

# DM Sketchpad – Volume 2; Issue 2

## August 2010

**Authors:** Mark Gedak, Stefen Styrsky, Charles Wenzler

**Cartography:** Kristian Richards

**Design/Layout:** Mark Gedak

**Reviews:** Megan Robertson of Rpg Resource and Mark Gedak

<b>Introduction</b>	<b>2</b>	<b>Lycanthropes</b>	<b>50</b>
<b>1<sup>st</sup> Level Heroes</b>	<b>3</b>	<b>Monster Updates</b>	<b>52</b>
<b>Adventure Path</b>	<b>4</b>	<b>My DNPC</b>	<b>53</b>
<b>Classes</b>	<b>10</b>	<b>Otyughnomicon</b>	<b>54</b>
<b>Consulting the GM Oracle</b>	<b>33</b>	<b>Templates</b>	<b>57</b>
<b>Dragon Wyrmlings</b>	<b>39</b>	<b>Tough Chicks with Firearms<sup>20</sup></b>	<b>61</b>
<b>Feats</b>	<b>42</b>	<b>Vampires</b>	<b>62</b>
<b>Haunts</b>	<b>43</b>	<b>Mark's Reviews</b>	<b>65</b>
<b>House Rules</b>	<b>44</b>	<b>Megan's Reviews</b>	<b>67</b>
<b>Lands of GOW</b>	<b>46</b>	<b>Kristian's Maps</b>	<b>XX</b>
<b>Legendary Weapons</b>	<b>47</b>		

Some artwork copyright Octavirate Entertainment, used with permission.

Concepts from the **Consulting the GM Oracle** are copyright by Philip Reed and Michael Hammes of the GM Oracle.

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



# Introduction

---

*"Oh my God. I'm back. I'm home. All this time, it was... We really did it. You maniacs! You blew it up! Ah, damn you! God damn you all to hell!"*

– **George Taylor, Planet of the Apes**

Well another month has past and another DM Sketchpad has been completed and I'm just finishing up compiling this into its final PDF release to subscribers. Now, not a lot has changed it, the DM Sketchpad is still packed with open game content, a map and a handful of game reviews,... and as we can all see this hasn't been edited. But today, this document might be reaching a larger audience.

In August of 2010 with the assistance and encouragement of Stefen Styrsky, I launched Purple Duck Games on the One Book Shelf sites (**Rpgnow** and **DriveThruRpg**). Purple Duck Games has always been the publisher of the DM Sketchpad and the Grand OGL Wiki but it had never actually sold anything.

That changed on August 28<sup>th</sup>, 2010 when Stefen Styrsky and myself launched the **Monster Update Subscription** ([http://www.rpgnow.com/product\\_info.php?products\\_id=83462](http://www.rpgnow.com/product_info.php?products_id=83462)) for the Pathfinder (r) Roleplaying game. On September 1<sup>st</sup>, we followed this with our second release **Legendary Blades** ([http://www.rpgnow.com/product\\_info.php?products\\_id=83866](http://www.rpgnow.com/product_info.php?products_id=83866)). It is our intentions to release couple number of tightly focused Pathfinder Compatible releases for sale on Rpgnow, while still working to expand the Grand OGL Wiki and continue to provide you with all the free content you already enjoy on the DM Sketchpad.

If there is anything that we do here on the DM Sketchpad that you would like to see expanded as a Purple Duck Games release you can let me know via my email: [publisher@purpleduckgames.com](mailto:publisher@purpleduckgames.com) or on my twitter @purpleduckgames. Thank you for reading the DM Sketchpad and continuing to support us.



# 1<sup>st</sup> Level Heroes

Istuhil was captured as a child by orcish warriors and later sold into slavery. He grew up in the gladiatorial pits of Agraban and has not seen a forest in 80 years. It could be many more before he earns his freedom.

## Istuhil Seranisia

### Male elf gladiator 1

N Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; **Perception** +2

**AC** 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

**hp** 11 (1d10+1)

**Fort** +3, **Ref** +2, **Will** +0; +2 vs. enchantment

**Immune** sleep

**Speed** 30 ft.

**Melee** claw bracers +3 (1d6+2)

**Str** 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 11, **Cha** 13

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Exotic Weapon Proficiency (claw bracers)

**Skills** Acrobatics +3, Bluff +5 (+2 in combat), Perform (act) +5 (in combat)

**Languages** Common, Elven

**SQ** bloodsport showman, citybound, debt (800 gp), exerceo, master of exotic weapons, reputation 13

**Gear** claw bracer, gladiator armor, short sword, light steel shield



# Adventure Path

In my home campaign, we are currently running through the Second Darkness Adventure Path published by Paizo Publishing. This was originally a 3.X campaign so I've been updating things to the Pathfinder ruleset as I go along. Here are some of the pieces of content I've updated for my home use.

## Forest Drakes CR 5 (1,600 XP)

LE Large dragon (air)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

**AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

**hp** 59 (7d12+14)

**Fort** +7, **Ref** +7, **Will** +5

**Immune** acid, paralysis, sleep

**Speed** 20 ft., fly 60 ft. (average), swim 30 ft.

**Melee** bite +11 (2d6+4 plus 1d8 acid), tail slap +5 (1d8+6)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** acidic cloud breath (60 ft. range, 10 ft radius [persists 1d4 rounds] deals 4d4 acid [Reflex DC 15], 1d6 recharge), speed surge (3/day, extra move)

**Str** 19, **Dex** 14, **Con** 14, **Int** 9, **Wis** 11, **Cha** 12

**Base Atk** +7; **CMB** +12; **CMD** 24

**Feats** Alertness, Improved Natural Attack (bite), Hover, Weapon Focus (bite)

**Skills** Fly +10, Intimidate +11, Perception +12, Sense Motive +12, Stealth +8 (+16 forests), Swim +12;

**Racial Modifiers** +8 to Stealth in forests.

**Languages** Draconic

**SQ** water breathing

The degenerate cousins of green dragons, forest drakes are cunning predators. While they lack the intelligence and wit of true dragons, they make up for it with savage instincts, hunting prey through the forest in packs. Travelers making their way through drake-infested woods know to bring a company of archers with them to drive the beasts off, but if the drakes attack in numbers, even this defense is not enough. It is not uncommon to find acid-scorched wagons and burnt bones along the paths in a forest drake's domain.

Forest drakes typically stand approximately 12 feet tall, with wing spans nearing 30 feet. With only slight differences between genders, the drakes typically weigh around 3,000 pounds.

## Ecology

Despite centuries of inbreeding and coupling with lesser species, forest drake are still similar in many ways to their green dragon cousins. Although today the forest drake has come to breed true, there are still a number of different subspecies with slightly varying characteristics.

Forest drakes are hatched from eggs, like most dragons, but their parents do little in the way of rearing. The parents stay with the eggs only until they are hatched, at which time they go their separate ways.

**Open Game Content:** All text content not in red on pages 3 through 65.

Each such mating produces between four and eight eggs. Once hatched, the young forest drakes quickly begin hunting as a small pack. Once they reach 5 years old, the pack splits, with males and females going their separate ways. Forest drakes mature rapidly, reaching full size in only 5 years. While many die from violence, forest drakes can live to be up to 200 years old.

Like their green dragon relations, forest drakes have a particular taste for the flesh of elves and fey creatures. Less subtle and clever than true dragons, drakes are prone to attacking communities of such forest-dwelling creatures, intent on gorging themselves amid the ensuing carnage. Rather than instigate an all-out attack, warier drakes often prowl the region around elven and fey communities, seeking to prey upon any morsels foolish enough to wander from their homes alone.

### **Habitat & Society**

Forest drakes tend to have communal lairs, which they place in secluded spots deep in the forest. The less accessible the spot by land, the better. This means that forest drakes often lair in dense thickets or remote clearings far away from established trails. The pack often brings food back to the lair to allow it to properly rot before being eaten. As such, the lair of a forest drake or pack is littered with decaying flesh, broken bones, and discarded (and frequently ruined) equipment—usually of elven origin.

Forest drakes can be found in nearly any forest environment, although temperate forests are the most common. Such environments allow the forest drakes to hide more easily in the foliage and surprise their prey. Forest drakes spend most of their lives hunting with their siblings, breaking from the group only when it is time to mate. If a forest drake is lost or abandoned, it quickly joins another group if one is available. Such packs often have established orders, and while new members are welcome, they are forced to eat last and have few options for mates, with more senior members of the pack getting first choice. Solitary forest drakes tend to take on lone targets or merchant wagons, whereas a large pack might attack heavily guarded caravans or even a small town close to their lair. If prey grows scarce, a pack of forest drakes splits up, moving to different forests before turning on each other as a last resort.

### **Treasure**

Although forest drakes have little interest or need for treasure, they find the scent of past meals enjoyable. To such end, they'll often keep the bones, clothes, armor, and other equipment of those they've consumed hoarded away. Any investigation of a forest drake's lair likely reveals a variety of gnawed-upon equipment, typically of elven or fey design.

### **Variant Forest Drakes**

Although all part of the same species, forest drakes tend to vary a bit in their physical qualities, owing to their murky and convoluted heritage. Each forest drake has one of the following variations. Although uncommon, forest drakes from the same parents might have different variations. A forest drake with two of these variant abilities has a CR +1 higher than normal.

**Dragon Senses (Ex):** Some forest drakes inherit the keen senses of their draconic kin. These forest drakes have blindsense out to 30 feet.

**Frightening Roar (Ex):** Like a true dragon, this variety of forest drake can unsettle foes by emitting a terrifying roar. The forest drake can use this ability once per day as a free action. All creatures (other than other forest drakes) within 60 feet that can hear the forest drake must make a DC 15 Will save or be shaken for 1 minute. This is a mind-affecting fear effect. The save DC is Constitution-based.

**Hard Scales (Ex):** This breed of forest drake's scales are as hard as stone. Increase its natural armor bonus by +2.

**Long Wings (Ex):** This type of forest drake has longer than normal wings. Increase its fly speed to 90 feet and its maneuverability to good.

**Quick Breath (Ex):** This breed of forest drake's breath weapon recharges faster than most and can be used once every 1d4 rounds.

### Male elf ranger 9

LN Medium humanoid (elf)

**Init** +8 (+12 forest); **Senses** lowlight vision, Perception +16

**AC** 18, touch 16, flat-footed 16 (+4 armor, +2 deflection, +4 Dex)

**hp** 63 (9d10+9)

**Fort** +7, **Ref** +10, **Will** +5; +2 vs. enchantment

**Defensive Abilities** evasion, **Immune** sleep

**Speed** 30 ft.

**Melee** mwk longsword +11/+6 (1d8+1/19-20)

**Ranged** +2 composite longbow +15/+10 (1d8+3/x3)

**DA Ranged** +2 composite longbow +13/+8 (1d8+7/x3)

**Manyslot** +2 composite longbow +15 (2d8+6/x3) or +13 (2d8+14/x3)

**RS MS** +2 composite longbow +13 (2d8+3/x3) and +8 (1d8+3/x3) or  
+2 composite longbow +11 (2d8+14/x3) and +6 (1d8+7/x3)

**Special Attacks** favoured enemy (elf +4, human +2)

**Spells Known** (CL 6th, concentration +7)

2nd - barkskin, summon nature's ally II

1st - aspect of the falcon, resist energy, summon nature's ally I

**Str** 12, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +9; **CMB** +10; **CMD** 24

**Feats** Critical Focus, Deadly Aim, Endurance, Improved Initiative, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot

**Skills** Climb +13, Heal +14, Knowledge (geography) +12, Perception +16, Stealth +16, Survival +14

**Languages** Common, Elven

**SQ** favoured terrain (forest +4, underground +2), hunter's bond (companions), swift tracker, track +4, wild empathy +8, woodland stride

**Combat Gear** antitoxin (2), *potion of cure moderate wounds* (2); **Other Gear** +1 studded leather armor, masterwork longsword, +2 composite longbow (+1 Str), *cloak of resistance* +1, *ring of protection* +2

**Elven Scouts (4) CR 5**

Elf ranger 3/rogue 3

NG Medium humanoid (elf)

