodyguard feat.

SPIRITUAL CLANS

- **+2 WISDOM**

STUDY OF THE INNER SELF: If you select to worship a concept rather than a deity, you gain the first domain power of a domain you did not select at 4th level.

POLITICAL CLANS:

- **+2 CHARISMA**

EMPEROR'S FAVOR: You gain a racial +2 bonus on Diplomacy, Bluff, and Sense Motive checks and always treat them as class skills.

AMBITIOUS CLANS

- **+2 INTELLIGENCE**

TACTICIAN'S EDGE: You may apply up to 2 points of your Intelligence modifier to your AC as a dodge bonus.

SELF-MOTIVATION: Any time you gain a morale bonus to attack rolls, the bonus is increased by +1.



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