**Init** +4 (+6 forest); **Senses** low-light vision; Perception +12**AC** 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)**hp** 40 (3d10+3d8+6)**Fort** +5, **Ref** +10, **Will** +3; +2 vs. enchantment**Defensive Abilities** evasion; **Immune** sleep**Speed** 30 ft.**Melee** short sword +5 (1d6+1/19-20)**Ranged** mwk composite longbow +9 (1d8+1/x3)**Special Attacks** favoured enemy (elf +2), sneak attack +2d6**Str** 12, **Dex** 18, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10**Base Atk** +5; **CMB** +6; **CMD** 20**Feat** Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Stabbing Shot**Skills** Acrobatics +10, Climb +10, Disguise +6, Knowledge (geography) +5, Knowledge (local) +5,

Perception +12, Stealth +13, Survival +10

**SQ** favoured terrain (forest +2), track +1, trapfinding, trap sense +1, wild empathy +3**Languages** Common, Elven**Combat Gear** +1 flaming arrows (5), *potion of cure light wounds* (2), signal arrows (2); **Other Gear**

masterwork studded leather armor, short sword, masterwork composite longbow (+1 Str) with 40 arrows, 10 gp

**Drow Skirmishers CR 3 (800 XP)**

Male drow rogue 4

CE Medium humanoid (elf)

**Init** +7; **Senses** darkvision 60 ft.; Perception +8**AC** 16, touch 13, flat-footed 13(+3 armor, +3 Dex)**hp** 25(4d8+4)**Fort** +2, **Ref** +7, **Will** +2; +2 vs. enchantment**Defensive Abilities** evasion; **Immune** sleep; **SR** 9**Weakness** light blindness**Speed** 30 ft.**Melee** mwk shortsword +7 (1d6+1/19-20)**Ranged** mwk hand crossbow +7 (1d4/19-20 plus poison DC 13)**Special Attacks** sneak attack +2d6**Spell-Like Abilities (CL 4th)**1/day - *dancing lights*, *darkness*, *faerie fire***Str** 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 13, **Cha** 12**Base Atk** +3; **CMB** +4, **CMD** 17**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +10, Climb +8, Escape Artist +10, Heal +8, Perception +8, Stealth +10, Survival +8, Use Magic Device +8

**Languages** Elven, Undercommon

**SQ** poison use, rogue talent (assault leader, survivalist), scout's charge, trap sense +1, trapfinding

**Combat Gear** drow poison bolts (4), *potion of cure light wounds*, smokestick; **Other Gear** masterwork studded leather armor, masterwork hand crossbow with 20 bolts, short sword

---

### **Drow Soldiers CR 5 (1,600 XP)**

Male drow noble fighter 4 (weapon master)

CE Male humanoid (elf)

**Init** +4; **Senses** darkvision 60 ft.; Perception +0

**AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +2 shield)

**hp** 42 (5d10+10)

**Fort** +6, **Ref** +4, **Will** +3; +2 vs. enchantment

**Immune** sleep; **SR** 15

**Speed** 30 ft.

**Melee** mwk rapier +10 (1d6+4/18-20)

**Ranged** mwk handcrossbow +8 (1d4/19-20)

**Special Attacks** fire bolts (+1d4 fire), acid bolts (+ 1d4 acid), drow poison (DC 13)

### **Spell-Like Abilites (CL 5th)**

1/day -- *divine favour*, *dispel magic*, *suggestion*

At-will -- *dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

**Str** 13, **Dex** 18, **Con** 14, **Int** 16, **Wis** 12, **Cha** 10

**Base Atk** +4; **CMB** +5; **CMD** 19 (20 vs disarm and sunder)

**Feats** Iron Will, Shield Focus, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

**Skills** Climb +8, Intimidate +7, Knowledge (dungeoneering) +10, Perception +5, Survival +8

**Languages** Abyssal, Common, Draconic, Elven, Undercommon

**SQ** weapon guard (rapier), weapon training (rapier)

**Combat Gear** fire bolts (5), acid bolts (5), drow poison bolts (2), *potion of cure moderate wounds*; **Other Gear** mithral shirt, masterwork buckler, masterwork hand crossbow with 10 +1 bolts, masterwork rapier

---

### **Drow Arcanist CR 7 (3,200 XP)**

Male noble drow sorcerer 6 (shadow)

CE Medium humanoid (elf)

**Init** +3; **Senses** darkvision 90 ft.; Perception +4

**AC** 14, touch 14, flat-footed 11 (+1 deflection, +3 Dex)

**hp** 29 (6d6+6)

**Fort** +4, **Ref** +6, **Will** +8; +2 vs. enchantment

**Immune** sleep; **SR** 17



**Speed** 30 ft.

**Melee** mwk dagger +3 (1d4/19-20)

**Ranged** touch spells +6; +7 rays

**Special Attacks** shadow strike +6 touch (7/day; 1d4+3 nonlethal plus dazzled 1 round)

**Spell-Like Abilities (CL 6th)**

1/day - *divine favour*, *dispel magic*, *suggestion*

at-will - *dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

**Spells Known (CL 6th)**

3rd (4/day) - *haste*, *lightning bolt*, *ray of exhaustion*

2nd (6/day) - *acid arrow*, *darkvision*, *protection from arrows*, *summon swarm*, *web*

1st (7/day) - *colour spray*, *hypnotism*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *summon monster I*

0th (at-will) - *acid splash*, *bleed*, *detect magic*, *detect poison*, *disrupt undead*, *mage hand*, *message*, *ray of frost*, *resistance*

**Str** 8, **Dex** 16, **Con** 12, **Int** 12, **Wis** 15, **Cha** 18

**Base Atk** +3; **CMB** +2; **CMD** 15

**Feats** Eschew Materials, Point Blank Shot, Sorcerer's Gift, Weapon Focus (ray)

**Skills** Knowledge (arcana) +10, Spellcraft +10, Stealth +12

**Languages** Abyssal, Common, Elven, Undercommon

**Combat Gear** *potion of cure moderate wounds*, *scroll of haste*, *wand of false life* (10 charges); **Other**

**Gear** *cloak of resistance*

+1, masterwork dagger, *ring of protection* +1

**Drow Captain CR 7 (3,200 XP)**

Female noble drow fighter 2/cleric 4 ([abraxas](#))

CE Medium humanoid (elf)

**Init** +1; **Senses** darkvision 60 ft.; Perception +6

**AC** 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)

**hp** 39 (2d10+4d8+6)

**Fort** +8, **Ref** +2, **Will** +8; +2 vs. enchantment, +1 vs. fear

**Immune** sleep; **SR** 17

**Speed** 20 ft.

**Melee** +1 *whip* +8 (1d3+2) or mwk flail +7 (1d8+1)

**Ranged** mwk hand crossbow +7 (1d4/19-20 plus poison)

**Special Attacks** channel energy (4/day; 2d6 negative energy, DC 16), hand of the acolyte (7/day, mwk flail +10 (1d8) within 30 ft), touch of chaos (7/day, melee touch; roll twice keep worse)

**Spell-Like Abilities (CL 6th)**

1/day - *divine favour*, *dispel magic*, *suggestion*

At-will - *dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

**Spells Prepared** (CL 4th, concentration +8, DC level + 14/15 enchantment)

2nd - *align weapon*, *hold person*, *resist energy*, *spiritual weapon*

1st - *bane* (DC 16), *command* (DC 16), *entropic shield*, *protection from law*, *shield of faith*

At-will - *bleed*, *guidance*, *resistance*, *virtue*

**Open Game Content:** All text content not in red on pages 3 through 65.

**Domains** chaotic, magic

**Str** 12, **Dex** 12, **Con** 12, **Int** 17, **Wis** 18, **Cha** 12

**Base Atk** +5; **CMB** +6 (+9 disarm, trip); **CMD** 17 (19 vs. disarm, trip)

**Feats** Combat Expertise, Improved Disarm, Improved Trip, Spell Focus (enchantment), Weapon Focus (whip)

**Skills** Craft (weapon) +8, Heal +9, Intimidate +6, Knowledge (arcana) +8, Knowledge (engineering) +8, Knowledge (religion) +8, Profession (soldier) +9, Sense Motive +9, Spellcraft +8, Survival +9

**Languages** Abyssal, Common, Draconic, Elven, Undercommon

**Combat Gear** *scroll of cure moderate wounds* (3), *scroll of web*, *wand of magic missile* (CL 3rd, 10 charges); **Other Gear** full plate, heavy steel shield, +1 *whip*, masterwork hand crossbow with 10 acid bolts, masterwork flail, silver holy symbol of Abraxas, 20 gp

## Classes (by Charles Wenzler)

### The Anchorite

**HIT DIE** D8

**ALIGNMENT** Any

#### CLASS SKILLS

The anchorite's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (History) (Int), Knowledge (Nature) (Int), Knowledge (Planes) (Int), Knowledge (Religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Swim (Str) and Use Magic Device (Cha).

**Skill Ranks Per Level:** 8 + Intelligence modifier.



#### Class Features

All of the following are class features of the monk.

**Weapon and Armor Proficiency:** Anchorites are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, and spear. Anchorites are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, the anchorite loses her Upsurge, Unfettered and Evasion abilities.

**Open Game Content:** All text content not in red on pages 3 through 65.

**Aura (Ex):** Anchorites, like clerics, have a particularly powerful auras corresponding to their alignment (see detect evil for details).

**Chi Ability (Su):** When the anchorite's class table indicates this class feature, she may choose any one chi ability that she qualifies for. Using chi abilities always costs chi points and the type of action required to use it varies. At 1st level through 6th the anchorite can only select chi abilities from those listed as basic abilities.

**Chi Pool (Su):** At 1st level the anchorite gains a pool of chi points, which allows her to call upon her own life energy to perform amazing and awesome deeds. Doing so is not without its danger though and an anchorite must be careful about the amount of chi energy expended or they might succumb to fatigue or exhaustion, or even worse. The number of points in an anchorite's chi pool is equal to her character level + her Anchorite level times three + her Wisdom modifier times two.

When the anchorite's chi pool is brought down to half its maximum value (rounded down) the character must make a Will save (DC 25); failure indicating that the character becomes fatigued. If the anchorite's chi pool is brought down to one quarter its maximum value (rounded down), the character must make a Will save (DC 35); failure indicating that the character becomes exhausted. Anchorites that completely expend their daily allotment of chi become unconscious with no save and cannot be roused; after 8 hours the anchorite awakens fatigued. **Spiritual Sinew (Ex):** At 1st level the anchorite chooses one of her saves; she gains a bonus equal to one third her class level +2 with the chosen save. At 3rd level, the anchorite chooses one of her other two saves and gains a bonus equal to one fifth her class level +2 with the chosen save.

**Unfettered (Ex):** At 1st level the anchorite gains Improved Unarmed Strike and Flurry of Blows as bonus feats. In addition, the anchorite deals more damage on an armed strike based on her class level (see the table below).

Class Anchorite Size

Level	Small	Medium	Large
1st	1D4	1D6	1D8
4th	1D6	1D8	2D6
8th	1D8	1D10	2D8
12th	1D10	2D6	3D6
16th	2D6	2D8	3D8
20th	2D8	2D10	4D8

**Evasion (Ex):** At 2nd level anchorites can avoid damage from many area-effect attacks. If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the anchorite is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

**Stunning Fist:** At 2nd level the anchorite gains stunning fist as a bonus feat.

**Upsurge (Ex):** At 3rd level the anchorite can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the anchorite wears light or no armor and carries no more than a light load.

**Immaculate Perfection (Ex):** At 5th level the anchorite gains immunity to all diseases, including supernatural and magical diseases. Upon reaching 13th level, the anchorite becomes immune to poisons of all kinds.

**Heart of Valor (Ex):** At 7th level the anchorite becomes immune to all fear effects.

**Intermediary Chi Abilities:** Upon attaining 7th level, the anchorite gains access to intermediary chi abilities to choose from.

**Improved Evasion (Ex):** At 9th level the anchorites evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless anchorite does not gain the benefit of improved evasion.

**Advanced Chi Abilities:** Upon attaining 13th level, the anchorite gains access to advanced chi abilities to choose from.

**Diamond of the Soul (Su):** At 13th level the anchorite gains the ability to reach within herself (a process that inflicts one hit point worth of damage per level of the anchorite) and gather her spirit into a single receptacle. The receptacle acts like an Arcanum Crystal, but is only usable by the Anchorite and stores chi instead of spell energy. While the spirit of the character is hosted within this receptacle, she is treated as a corporeal undead creature and is subject to any affect that targets undead beings.

An anchorite that is separated from its soul cannot refresh her allotment of chi after a good night's sleep. In addition while the character is separated from her soul, she does not regain hit points on a daily basis nor does she age. The character can only make use of her abilities that are dependent on the expenditure chi by using the receptacle like she would an arcanum crystal.

The anchorite can rejoin with her soul any time she wishes by holding the receptacle of her stomach and willing it in. It is a full round action to disjoin or rejoin with the character's soul. If the receptacle is broken, the characters soul immediately returns to its body.

**Rebuke Magic (Su):** At 15th level the anchorite gains spell resistance equal to her class level +10.

**Phantasmal Perception (Su):** At 17th level the anchorite is able to perceive and interact with creatures and objects that would normally be imperceptible or out of touch with reality. She can always see and

**Open Game Content:** All text content not in red on pages 3 through 65.

interact with creatures and objects in the eternal twilight or that are incorporeal and can interact/use/touch any item as if the anchorite has the Ghost Touch special ability.

**Diamond of the Body (Su):** At 19th level the anchorite gains the ability to completely separate her body from her soul. When the character wishes, she can compress her body into an inert diamond thereby existing completely as an incorporeal creature. The process is completely painless and takes a full minute to complete. When finished the character becomes ethereal, gains a fly speed equal to her base land speed with perfect maneuverability and is invisible unless she chooses to manifest (as the ghost ability of the same name). The character is unable to manipulate objects unless she expends six points of chi to use telekinesis (see the special attacks entry of the ghost in the Pathfinder Bestiary).

An anchorite that has shed her body can also choose to use her Diamond of the Soul ability. If she does so, her body and soul are completely separate from each other and both diamonds are indiscernible as anything other than they appear to be unless viewed under the effects of magic. If the soul diamond is viewed under any effect which allows a being to see or perceive magic, then those that handle or study it must succeed at a Spellcraft check (DC 10 + the anchorite's level and/or hit dice + the anchorite's Wisdom ability modifier). Failure indicates that diamond is definitely a spirit diamond, but nothing more. Success indicates that it is a spirit diamond and the name and commonly known knowledge about the person it is made from. A success by 10 or more allows the handler or viewer to catch glimpses within the diamond from the perspective of the character's soul of events that helped to shape the individual that they became.

If both diamonds are touched side to side or one is placed on top of the other and regenerate, resurrection, soul bind or true resurrection is cast upon them, the anchorite is reunited with its body and soul and physically reforms in a process that takes a full hour. While the anchorite's body is in diamond form, it does not suffer from the ravages of time. If the soul diamond is broken or shattered, the character's soul is released and can bond with the body diamond whereby reforming her body and reuniting it with her soul in a process that takes an hour to complete.

If the Anchorite is freed from her soul diamond but does not know where her body diamond is, she has one day per point of her Wisdom ability score to find it and reunite (in order to reform her body) with it before she is whisked away to her divine patrons' realm.

**Undying Soul (Ex):** The DM must reveal to the player of the character that her character is going to die before it happens. This allows player to use her final action to separate her soul from her body, leaving a shattered diamond in its place.

The character's soul is free to wander the material plane for a number of weeks equal to its Wisdom score to search for an unborn child that is close to its birth day. When the child takes its first breath, the anchorite's soul enters the baby and over the course of its life will start to look more and more like the character did as an adult.

When the child reaches adulthood she will be the spitting image of the anchorite. The player may then make a Will save (DC 10 + the level of the anchorite + the anchorite's Wisdom ability modifier).

If the check succeeds all mannerisms and memories and all class abilities of the old character are permanently imprinted on the new character. The character gets to re-roll for her physical abilities, but the other ability scores port directly over the new body.

If the check fails, the character is aware of her past life and is free to walk the same path (albeit from 1st level); all abilities are rerolled and only dreams provide insight to her previous life. The character is free to choose from any of the feats her previous incarnation had as a bonus feat, so long as she meets all the prerequisites for it. This bonus feat must be selected at first level.

							Chi Abilities Known	
Level	BAB	FS	RS	WS	Special	Basic	Intermediate	Advanced
1	+0	+0	+0	+0	Aura, Spiritual Sinew, Unfettered	3	—	—
2	+1	+0	+0	+0	Evasion, Stunning Fist	4	—	—
3	+2	+1	+1	+1	Spiritual Sinew, Upsurge	4	—	—
4	+3	+1	+1	+1	Unfettered	4	—	—
5	+3	+1	+1	+1	Immaculate Perfection	5	—	—
6	+4	+2	+2	+2		5	—	—
7	+5	+2	+2	+2	Heart of Valor	5	3	—
8	+6/+1	+2	+2	+2	Unfettered	6	4	—
9	+6/+1	+3	+3	+3	Improved Evasion	6	4	—
10	+7/+2	+3	+3	+3		6	4	—
11	+8/+3	+3	+3	+3	Immaculate Perfection	7	5	—

12	+9/+4	+4	+4	+4	Unfettered	7	5	—
13	+9/+4	+4	+4	+4	Diamond of the Soul	7	5	3
14	+10/+5	+4	+4	+4		8	6	4
15	+11/+6/+1	+5	+5	+5	Rebuke Magic	8	6	4
16	+12/+7/+2	+5	+5	+5	Unfettered	8	6	4
17	+12/+7/+2	+5	+5	+5	Phantasmal Perception	9	7	5
18	+13/+8/+3	+6	+6	+6		9	7	5
19	+14/+9/+4	+6	+6	+6	Diamond of the Body	9	7	5
20	+15/+10/+5	+6	+6	+6	Undying soul, Unfettered	10	8	6

### BASIC CHI ABILITIES

**Absorb Impact:** For every 4 points of chi expended you reduce the number of dice of damage from a fall by 1. The use of this ability can negate the possibility of taking any damage from a fall.

**Acid Dart:** As a standard action the anchorite can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage for every two points of chi expended. The anchorite must have one hand empty and free in order to use this ability. Creatures that take damage from the anchorite's acid dart receive a Fort save to halve the damage. The DC of this save is equal to 10 + 1/2 the anchorite's level + the anchorite's Wisdom modifier. This ability is the equivalent of a spell whose level is equal to half the anchorite's level (rounded down), with a minimum spell level of 1st and a maximum of 9th when the anchorite reaches 17th level. The feat Ability Focus (acid dart) increases the DC for all saving throws (if any) associated with an anchorite's Acid Dart by 2.

**Prerequisite:** Earth Bender

**Air Bender:** You are able to use any spell that has the air descriptor as a spell-like ability by expending an amount of chi equal to the spells level times 3 plus 3. In order to use a spell as a spell-like ability, the anchorite must have a Wisdom score equal to at least 10 + the spells level. The DC for a saving throw against an anchorites spell is 10 + the spells level + the anchorites Wisdom modifier. Your effective caster level is equal to anchorite class level.

**Open Game Content:** All text content not in red on pages 3 through 65.

This is a base bending ability and it is mutually exclusive with all other base bending abilities.

**Apocryphal Essence:** By expending 8 chi as an immediate action, you mask your life and for the sake of spells and other effects, you appear to be dead for a number of rounds equal to half your class level.

**Arctic Blast:** As a standard action the anchorite can gather moisture and air and combine it in the form of an icicle and unleash it on any foe within 30 feet as a ranged touch attack. The icicle deals 1d6 points of cold damage for every two points of chi expended. The anchorite must have one hand empty and free in order to use this ability.

Creatures that take damage from the anchorite's arctic blast receive a Fort save to halve the damage.

The DC of this save is equal to  $10 + \frac{1}{2}$  the anchorite's level + the anchorite's Wisdom modifier.

This ability is the equivalent of a spell whose level is equal to half the anchorite's level (rounded down), with a minimum spell level of 1st and a maximum of 9th when the anchorite reaches 17th level.

The feat Ability Focus (arctic blast) increases the DC for all saving throws (if any) associated with an anchorite's arctic blast by 2.

**Prerequisite:** Water Bender

**Assess Threat:** By expending two chi you learn how tough one chosen creature is; this allows you to know the targets' character level or challenge rating and it's alignment and its current and maximum hit points. If the target creatures alignment is masked somehow, the reading comes back as neutral.

**Audacious Resolve:** As an immediate action the anchorite can expend chi to gain a bonus on next saving throw; she gains a +1 on the roll for every two points of chi expended.

**Aura of Fear:** By expending 4 chi as an immediate action, the anchorite exudes a menacing aura 10' in radius for a number of rounds equal to the anchorite's level plus her Wisdom modifier. All creatures caught within the aura with a number of hit dice equal to half the anchorites level must succeed on a Will save (DC  $10 +$  the anchorites level + the Anchorites Wisdom modifier) or be affected as though by fear as cast by a sorcerer of the same level as the anchorite.

**Block Chi:** When the anchorite generates a chi shield, in addition to receiving the bonus to her Touch AC, the shield blocks all chi based attacks for the duration of the ability.

**Prerequisite:** Chi Shield

**Chi Armor:** When the character generates a chi shield, the armor bonus applies to her overall AC and not her Touch AC.

**Prerequisite:** Chi Shield

**Chi Ball:** As a standard action the anchorite is able to manifest a ball of spiritual energy that she can target one enemy with that is within 10 feet of her. This is a ranged touch attack that affects a single target. The chi ball deals 1d6 points of force damage for every two points of chi expended. The anchorite must have both hands empty and free in order to use this ability.

Creatures that take damage from the anchorite's chi ball receive a Fort save to halve the damage. The DC of this save is equal to  $10 + \frac{1}{2}$  the anchorite's level + the anchorite's Wisdom modifier.

This ability is the equivalent of a spell whose level is equal to half the anchorite's level (rounded down),



with a minimum spell level of 1st and a maximum of 9th when the anchorite reaches 17th level.

The feat Ability Focus (chi ball) increases the DC for all saving throws (if any) associated with an anchorite's Chi Ball by 2.

**Chi Beam:** This functions exactly like Chi Ball, except that the anchorite can fire a beam of energy and can extend the range of the beam by 5 feet per two extra points of chi expended.

**Prerequisite:** Chi Ball

**Chi Flame:** For every extra 2 points of chi expended, the damage die of your chi ball is increased by one category (D4 to D6, D6 to D8, D8 to D10 and D10 to D12) to a maximum of D12.

**Prerequisite:** Chi Ball

**Chi Shield:** As an immediate action you can generate an energy field around the entirety of your body that grants you a +1 bonus to your Touch AC per 3 points of Chi expended. This shield lasts for a number of rounds equal to your class level.

**Convert Energy:** Instead of being healed by positive energy the anchorite can choose to convert it to chi, replenishing her chi pool by 2 points for every die that would have healed her.

**Deafening Strike:** By expending 4 chi as a swift action, the anchorite's attack is laced with sonic force that deafens the target for the remainder of the round plus the following round.

**Detect Life:** As a swift action the anchorite can expend 3 points of chi to detect all living creatures within a 60 foot radius around her and their health status (disabled, dying, unharmed, wounded).

**Earth Bender:** You are able to use any spell that has the earth descriptor as a spell-like ability by expending an amount of chi equal to the spell's level times 3 plus 3. In order to use a spell as a spell-like ability, the anchorite must have a Wisdom score equal to at least 10 + the spell's level. The DC for a saving throw against an anchorite's spell is 10 + the spell's level + the anchorite's Wisdom modifier. Your effective caster level is equal to anchorite class level.

This is a base bending ability and it is mutually exclusive with all other base bending abilities.

**Elemental Fist:** By expending four chi as a move action you may infuse your unarmed attack with elemental energy, allowing you to make an unarmed attack that deals pure elemental damage of the appropriate type.

**Prerequisite:** Air Bender, Earth Bender, Fire Bender or Water Bender

**Esoteric Strike:** By expending 2 points of chi as a move action, you treat your unarmed attacks as if it is magical for the purpose of overcoming damage reduction. This effect lasts for a number of rounds equal to the anchorite's class level.

**Expedient Response:** As a free action you can expend chi to gain a bonus on your initiative roll; +1 for every 2 chi expended.

**Open Game Content:** All text content not in red on pages 3 through 65.

**Expert Climber:** As a standard action you can expend 6 chi to gain a climb speed of 40 feet for one minute per class level. In addition you are treated as being under a non-magical version of the spell spider climb, save that it cannot cling to smooth surfaces and you gain double the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed (+16 racial bonus total).

**Extra Chi Ball:** You are able to manifest 1 extra chi ball, one in each hand. Each ball does 1D4 points of damage for every 4 points of chi expended.

**Prerequisite:** Chi Ball

**Feral Force:** As a swift action the anchorite can expend 4 chi to call upon her spirit totem to infuse her with primal ferocity; her incisors extend past her lips and her hands sprout claws. For a number of rounds equal to half her class level the anchorite can make bite and claw attacks.

**Prerequisite:** Feral Form, Spirit Totem

**Feral Form:** You can expend chi to assume the form of your spirit totem. The chi expenditure required to assume the form of your spirit totem depends on the size of the animal; small/medium - 6, tiny/large - 8, diminutive/huge - 10. This ability functions like the appropriate beast shape spell (dependant on the animals size), except as noted here. The effect lasts for 1 round per anchorite level, or until she changes back.

The anchorite loses her ability to speak while in feral form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

**Prerequisite:** 4th level anchorite, Spirit Totem

**Feral Ken:** As a standard action you can expend 4 chi to gain low-light vision. For an additional 4 chi you can improve the range of your low-light vision (x2 becomes x3, x3 becomes x4), to a maximum of x4.

**Prerequisite:** Spirit Totem

**Feral Speech:** By expending 2 chi as a standard action, you can converse with the animal group chosen as your spirit totem as per the spell speak with animals. Your effective caster level is equal to anchorite class level.

**Prerequisite:** Spirit Totem

**Fire Bender:** You are able to use any spell that has the fire descriptor as a spell-like ability by expending an amount of chi equal to the spells level times 3 plus 3. In order to use a spell as a spell-like ability, the anchorite must have a Wisdom score equal to at least 10 + the spells level. The DC for a saving throw against an anchorites spell is 10 + the spells level + the Anchorites Wisdom modifier. Your effective caster level is equal to anchorite class level.

This is a base bending ability and it is mutually exclusive all other base bending abilities.

**Fire Bolt:** As a standard action the anchorite can unleash a bolt of fire targeting any foe within 30 feet as a ranged touch attack. The attack deals 1d6 points of fire damage for every two points of chi expended. The anchorite must have one hand empty and free in order to use this ability.

Creatures that take damage from the anchorite's fire bolt receive a Fort save to halve the damage. The DC of this save is equal to  $10 + 1/2$  the anchorite's level + the anchorite's Wisdom modifier.

This ability is the equivalent of a spell whose level is equal to half the anchorite's level (rounded down), with a minimum spell level of 1st and a maximum of 9th when the anchorite reaches 17th level. The feat Ability Focus (fire bolt) increases the DC for all saving throws (if any) associated with an anchorite's Chi Ball by 2.

**Prerequisite:** Fire Bender

**Fists of Stone:** As a move action the anchorite can expend chi to improve the damage die of her unarmed strike; for every 8 points expended, the anchorite is treated as being 4 levels higher than she actually is. This effect lasts for a number of rounds equal to half the anchorite's class level.

**Grounding:** As an immediate action you can expend one chi to gain a +1 enhancement bonus on your CMD when resisting a bull rush or trip attempt while standing on the ground; for every additional point of chi expended the bonus is by an additional +1. The effects of this ability last for a number of rounds equal to half your class level.

**Heightened Perception:** As a free action the anchorite can expend 3 points of chi to become exceptionally aware of her surroundings; you cannot be caught flat-foot for a number of rounds equal to your class level.

**Inspired Insight:** You gain an insight bonus on your next skill check you make equal to the number of chi points expended times two. Using this ability is a swift action.

**Kinesthetic Spirit:** By reaching out with her feelings and spirit, the anchorite can perceive (see and hear) the world around her which allows her to operate effectively as if she could see and hear normally if you she somehow blinded or deafened. Using this ability, the character can close their eyes to avoid gaze attacks and other similar dangers and still perceive the threat without succumbing to its affects. The character also gains a +2 bonus on all Perception checks.

**Lasting Breath:** The anchorite adds half her class level to her Constitution check roll to continue holding her breath.

**Lightning Arc:** As a standard action the anchorite can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. The attack deals 1d6 points of fire damage for every two points of chi expended. The anchorite must have one hand empty and free in order to use this ability. Creatures that take damage from the anchorite's lightning arc receive a Fort save to halve the damage. The DC of this save is equal to  $10 + 1/2$  the anchorite's level + the anchorite's Wisdom modifier.

This ability is the equivalent of a spell whose level is equal to half the anchorite's level (rounded down), with a minimum spell level of 1st and a maximum of 9th when the anchorite reaches 17th level. The feat Ability Focus (lightning arc) increases the DC for all saving throws (if any) associated with an anchorite's Chi Ball by 2. Use of this ability is a full round action.

**Prerequisite:** Air Bender

**Luminous Corona:** By expending 4 chi as a standard action the area around the anchorite is lit up as if she were carrying a torch. This effect lasts for one hour; the anchorite may suppress or resume this effect as a move action.

**Mystic Resolve:** By expending chi as a an immediate action, the anchorite gains a resistance bonus against spells and spell-like abilities; for every 4 points of chi expended, the anchorite gains a +1 bonus on her save. This effect lasts for a number of rounds equal to one quarter the anchorites class level plus her Wisdom modifier.

**Pinpoint Item:** By expending 2 points of chi and forming a mental image in your mind of an item that you are looking or searching for, you become aware of its exact location if it is within 60 feet of you. Use of this ability is a full round action.

**Self Healing:** For every point of chi expended you heal one point of damage as a standard action.

**Silver Strike:** By expending 2 points of chi as a move action, the anchorite treats her unarmed attacks as if made of silver for the purpose of overcoming damage reduction. This effect lasts for a number of rounds equal to the anchorites class level.

**Prerequisite:** Esoteric Strike

**Speed Demon:** As a free action you can expend chi to gain a bonus to your base land speed; for every 2 chi expended, you gain a +5 bonus to your speed.

**Spirit of the Sea:** As a standard action you can expend 6 chi to gain a racial swim speed of 40 feet and the amphibious trait for one minute per class level.

The anchorite can move through water at the indicated speed without making Swim checks, gain a +8 racial bonus on Swim checks to perform a special action or avoid a hazard and can always choose to take 10 on a Swim check, even if distracted or endangered when swimming. The anchorite can use the run action while swimming, provided that she swims in a straight line.

**Spirit of War:** As a swift action you can expend chi to gain a competence bonus on your attack and damage rolls as well as gain a dodge bonus to your AC; for every two chi expended you gain a +1 bonus on all the aforementioned abilities.

**Spirit Sheath:** When within 5 feet of an ally, the anchorite can expend chi as an immediate action to grant the ally a bonus to their AC; for every 6 chi expended the ally gets a +1 resistance bonus.

**Prerequisite:** Chi Shield, Self Healing, Transference

**Spirit Totem:** Choose one animal. Now select one skill that the animal has ranks in; the chosen skill becomes an additional class skill for your anchorite class. In addition you may draw upon the power of the animal to gain a +1 racial bonus per 2 points of chi expended with the selected skill.

**Spirit Up:** By expending two points of chi as an immediate action, you make yourself immune to level drain for a number of rounds equal to your class level.

**Swift as the Wind:** By expending 6 chi as a standard action, you can use haste as a supernatural ability. Your caster level for this ability is equal to half your class level (minimum 1st).

**Prerequisite:** Speed Demon

**Transference:** You may heal one creature by an amount of hp equal to the amount of chi expended as a standard action.

**Prerequisite:** Self Healing

**Walk On Water:** By expending 10 chi as a swift action, you are able to walk on water as if using the spell water walk (with the exception that the duration is 1 min./level) as a supernatural ability. Your effective caster level is equal to your anchorite class level.

**Prerequisite:** Speed Demon

**Water Bender:** You are able to use any spell that has the water descriptor as a spell-like ability by expending an amount of chi equal to the spells level times three plus three. In order to use a spell as a spell-like ability, the anchorite must have a Wisdom score equal to at least 10 + the spells level. The DC for a saving throw against an anchorites spell is 10 + the spells level + the Anchorites Wisdom modifier. Your effective caster level is equal to your anchorite class level.

This is a base bending ability and it is mutually exclusive with all other base bending abilities.

---

## INTERMEDIATE CHI ABILITIES

**Abiding Breath:** The anchorite adds her class level to her Constitution check roll to continue holding her breath.

**Prerequisite:** Lasting Breath

**Absorb Chi:** When an opposing anchorite spends chi to affect you with one of their chi abilities your chi shield absorbs the affect and adds half the amount of chi expended in the effort to your chi pool.

**Prerequisite:** Chi Shield, Block Chi

**Acid Resistance:** The anchorite gains resistance to acid equal to her class level. This resistance improves by +1 for each level gained to a maximum of 20 at 20th level.

**Prerequisite:** Earth Bender

**Anarchic Strike:** By expending 2 points of chi as a move action, the anchorite infuses her unarmed strike with the power of chaos, making it chaotically aligned and thus bypasses corresponding damage reduction. This effect lasts for a number of rounds equal to the anchorites class level.

**Prerequisite:** Esoteric Strike, chaotic alignment

**Ardurous Ascension:** By expending four chi as a swift action, you are able to fly as if using the spell fly, with the exception that the effect only lasts one round. You may expend two chi each round thereafter as a free action in order to maintain this effect.

**Prerequisite:** Leap of the Heavens, Speed Demon

**Open Game Content:** All text content not in red on pages 3 through 65.

**Aura of Courage:** As a move action you can expend 2 chi to generate a 5' aura in which all allies within it gain a +4 morale bonus on saving throws against fear. For every two additional chi expended, the auras radius increases by an additional 5 feet.

**Axiomatic Strike:** By expending 2 points of chi as a move action, the anchorite infuses her unarmed strike with the power of law, making it law aligned and thus bypasses corresponding damage reduction. This effect lasts for a number of rounds equal to the anchorites class level.

**Prerequisite:** Esoteric Strike, lawful alignment

**Channel Energy:** The anchorite can release a wave of energy by channeling the power of the planes through her, making her spirit a conduit from which the energy is unleashed. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

Channeling positive energy deals damage to undead creatures or heals living creatures. Channeling negative energy deals damage to living creatures or heals undead creatures. Each time the anchorite uses this ability, she must decide which type of energy to channel.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the anchorite. The amount of damage dealt or healed is equal to  $Xd6$ , with the value X being equal to one for every three points of chi expended; the anchorite has a limit of the amount of dice allowed and this is equal to half her class level, to an absolute maximum of 10. Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to  $10 + \text{half the anchorite's class level} + \text{the anchorites Wisdom modifier}$ . Creatures healed by channeled energy cannot exceed their maximum hit point total, all excess healing is lost.

Channeling energy is a standard action that does not provoke an attack of opportunity. The anchorite can choose whether or not to include herself in this effect.

**Chi Blast:** This ability functions like chi ball, but instead it targets all creatures within 30 feet of the anchorite.

**Prerequisite:** Chi Ball

**Cold Resistance:** The anchorite gains resistance to cold equal to her class level. This resistance improves by +1 for each level gained to a maximum of 20 at 20th level.

**Prerequisite:** Water Bender

**Darksight:** By expending 4 chi as a move action you can see in the dark as per darkvision, with a range of 30 feet.

**Detect Thoughts:** As a standard action you may expend 2 chi to use the spell Detect Thoughts as an extraordinary ability. The difference between this ability and the spell is that the area changes to a target (one creature or object), it can only be used on one target at a time and that the duration lasts only one round per class level.

**Prerequisite:** Wis 13, Perception 7 Ranks, Diplomacy 7 Ranks.

**Efflux of Agility:** As an immediate action, the anchorite can expend chi to gain a bonus to her Dexterity; for every six chi expended, the anchorite gains a +1 bonus to her Dexterity.

**Open Game Content:** All text content not in red on pages 3 through 65.

**Efflux of Essence:** As an immediate action, the anchorite can expend chi to gain a bonus to her Constitution; for every six chi expended, the anchorite gains a +1 bonus to her Constitution.

**Efflux of Force:** As an immediate action, the anchorite can expend chi to gain a bonus to her Strength; for every six chi expended, the anchorite gains a +1 bonus to her Strength.

**Efflux of Influence:** As an immediate action, the anchorite can expend chi to gain a bonus to her Charisma; for every six chi expended, the anchorite gains a +1 bonus to her Charisma.

**Efflux of Insight:** As an immediate action, the anchorite can expend chi to gain a bonus to her Wisdom; for every six chi expended, the anchorite gains a +1 bonus to her Wisdom.

**Efflux of Understanding:** As an immediate action, the anchorite can expend chi to gain a bonus to her Intelligence; for every six chi expended, the anchorite gains a +1 bonus to her Intelligence.

**Elemental Attunement:** As a standard action you can expend 4 chi you are able to protect yourself from the elements as if using the spell resist energy. Your caster level for this effect is equal to your anchorite level.

**Elemental Form:** You are able to assume the form of an element from the bending type you have chosen by expending ten chi as a standard action; this works like the spell Elemental Body I, with the anchorites caster level being equal to her class level.

**Prerequisite:** Air Bender, Earth Bender, Fire Bender or Water Bender

**Electricity Resistance:** The anchorite gains resistance to electricity equal to her class level. This resistance improves by +1 for each level gained to a maximum of 20 at 20th level.

**Prerequisite:** Air Bender

**Fire Resistance:** The anchorite gains resistance to fire equal to her class level. This resistance improves by +1 for each level gained to a maximum of 20 at 20th level.

**Prerequisite:** Fire Bender

**Fists of Iron:** As a move action the anchorite can expend chi to improve the damage die of her unarmed strike; for every 4 points expended, the anchorite is treated as being 4 levels higher than she actually is. This effect lasts for a number of rounds equal to half the anchorites class level.

**Ghost Strike:** By expending 2 points of chi as a move action, the anchorite treats her attacks as if it had the ghost touch special weapon ability. This effect lasts for a number of rounds equal to the anchorites class level.

**Holy Strike:** By expending 2 points of chi as a move action, the anchorite infuses her unarmed strike with holy power, making it good aligned and thus bypasses corresponding damage reduction. This effect lasts for a number of rounds equal to the anchorites class level.

**Prerequisite:** Esoteric Strike, good alignment

**Improved Air Bending:** You are able to use any spell that has the air descriptor as a spell-like ability by expending an amount of chi equal to the spells level times two plus two.

**Prerequisite:** Air Bender

**Improved Earth Bending:** You are able to use any spell that has the earth descriptor as a spell-like ability by expending an amount of chi equal to the spells level times two plus two.

**Prerequisite:** Earth Bender

**Improved Fire Bending:** You are able to use any spell that has the fire descriptor as a spell-like ability by expending an amount of chi equal to the spells level times two plus two.

**Prerequisite:** Fire Bender

**Improved Luminous Corona:** By expending 4 chi as a standard action the area around the anchorite is lit up as if she were carrying a hooded lantern. This effect lasts for one hour; the anchorite may suppress or resume this effect as a move action.

**Prerequisite:** Luminous Corona

**Improved Water Bending:** You are able to use any spell that has the water descriptor as a spell-like ability by expending an amount of chi equal to the spells level times two plus two.

**Prerequisite:** Water Bender

**Know Weakness:** This extended form of assess threat allows the anchorite to scan the target creature and pinpoint any weaknesses it might have. The GM must reveal to the character privately any vulnerabilities the target creature may have.

**Prerequisite:** Assess Threat

**Leap of the Heavens:** As a swift action you can expend four chi to count as having a running start when making jump checks when using Acrobatics.

**Multifarious Mask:** By expending four chi as a swift action, you are able to alter your appearance as if using the spell alter self (with the exception that the effect only lasts one minute). You may expend four chi each minute thereafter as a free action in order to maintain this effect.

**Rapturous Radiance:** Undead that are within the radius of your luminous corona take 1D4 points of damage for every round they remain in it.

**Prerequisite:** Channel Energy, Luminous Corona

**Repletion:** The anchorite can sustain herself without the need for food or drink for 24 hours by expending 2 chi.

**Shadow Sight:** As a swift action you can expend four chi you are able to perceive (that is, you are able to see into) the Eternal Twilight for one round. You are easily able to distinguish the difference between creatures on the eternal twilight and those on the prime material plane, due to the fact that creatures on the eternal twilight appear translucent and indistinct. You may expend two chi each round thereafter as a free action in order to maintain this effect.

**Prerequisite:** Heightened Perception

**Open Game Content:** All text content not in red on pages 3 through 65.



**Spirit Form:** As a full round action the anchorite can expend 12 chi to transform herself into a being of pure energy; this makes the anchorite incorporeal for a number of rounds equal to half the anchorite's class level.

While incorporeal, the anchorite gains the advantages of the incorporeal subtype (see the Incorporeal description under the Universal Monster Rules in the Pathfinder Bestiary).

**Strength of Mind:** By expending chi as a swift action you become immune to stunning and sleep spells and effects; this immunity lasts for a number of rounds equal to half the amount of chi expended.

**Twin Beams:** This functions like chi beam, except that the damage inflicted functions like extra chi ball.  
**Prerequisite:** Chi Ball, Chi Beam, Extra Chi Ball

**Unholy Offensive:** By expending 2 points of chi as a move action, the anchorite infuses her unarmed strike with unholy power, making it evil aligned and thus bypasses corresponding damage reduction. This effect lasts for a number of rounds equal to the anchorites class level.

**Prerequisite:** Esoteric Strike, evil alignment

---

## ADVANCED CHI ABILITIES

**Absolute Lucidity:** By expending 10 chi as an immediate action, the anchorite sees the truth in all things to a range of 120 feet for a number of rounds equal to half her class level.

You can see through solid objects no thicker than 1 inch for every 2 class levels. This ability allows the anchorite to pierce concealment, including that caused by fog and the like. Her vision pierces mundane disguises, spot creatures that are simply hiding and notice secret doors hidden by mundane means; the anchorite gains a +20 insight bonus on her Spot check. This ability extends through magical and psionic powers or devices that further extend seeing or viewing, so she can use the benefits of this ability with clairaudience/clairvoyance or remote viewing if these methods are available to her.

**Abundant Step:** By expending eight chi, you are able to magically slip between spaces, as if using the spell dimension door. Your caster level for this effect is equal to your anchorite level. You cannot take other creatures with you when you use this ability. Using this ability is a move action.

**Acid Immunity:** The anchorite gains immunity to acid.

**Prerequisite:** Acid Resistance, Earth Bender, Level 20.

**Adamantine Strike:** By expending 2 points of chi as a move action, the anchorite treats her unarmed attacks as if made of adamantite for the purpose of overcoming damage reduction and bypassing hardness. This effect lasts for a number of rounds equal to the anchorites class level.

**Prerequisite:** Esoteric Strike

**Advanced Elemental Form:** As a standard action you can expend chi to assume a larger elemental form; this functions like the various elemental body spells. This power is a supernatural ability and the amount of chi you are required to expend is equal to the spells level times four.

**Prerequisite:** Elemental Form

**Open Game Content:** All text content not in red on pages 3 through 65.

**Breathless:** As an immediate action, the anchorite can expend four chi to gain control of her respiratory system and can negate her need to breathe for a number of rounds equal to her class level.

**Prerequisite:** Abiding Breath, Lasting Breath

**Cognizance Retention:** By expending 10 chi as a full round action the anchorite can call upon the memories of any intelligent creature who is alive or who has ever lived for 1 round per class level. During this time, the creature's personality takes control of the anchorite's body. Anchorites use this ability to allow their allies to speak with and ask questions of the possessing memory (often that of an ancestor, absent friend, or other well-known figure). If the possessing memory seeks to say or do something against the anchorite's will, the anchorite may attempt a Will saving throw (DC 20) to prevent it.

**Cold Immunity:** The anchorite gains immunity to cold.

**Prerequisite:** Cold Resistance, Water Bender, Level 20.

**Critical Strike:** By expending four chi the anchorite can confirm a critical hit without needing to make the second roll to do so.

**Electricity Immunity:** The anchorite gains immunity to electricity.

**Prerequisite:** Electricity Resistance, Air Bender, Level 20.

**Elemental Chi:** When using chi ball or any other derivative ability you may lace the attack with one type of elemental energy of your choice (acid, cold, fire, force). Your attack physically manifests itself oozing with the desired element and deals half elemental damage and half force damage.

**Prerequisite:** Elemental Attunement or appropriate base bending ability

**Final Strike:** The anchorite can use their remaining chi to make an attack against a single designated opponent. The designated target takes  $XDY+Z$  damage, with X being the anchorite's Constitution score, Y being the anchorite's unfettered damage die and Z being the amount of chi left in the anchorite's chi pool. The anchorite must concentrate on this power for one full round before unleashing it and afterwards has their Constitution drained to 0.

**Prerequisite:** Chi Ball, Chi Blast, Chi Flame

**Fire Immunity:** The anchorite gains immunity to fire.

**Prerequisite:** Fire Resistance, Fire Bender, Level 20.

**Greater Efflux of Agility:** As an immediate action, the anchorite can expend chi to gain a bonus to her Dexterity; for every 3 chi expended, the anchorite gains a +1 bonus to her Dexterity.

**Prerequisite:** Efflux of Agility

**Greater Efflux of Essence:** As an immediate action, the anchorite can expend chi to gain a bonus to her Constitution; for every 3 chi expended, the anchorite gains a +1 bonus to her Constitution.

**Prerequisite:** Efflux of Essence

**Greater Efflux of Force:** As an immediate action, the anchorite can expend chi to gain a bonus to her Strength; for every 3 chi expended, the anchorite gains a +1 bonus to her Strength.

**Prerequisite:** Efflux of Force

**Open Game Content:** All text content not in red on pages 3 through 65.

**Greater Efflux of Influence:** As an immediate action, the anchorite can expend chi to gain a bonus to her Charisma; for every 3 chi expended, the anchorite gains a +1 bonus to her Charisma.

**Prerequisite:** Efflux of Influence

**Greater Efflux of Insight:** As an immediate action, the anchorite can expend chi to gain a bonus to her Wisdom; for every 3 chi expended, the anchorite gains a +1 bonus to her Wisdom.

**Prerequisite:** Efflux of Insight

**Greater Efflux of Understanding:** As an immediate action, the anchorite can expend chi to gain a bonus to her Intelligence; for every 3 chi expended, the anchorite gains a +1 bonus to her Intelligence.

**Prerequisite:** Efflux of Understanding

**Greater Luminous Corona:** By expending 4 chi as a standard action the area around the anchorite is lit up as if she were carrying a hooded lantern. This effect lasts for one hour; the anchorite may suppress or resume this effect as a move action.

**Prerequisite:** Luminous Corona, Improved Luminous Corona

**Healing Wind:** As an immediate action, you may expend chi to summon a rain of positive energy that falls on all creatures within a 60 foot radius of yourself. Living creatures caught within the affect of this ability are healed and undead creatures take damage by an amount equal to the amount of chi you expend.

**Prerequisite:** Channel Energy, Self Healing, Transference

**Improved Darkvision:** By expending 4 chi as a move action you can see in the dark as per darkvision, with a range of 60 feet.

**Prerequisite:** Darkvision

**Lifeshield:** By expending 10 chi as a standard action, you become immune to planar energies. For a number of rounds equal to half your class level, you can neither be healed by positive energy or harmed by negative energy, or vice versa if you are an undead creature.

**Master Air Bender:** You are able to use any spell that has the air descriptor as a spell-like ability by expending an amount of chi equal to the spells level plus one. In order to use a spell as a spell-like ability, the anchorite must have a Wisdom score equal to at least 10 + the spells level. The DC for a saving throw against an anchorites spell is 10 + the spells level + the anchorites Wisdom modifier.

**Prerequisite:** Air Bender

**Master Earth Bender:** You are able to use any spell that has the earth descriptor as a spell-like ability by expending an amount of chi equal to the spells level plus one. In order to use a spell as a spell-like ability, the anchorite must have a Wisdom score equal to at least 10 + the spells level. The DC for a saving throw against an anchorites spell is 10 + the spells level + the anchorites Wisdom modifier.

**Prerequisite:** Air Bender

**Master Fire Bender:** You are able to use any spell that has the fire descriptor as a spell-like ability by expending an amount of chi equal to the spells level plus one. In order to use a spell as a spell-like ability, the anchorite must have a Wisdom score equal to at least 10 + the spells level. The DC for a

saving throw against an anchorites spell is 10 + the spells level + the anchorites Wisdom modifier.

**Prerequisite:** Fire Bender

**Master Water Bender:** You are able to use any spell that has the water descriptor as a spell-like ability by expending an amount of chi equal to the spells level plus one. In order to use a spell as a spell-like ability, the anchorite must have a Wisdom score equal to at least 10 + the spells level. The DC for a saving throw against an anchorites spell is 10 + the spells level + the anchorites Wisdom modifier.

**Prerequisite:** Water Bender

**Soulwarp Strike:** By expending 4 chi as a standard action you channel necromantic energy into your unarmed strike. In addition to the normal unarmed damage dealt, you render any living creature struck by your attack as nauseated for the remainder of the round plus the next round.

**Prerequisite:** Channel Energy

**Telepathy:** As a standard action you can expend 5 to use the spell Telepathic Bond as an extraordinary ability. The difference between this ability and the spell is that you can only form a telepathic bond with one creature and that the duration lasts only one round per class level. The anchorite can expend extra chi to create a telepathic bond with more than one creature; for every extra 5 chi expended the bond is shared with one additional creature.

**Prerequisite:** Detect Thoughts

**Telestic Ascension:** As arduous ascension, except that you fly as if using the spell overland flight and that as long as the ability is in effect, a pair of translucent wings appears to be carrying you aloft.

**Prerequisite:** Arduous Ascension, Leap of the Heavens, Speed Demon.

---

#### A NOTE ON ELEMENTAL BENDING

Anchorites with this bending technique has a limit on the level of spell that they invoke. The anchorite must have a minimum class level equal to twice the spells level in order to invoke the specified spell.

# ZEALOT

Hit Die d8

## CLASS SKILLS

The zealot's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 2 + Int modifier.



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Divine Fervor, Unwavering Faith, Savvy Strike
2	+1	+0	+0	+3	Divine Perseverance, Zealous Strike
3	+2	+1	+1	+3	Armor Expertise, Steadfast Faith
4	+3	+1	+1	+4	Dauntless, Divine Blessing
5	+3	+1	+1	+4	Smite Infidel
6	+4	+2	+2	+5	Armor Expertise
7	+5	+2	+2	+5	Spellbane
8	+6/+1	+2	+2	+6	Disruptive
9	+6/+1	+3	+3	+6	Armor Expertise
10	+7/+2	+3	+3	+7	Spellbreaker
11	+8/+3	+3	+3	+7	Familiarity With Magic
12	+9/+4	+4	+4	+8	Armor Expertise
13	+9/+4	+4	+4	+8	Greater Spellbane
14	+10/+5	+4	+4	+9	Valor
15	+11/+6/+1	+5	+5	+9	Magic Resistance
16	+12/+7/+2	+5	+5	+10	Immaculate Improvisation
17	+12/+7/+2	+5	+5	+10	Aegis of Faith
18	+13/+8/+3	+6	+6	+11	Absolute Clarity
19	+14/+9/+4	+6	+6	+11	Mystic Null
20	+15/+10/+5	+6	+6	+12	Penance Strike

## Class Features

All of the following are class features of the zealot.

**Weapon and Armor Proficiency:** Zealots are proficient with all simple weapons and light armor. Zealots are also proficient with the favored weapon of their deity. When wearing medium or heavy armor, using a shield, or carrying a medium or heavy load, zealots lose their unwavering faith class feature.

**Open Game Content:** All text content not in red on pages 3 through 65.

**Divine Fervor (Su):** As a move action the zealot can concentrate to determine the allegiance of all creatures within 60 feet; if any of the targeted creatures are enemies of the zealots faith they are marked as infidels and outlined with a mystic haze for a number of rounds equal to the zealots level plus her Wisdom modifier that only the zealot can see. During this time the zealot gains a bonus on her attack rolls and damage rolls against the marked creatures equal one-quarter her class level (minimum +1).

**Unwavering Faith (Su):** At 1st level the zealot has so much faith in her deity that she becomes girded against harm and gains a deflection bonus to her AC equal to her Wisdom modifier plus one-quarter her class level (minimum +1). This bonus to AC applies even against touch attacks or when the zealot is flat-footed. She loses this bonus when she is immobilized or helpless, carries a shield or if she carries a medium or heavy load.

**Savvy Strike (Ex):** Zealots may use their Wisdom modifier instead of their Strength modifier on attack rolls.

**Divine Perseverance (Ex):** At 2nd level the zealot gain a pool of preservation points equal to her class level plus her Wisdom modifier plus one. These points can be allocated into task resolution rolls (any roll in which requires the perusal of a d20). At 4th level and every two class levels gained thereafter the zealot gains 1 additional preservation point, to a maximum of an additional nine points.

**Zealous Strike (Su):** A 2nd level, whenever the zealot is wielding her deity's favored weapon, it becomes imbued with divine power. If the zealot serves a good deity, the weapon becomes good-aligned and thus bypasses the corresponding damage reduction and deals an extra 2d6 points of damage against all creatures of evil alignment. If the zealot serves an evil deity, the weapon becomes evil-aligned and thus bypasses the corresponding damage reduction and deals an extra 2d6 points of damage against all creatures of good alignment. A neutral zealot that worships a neutral deity must choose to champion good or evil; the decision affects whether her weapon becomes good or evil aligned.

The damage bonus from this ability stacks with the bonus from the holy/unholy special weapon qualities.

**Armor Expertise (Ex):** Starting at 3rd level the zealot learns to be more maneuverable while wearing armor. Whenever wearing armor, she reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every three levels thereafter these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

**Steadfast Faith (Ex):** At 3rd level the zealot's loyalty to her deity is so strong that she gains a resistance bonus against spells and spell-like abilities that are mind affecting, cause paralysis or cause sleep effects equal to one third her character level.

**Dauntless (Ex):** Though the zealot feels fear, she does not allow it to prevent her from pressing forward. When the zealot would normally be frightened or panicked, she instead is only shaken. The zealot never suffers fear penalties more severe than shaken, no matter the level of fear she would normally suffers.

**Divine Blessing:** At 4th level the zealot chooses one of her deity's domains and she gains its granted power and the first spell-like or supernatural power associated with it. In addition when the zealot achieves 6th level, she may choose to pray for any domain spells that she qualifies for.

**Smite Infidel (Su):** At 5th level the zealot can call upon the power of her deity to aid her in her struggle against her faith's enemies. Once per day per 5 levels of the zealot, she can choose one infidel within sight to smite as a swift action. The zealot gains a bonus to her attack equal to one-quarter her class level to her attack rolls and adds twice her zealot level to all damage rolls made against the targeted infidel. This attack automatically bypass any DR the infidel might possess.

In addition, while smite infidel is in effect, the zealot doubles her deflection bonus from her unwavering faith class feature to her AC against attacks made by the target of the smite.

The smite infidel effect remains until the target of the smite is dead or the next time the zealot rests and regains her uses of this ability.

**Spells:** Beginning at 6th level, zealots gain the ability to cast a small number of divine spells which are drawn from the cleric spell list presented in Chapter 10 of the Pathfinder Core Rulebook. The zealot must choose and prepare her spells in advance.

To prepare or cast a spell, the zealot must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a zealot's spell is 10 + the spell level + the zealot's Wisdom modifier.

Like other spellcasters, zealots can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is shown below. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1–3 in the Pathfinder Core Rulebook).

Zealots must spend 1 hour each day in quiet prayer and meditation to regain her daily allotment of spells. The zealot may prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 5th level, a zealot has no caster level. At 6th level and higher, her caster level is equal to her zealot level – 5.

Class Level	Spells Per Day			
	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
6	1	-	-	-
7	1	-	-	-
8	2	-	-	-
9	2	1	-	-
10	2	1	-	-
11	3	2	-	-
12	3	2	1	-
13	3	2	1	-
14	3	3	2	-
15	4	3	2	1

16	4	3	2	1
17	4	3	3	2
18	4	4	3	2
19	4	4	3	3
20	4	4	4	4

**Spellbane (Su):** At 7th level the zealot can attempt to use her spellbane power as a standard action. The zealot makes a melee touch attack. If it is successful, the target is affected by the spellbane and this counts as a successful use of the ability. Spellbane functions as the targeted dispel ability of the dispel magic spell. Zealots may have a number of successful uses of spellbane per day equal to 3 + her Wisdom modifier.

**Disruptive:** At 8th level the zealot gains Disruptive as a bonus feat regardless of the fact the she does not meet the prerequisites.

**Spellbreaker:** At 10th level the zealot gains Spellbreaker as a bonus feat regardless of the fact the she does not meet the prerequisites.

**Familiarity With Magic (Ex):** At 11th level the zealot gains a +2 competence bonus to all saving throws against spells, spell-like and supernatural abilities (including magic items). Further, she gains a +2 competence bonus to Armor Class against spells requiring attack rolls.

**Greater Spellbane (Su):** At 13th level, when a foe strikes the zealot with a melee attack, the zealot may affect the infidel with his spellbane power as an immediate action. This counts as one of the zealot's daily uses of the spellbane ability.

**Valor:** At 14th level the zealot becomes immune to all fear based affects (shaken, frightened or panicked).

**Magic Resistance (Ex):** At 15th level the zealot takes 2 less hit points of damage per die damage dealt from all spells and spell-like abilities (minimum 0). Additionally, when the zealot is the target of an ability drain or ability damage, she takes 2 points less drain or damage (minimum 0).

**Immaculate Improvisation (Su):** The zealot can convert any prepared spell into a spell of the same level or lower that is listed as a domain spell from the domain she chose with her divine blessing class feature.

**Aegis of Faith (Su):** At 17th level the zealot can confer part of or all of the deflection bonus to her AC from her unwavering faith class feature to one or more of her allies within 30 feet. The zealot's deflection bonus is temporarily lowered by the amount conferred until she receives a full night's worth of uninterrupted sleep.

**Absolute Clarity (Ex):** At 18th level the zealot becomes immune to spells and spell-like abilities that are mind affecting, cause paralysis or cause sleep effects.

**Mystic Null (Su):** At 19th level, the witch hunter becomes an expert at ending magic effects. She no longer has a daily limit to uses of the spellbane and greater spellbane abilities.

**Open Game Content:** All text content not in red on pages 3 through 65.



**Penance Strike (Su):** At 20th level, when the zealot brings an infidel down to 0 or less hit points, she may make an extra attack against the creature as an immediate action. If the attack is successful the infidel is completely consumed by divine fire. Infidels slain by the zealot's penance strike cannot be brought back to life by any other means short of true resurrection or a carefully worded wish spell followed by resurrection or miracle.

## Consulting the GM Oracle

---

### Entrance to the Unspoken Chamber

**Link:** <http://www.gmoracle.com/?p=138>

### Traits of the Unspoken Chamber

The traits of the Unspoken Chamber are:

- **Normal Gravity**
- **Normal Time**
- **Finite Shape:** The demiplane is 40 ft. square with a series of benches surrounding its stone walls.
- **Static:** When originally created this demiplane was of an alterable morphic type. However upon adventurers desecrating the altar present in this reflection plane, the deity to whom it was dedicated (now lost to history) made the plane static and cursed those that entered with speechlessness.

### Speechlessness

**Type** curse, location; **Save DC** none

**Effect** Target is rendered mute for 1 day per hour spent in the Unspoken Chamber (minimum 1 day)

**Special** This curse cannot be removed magical means and must be waited out.

---

### Tetsu of Lyrrya

**Link:** <http://www.gmoracle.com/?p=155>

### Tetsu of Lyrrya CR 2 (600 XP)

Male human ranger (infiltrator) 3

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +8

**AC** 14, touch 11, flat-footed 13(+3 armor, +1 Dex)

**hp** 27 (3d10+6)

**Fort** +5, **Ref** +4, **Will** +3

**Speed** 30 ft.

**Melee** mwk greatsword +6 (1d10+3/19-20)

**Ranged** composite longbow +4 (1d8+2/x3)

**Special Attacks** favoured enemy (humans +2)

**Str** 15, **Dex** 12, **Con** 14, **Int** 12, **Wis** 15, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 16

**Open Game Content:** All text content not in red on pages 3 through 65.

**Feats** Cleave, Endurance, Power Attack, Pushing Assault, Shield of Swings

**Skills** Handle Animal +5, Heal +8, Knowledge (geography) +7, Perception +8, Profession (teamster) +8, Ride +7, Sense Motive +8, Survival +8

**Languages** Common, Sylvan

**SQ** adaptation (Iron Will), combat style (two-handed weapons), wild empathy +2, track +1

**Combat Gear** 2 *potions of cure light wounds*, *vial of sliversheen*; **Gear** backpack, belt pouch (17 gp, 2 sp), 15 durable arrows, healer's kit, heavy wool cloak, mwk studded leather, and a memory stone.

## Deepest Dungeon

**Link:** <http://www.gmoracle.com/?p=141>

### Goblins of the Deepest Dungeon (Deep Goblins)

Goblins of the deepest dungeon possess all the same characters as their brethren except as were noted below:

**+2 Strength, -2 Charisma:** Deep goblins are strong from years climbing about in the darkness, but are still unpleasant to be around.

**Skilled:** +4 racial bonus on Climb and Knowledge (dungeoneering) checks.

**Languages:** Deep goblins begin play speaking Goblin. Deep goblins with high Intelligence scores can choose any of these bonus languages: Abyssal, Aklo, Dwarven, Infernal, Orc or Undercommon.

### Facestabber, Deep Goblin King

Male deep goblin inquisitor 6

NE Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +1

**AC** 20, touch 13, flat-footed 17 (+7 armor, +2 Dex, +1 size)

**hp** (6d8+12)

**Fort** +7, **Ref** +3, **Will** +6

**Speed** 30 ft.

**Melee** +1 *mighty cleaving longsword* +8 (1d6+4/18-20)

**Special Attacks** bane, judgment (2/day), solo tactics

**Spell-Like Abilities** (CL 6<sup>th</sup>)

4/day-battle rage

At-will—*detect chaos, detect evil, detect good, detect law*

**Spells Known** (CL 6<sup>th</sup>, DC 11 + spell level)

2<sup>nd</sup> (3/day) – *bloodhound, find traps, inflict moderate wounds, resist energy*

1<sup>st</sup> (5/day) – *alarm, cure light wounds, divine favour, shield of faith*

At-will – *acid splash, bleed, detect magic, disrupt undead, guidance, stabilise*

**Domain** War

**Str** 14, **Dex** 14, **Con** 15, **Int** 12, **Wis** 13, **Cha** 6

**Base Atk** +4; **CMB** +5; **CMD** 17

**Feats** Duck and Cover, Lightning Reflexes, Lookout, Martial Weapon Proficiency (longsword), Skill Focus (Intimidate)

**Skills** Climb +15, Intimidate +13, Knowledge (dungeoneering) +14, Knowledge (religion) +10, Sense Motive +4, Spellcraft +10, Stealth +15, Swim +11; **Racial Modifiers** +4 to Climb and Knowledge (dungeoneering)

**Languages** Goblin, Undercommon

**SQ** cunning initiative, monster lore, stern gaze +3, track +3

**Combat Gear** *potion of cure light wounds*; **Gear** +1 *breastplate*, necklace of dried human ears, rusted dogslicer (his first), a small sack, 30 ft. of rope, 10 pitons, backpack, small hammer and a handful of minor gems.

Facestabber is compelled by his god to maintain their territorial claim over the deepest dungeon, expand its dimensions and recover the Great Chain, a divine artefact which was stolen from them.

### Sandura's Sundries

**Link:** <http://www.gmoracle.com/?p=179>

#### Sandura

Female shop owner and information broker expert 5

N Medium humanoid (human)

**Init** +1; **Senses** Perception +11

**AC** 10, touch 9, flat-footed 10 (+1 armor, -1 Dex)

**hp** 22 (5d8)

**Fort** +1, **Ref** +0, **Will** +7

**Speed** 30 ft.

**Melee** dagger +3 (1d4/19-20) or kick +3 (1d6)

**Str** 10, **Dex** 9, **Con** 10, **Int** 11, **Wis** 12, **Cha** 13

**Feats** Alertness, Iron Will, Skill Focus (Bluff, Diplomacy)

**Skills** Appraise +8, Bluff +12, Diplomacy +12, Knowledge (local) +8, Profession (shopkeeper) +9, Sense Motive +11, Perception +11

**Languages** Common

**Gear** dagger, padded armor, *hit kickers*, plus 1000 gp in stored loot and additional gear.

Sandura is an outsider who rules the local general store. She gather information for her brother who runs a banditry operation in the area.

### The Bone Sands

**Link:** <http://www.gmoracle.com/?p=183>

#### Bone Sand Skeleton

A bone sand skeletons is part of the undead host forming within the desert wasteland known as the bone sands. They are infused with negative energy and can pass through the region with ease. In addition to changes for the skeleton template, make the following changes.

**Challenge Rating:** As a normal skeleton +1.

**Fast Healing:** A bone sand skeleton has fast healing 1 per 3 Hit Dice (minimum 1).

**Open Game Content:** All text content not in red on pages 3 through 65.

**Saves:** A bone sand skeleton gains a channel resistance of +2.

**Immune:** Bone sand skeletons are immune to fire.

**Speed:** Bone sand skeletons gain a burrow speed equal to their base land speed.

**Abilities:** A bone sand skeleton's Strength increases by +4.

**Special Qualities:** A bone sand skeleton gains the earthglide special quality and deathless special quality.

*Earth Glide (Ex):* A burrowing bone sand skeleton can pass through stone, dirt and any other sort of earth as easily as a fish swims through water including lava. Its burrowing leaves no tunnel or hole, nor does it create any ripple or sign of its presence. A *move earth* spell cast on an area containing a gliding bone sand skeleton flings it back 30 ft.

*Deathless (Su):* A bone sand skeleton is destroyed when reduced to 0 hit points, but it returns to unlife later at 1 hit point, allowing its fast healing to restore it further. This quality only functions within the region known as the bone sands. Any bone sand skeleton destroyed by channelled positive energy is permanently destroyed.

### Sample Bone Sand Skeleton

#### Bone Sand Triceratops Skeleton CR 9 (XP 6,400)

NE Huge undead (augmented animal)

**Init** +4; **Senses** low-light vision, scent; **Perception** +21

**AC** 24, touch 7, flat-footed 24 (–1 Dex, +17 natural, –2 size)

**hp** 63 (14d8); **fast healing** 4

**Fort** +4, **Ref** +4, **Will** +9; +2 channel resistance

**DR** 5/bludgeoning; **Resist** cold, fire, undead traits

**Speed** 30 ft., burrow 30 ft.; earth glide

**Melee** gore +18 (2d10+15)

**Space** 15 ft.; **Reach** 15 ft.

**Str** 30, **Dex** 11, **Con** --, **Int** --, **Wis** 12, **Cha** 10

**Base Atk** +10; **CMB** +22; **CMD** 32 (36 vs. trip)

**Feats** Improved Initiative

**SQ** deathless, earthglide

**Environment** bone sands

**Organization** solitary, pair, or herd (5–8)

**Treasure** none

### The Necromancer's Spider

**Link:** <http://www.gmoracle.com/?p=203>

#### Necromancer's Spider

**School** necromancy [evil]; **Level** cleric 5, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, F (one of your hands)

**Range** Personal

**Target** You

**Duration** concentration (up to 1 hour/level)

**Open Game Content:** All text content not in red on pages 3 through 65.

In desperation, you may sever one of your hands. The appendage drops to the ground and comes alive as an undead creature that you control. The necromancer's spider uses all of the necromancer's statistics except as follows.

**Size and Type:** The necromancer's spider is a Tiny undead with all the immunities associated with undead.

**Immunity:** The necromancer's spider is immune to damage from all sources. Dispel evil can be used to destroy the necromancer's hand in the same way that it can be used to drive outsiders back to their home plane. Channel energy can damage the necromancer regardless of his distance from his animate hand.

**Melee:** The necromancer's spider has one small attack that deals 1d6 points of negative energy plus the necromancer's intelligence or wisdom modifier plus one negative level.

**Special Attacks:** When the necromancer's spider is first formed, a single target can be named. The necromancer's spider gains a +4 bonus to attack and damage rolls against that target.

**Spellcasting:** The necromancer's spider can use the necromancer's prepared spells or spells slots to attack foes.

**Ability Scores:** The necromancer's hand uses the caster's primary spellcasting ability score for Str, Dex, Int, Wis, Cha. It has no Constitution score.

**Skills:** The necromancer's spider is covered in a cloak of darkness that gives it a +20 racial bonus to Stealth.

The necromancer can see the world around the necromancer's spider with his own senses and controls all its actions. Each hour that the necromancer's spider is alive it deals one negative level to the necromancer. When this spell ends, the necromancer dies.

### The Arcane Bath of Souless Lives

Link: <http://www.gmoracle.com/?p=205>

#### Arcane Bath of Souless Lives

**Aura** strong conjuration; CL 20<sup>th</sup>

**Slot** location; **Weight** 800 lbs.

The arcane bath of souless lives grants the users of this artefact location many different abilities. When entering the micro-demiplane the user may immediately teleport to any single person on any plane that they have met at least twice in their lifetime as *greater teleport*. Any person that bathes in the arcane bath is healed as per the *heal spell*.

If the arcane bath views you as unworthy of your life instead of healing you it will deal 1d4+1 levels of permanent energy drain.

**Destruction:** The arcane bath of souless lives can be destroyed by any magic that could permanently sever the microplane's connections to other realities. Additionally, a massive resurrection ritual could be used to restore its fuel source and render it inert for a period of 1 year and a day.

## The Urmahlullu

Link: <http://www.gmoracle.com/?p=197>

### Urmahlullu Racial Traits

**+2 Strength, +2 Charisma, -2 Wisdom (Male):** Male urmahlullu are quite strong with powerful personality who often miss fine details.

**+2 Dexterity, +2 Wisdom, -2 Strength (Female):** Female urmahlullu are very agile and solid planners and observers of the world but they are physically weaker than their male counterparts.

**Bite:** Urmahlullu possess a primary bite attack that deals 1d4 points of damage.

**Fast Speed:** Moving on four legs, the urmahlullu have a base land speed of 40 ft.

**Low-Light Vision:** Urmahlullu can see twice as far as humans in conditions of dim light.

**Nomadic:** Urmahlullu have a nomadic lifestyle that grants them a +2 racial bonus to Knowledge (geography) and Survival. These are always considered class skills for urmahlullu.

**Quadruped:** As a four-legged creature the urmahlullu gains a +4 CMD bonus to resist trips. Though because of their body shape they take a -4 penalty on any Climb or Swim checks.

**Quamar Yahya Faud, Cultist** [[footnote]] Check out the [[[dmsv2i08|August 2010]]] DM Sketchpad License [[/footnote]]

Link: <http://www.gmoracle.com/?p=209>

### Quamar Yahya Faud, Cultist CR 1

Human male adept 1/expert 2

CE Medium humanoid (human)

**Init** -1; **Senses** Perception +1

**AC** 8, touch 8, flat-footed 8 (-2 Dex)

**hp** 9 (1d6 + 2d8 – 3)

**Fort** -1; **Ref** -1; **Will** +6

**Speed** 30 ft.

**Melee** dagger -1 (1d4-2)

**Spell-Like Abilities (CL 1<sup>st</sup>)**

1<sup>st</sup> – *cause fear, protection from good*

0<sup>th</sup> (at-will) – *detect magic, guidance, read magic*

**Str** 7, **Dex** 8, **Con** 9, **Int** 13, **Wis** 12, **Cha** 14

**Base Atk** +1; **CMB** -1; **CMD** 8

**Feats** Magical Aptitude, Scribe Scrolls, Skill Focus (Knowledge [planes])

**Skills** Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (planes) +10, Linguistics +7, Intimidate +7, Spellcraft +8, Use Magic Device +9

**Languages** Abyssal, Common, Daemonic, Infernal

**Gear** dagger, demonic compact (holy symbol), other gear as appropriate

Quamar Yahya Faud is a valuable source of information if he could be convinced to share it. He has minor spellcasting and item creation skills but his motives are far apart from most adventurers. To meet, Quamar's price might result in unintended consequences.

# Dragon Wyrmlings

---

The current dragon descriptions only provide use with full statistics for the young, adult and ancient dragon categories. Having worked on the Sin Dragons for **Forgotten Foes**, I know that although dragons are better to work with than in the previous SRD they are still a bit of a pain. So here are a few dragon wyrmlings to make your life easier.

## Black Wyrmling CR 3 (800 XP)

CE Tiny dragon (water)

**Init** +3; **Senses** dragon senses; Perception +9

**AC** 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

**hp** 30 (4d12+4)

**Fort** +5, **Ref** +7, **Will** +4

**Immune** acid, paralysis, sleep

**Speed** 60 ft., fly 100 ft. (average), swim 60 ft.

**Melee** bite +6 (1d4), 2 claws +6 (1d3)

**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with bite)

**Special Attacks** breath weapon (30 ft. line, DC 13, 2d6 acid)

**Str** 11, **Dex** 16, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8

**Base Atk** +4; **CMB** +2; **CMD** 15 (19 vs. trip)

**Feats** Alertness, Skill Focus (Stealth)

**Skills** Fly +10, Perception +9, Sense Motive +9, Stealth +21, Swim +15

**Languages** Draconic

**SQ** water breathing

---

## Blue Wyrmling CR 5 (1,600 XP)

LE Small dragon (earth)

**Init** +6; **Senses** dragon senses; Perception +9

**AC** 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

**hp** 51 (6d12+12)

**Fort** +7, **Ref** +7, **Will** +5

**Immune** electricity, paralysis, sleep

**Speed** 40 ft., burrow 20 ft., fly 150 ft. (average)

**Melee** bite +9 (1d6+1), 2 claws +8 (1d4+1)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (40 ft. line, DC 15, 2d8 electricity), desert thirst (DC 15)

**Str** 13, **Dex** 14, **Con** 14, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +6; **CMB** +6; **CMD** 18 (22 vs. trip)

**Feats** Dazzling Display, Improved Initiative, Weapon Focus (bite)

**Skills** Appraise +9, Fly +13, Intimidate +9, Perception +9, Stealth +15, Survival +9

**Open Game Content:** All text content not in red on pages 3 through 65.

---

**Languages** Draconic
 

---

**Green Wyrmling CR 4 (1,200 XP)**

LE Small dragon (air)

**Init** +2; **Senses** dragon senses; Perception +10**AC** 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)**hp** 37 (5d12+5)**Fort** +5, **Ref** +6, **Will** +4**Immune** acid, paralysis, sleep**Speed** 40 ft., fly 150 (average), swim 40 ft.**Melee** bite +7 (1d6+1), 2 claws +7 (1d4+1)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (20 ft. cone, DC 13, 2d6 acid)**Str** 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10**Base Atk** +5; **CMB** +5; **CMD** 17 (21 vs. trip)**Feats** Alertness, Cleave, Power Attack**Skills** Fly +12, Knowledge (nature) +8, Perception +10, Sense Motive +10, Stealth +10, Swim +17**Languages** Draconic**SQ** water breathing

---

**Red Wyrmling CR 6 (2,400 XP)**

CE Small dragon (fire)

**Init** +6; **Senses** dragon senses; Perception +10**AC** 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)**hp** 59 (7d12+14)**Fort** +7, **Ref** +7, **Will** +7**Immune** fire, paralysis, sleep**Weakness** vulnerability to cold**Speed** 40 ft., fly 150 ft. (average)**Melee** bite +11 (1d6+4), 2 claws (1d4+3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (20 ft. cone, DC 15, 2d10 fire)**Str** 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10**Base Atk** +7; **CMB** +9; **CMD** 21 (25 vs. trip)**Feats** Cleave, Improved Initiative, Iron Will, Power Attack**Skills** Appraise +10, Bluff +10, Fly +14, Intimidate +10, Perception +10, Stealth +12**Languages** Draconic



**White Wyrmling CR 2 (600 XP)**

CE Tiny dragon (cold)

**Init** +3; **Senses** dragon senses; Perception +7**AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 natural armor, +2 size)**hp** 22 (3d12+3)**Fort** +4, **Ref** +6, **Will** +2**Immune** cold, paralysis, sleep**Weakness** vulnerability to fire**Speed** 60 ft., burrow 30 ft., fly 100 ft. (average), swim 60 ft.**Melee** bite +5 (1d4), 2 claws +5 (1d3)**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with bite)**Special Attacks** breath weapon (10 ft. cone, DC 12, 2d4 cold)**Str** 11, **Dex** 16, **Con** 13, **Int** 6, **Wis** 9, **Cha** 6**Base Atk** +3; **CMB** +1; **CMD** 14 (18 vs. trip)**Feats** Alertness, Flyby Attack**Skills** Fly +13, Intimidate +4, Perception +7, Sense Motive +7, Stealth +11, Swim +8**SQ** icewalking

# Feats

---

## Totem Feats

Totem feats can be selected by any character that has made peaceful contact with an animal spirit or who reveres the natural world. Druids, rangers and barbarians are the most common classes to adopt these feats although some oracles and witches do as well.

A character can activate a totem a number of times per day equal to one-fourth their character level plus their Charisma modifier (minimum 1). When triggered as a swift action, the character calls into them the essence of an animal spirit for a number of rounds equal to 3 plus your Constitution modifier. In addition, each totem feat carries skill bonus relevant to the totem animal.

Each totem carries a taboo that must not be broken. If the character acts in a way that offends his animal spirit, he loses access to the benefit provided by the feat until they complete an act of atonement in the form of a minor task or quest. A character can have a number of totem feats equal to their Charisma modifier.

### APE (Totem)

The great ape is territorial and aggressive

**Benefit:** While channelling Ape, you are treated as Large for any effect that grants a benefit as well as providing you with 10 ft. reach. In addition, you gain a +2 bonus to all Knowledge (geography) checks.

**Taboo:** Shy. Apes are not comfortable in large groups and will never sleep in a common area contain more than four others.

### AUROCH (Totem)

The great bull spirit is physically powerful and intimidating.

**Benefit:** While channelling Auroch, you are treated to as though you have the Improved Bull Rush feat. In addition, you gain a +2 bonus to all Intimidate checks.

**Taboo:** Abandoning Allies. Auroch are herd animals, if times of danger they will never run from their allies.

### BAT (Totem)

Bat is a reclusive totem who has a great insight into the natural world.

**Benefit:** While channelling Bat, you gain blindsense 40 ft. In addition, you gain a +2 bonus to Perception checks.

**Taboo:** Nocturnal: Bats are nocturnal hunters, you must never engage in combat in bright sunlight.

### BEAR (Totem)

Bear is a tenacious grappler who hunts on land and in water.

**Benefit:** While channelling Bear, you gain Improved Grapple. In addition, you gain a +2 bonus to Swim checks.

**Taboo:** Fresh Meat: Bear will eat most living things but they are not scavengers. You may not eat preserved food.

**FIREFOOT FENNEC (Totem)**

The lucky fox is quick and stealthy.

**Benefit:** While channelling Firefoot Fennec, you may reroll one failed saving throw each round. In addition, you gain a +2 bonus to all Stealth checks.

**Taboo:** Confinement. Firefoot fennecs are always on the move and are uncomfortable in closed quarters or imprisonment.

**GIANT GECKO (Totem)**

The climbing lizards burst with speed and scales walls with ease.

**Benefit:** While channelling Giant Gecko, you gain a +10 ft. enhancement bonus on your base speed. In addition, you gain a +2 bonus to all Climb checks.

**Taboo:** Travelling at Night. Giant geckos love the sunlight and warm it provides; travel at night is fraught with peril.

**RAZORCROW (Totem)**

The black killer strikes with deadly force and preserves.

**Benefit:** While channelling Razorcrow, you are treated to as though you have the Critical Focus feat. In addition, you gain a +2 bonus on all Survival checks.

**Taboo:** Sharing Food. A razorcrow is covetous of any food they possess or have the opportunity to possess.

## Haunts

---

I was playing around with haunts for a Wednesdays and Woe article so I thought I would add a few one the DM Sketchpad as well.

**The March      CR 1**

**XP 400**

CE haunt (5 ft. path)

**Caster Level 1<sup>st</sup>**

**Notice** Perception DC 20 (to hear the faint sound of marching)

**hp 2; Trigger** proximity; **Reset** 1 day

**Effect** When a character passes onto the old river bridge that leads to the Alkeron Castle, a number of phantasm torches will appear and march past the characters in a deliberate march. The torches flicker as if fighting against some unseen rain or wind. The torches exist as if created by a *dancing lights* spell.

**Destruction** When the mob, went to lynch the lord of Alkeron Castle his black gargoyles torn the mob to bits on this bridge. Beneath the bridge are the bones of a father whose son was tortured by the Lord. His haunt will not rest until the lord's bones are dragged from the castle and pulverized.

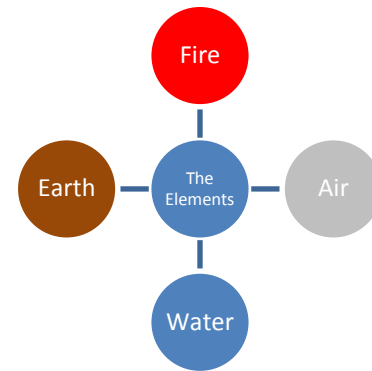
# House Rules

## The Elements

I miss the time when elements existed in opposition. You might remember pictures like this from science history lectures. With water opposed by fire and air opposed by earth. This kind of conflict is no longer represented statistically by the rules. I think this change in the rules lies squarely on the shoulders of the dragons.

Many of them have elemental subtypes but are not elemental in nature. In particular is the [fire] subtype which technically is not an elemental type at all but the foil of the [cold] subtype.

If you look at the subtype rules for the Pathfinder Roleplaying Game you see the following:



**Air Subtype:** This subtype is usually used for outsiders with a connection to the Elemental Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability. Air creatures treat Fly as a class skill.

**Earth Subtype:** This subtype is usually used for outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed possess tremorsense.

**Water Subtype:** This subtype is usually used for outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill.

All of these subtypes refer to an elemental plane and provide a movement power. Consistently. Then there is the odd duck.

**Fire Subtype:** A creature with the fire subtype has immunity to fire and vulnerability to cold.

Clearly the fire type is not an elemental type. There are two ways to adjust this. The first is to rework the fire type as an elemental type.

**Fire Subtype:** This subtype is usually used for outsiders with a connection to the Elemental Plane of Fire. Fire creatures usually have a firewalk speed that allows them to pass directly between two sources of fire. Fire creatures with firewalk possess see in darkness.

Secondly if you wanted to maintain the immunity and vulnerability, you could apply add similar immunity and vulnerabilities to the other elemental types.

**Open Game Content:** All text content not in red on pages 3 through 65.

Elemental Subtype	Immunity	Vulnerability
Air	Electricity	Acid
Earth	Acid	Electricity
Fire	Fire	Cold
Water	Cold	Fire

In a perfect world, I would use this:

**Air Subtype:** This subtype is usually used for outsiders with a connection to the Elemental Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability. Air creatures treat Fly as a class skill. Creatures of the air subtype are immune to the natural weapons, extraordinary and supernatural abilities of other air subtype creatures, however they take double damage from such attacks from creatures of the earth subtype.

**Earth Subtype:** This subtype is usually used for outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed possess tremorsense. Creatures of the earth subtype are immune to the natural weapons, extraordinary and supernatural abilities of other earth subtype creatures, however they take double damage from such attacks from creatures of the air subtype.

**Fire Subtype:** This subtype is usually used for outsiders with a connection to the Elemental Plane of Fire. Fire creatures usually have a firewalk speed that allows them to pass directly between two sources of fire. Fire creatures with firewalk possess see in darkness. Creatures of the fire subtype are immune to the natural weapons, extraordinary and supernatural abilities of other fire subtype creatures, however they take double damage from such attacks from creatures of the water subtype.

**Water Subtype:** This subtype is usually used for outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill. Creatures of the water subtype are immune to the natural weapons, extraordinary and supernatural abilities of other water subtype creatures, however they take double damage from such attacks from creatures of the fire subtype.

This kind of immunity would cause many powerful elementals to seek out mortal adventurers to carry out their dirty work.

# Lands of the GOW

## Suliawa, The Twisted Forest

On the northern shores of Lake Kareghest lies the Suliawa, the Twisted Forest. Some say it is the heart of Suliawa and not just the trees that have become twisted.

Once the forest was home to elves that nurtured and protected it, but now it has become touched by the chaos of the outer planes and twisted into an aberration of life.

Surface elves blame the corruption of their traditional homeland on their dark skinned cousins who court with demons and seek to enslave the other races of the world.



The grass is brown throughout the forest regardless of the season, the limbs of the trees twist at unnatural angles and branches that once held broad leaves now lay empty. Still the trees pulse with an unnatural life and are almost warm to the touch.

## Inhabitants

The forest is said to be haunted by the spirits of murdered elves, twisthorns and other chaos-twisted creatures known collectively as the aszevara. The unnatural nature of the forest pervades the area making it offensive to all natural creatures, so the appearance of any natural animal is extremely rare. The woods are silent and perpetually shrouded in a cloying mist.

The chaotic nature of the twisted forest has attracted the attention of a number of savage centaur tribes seeking to escape the encroachment of civilization. For now the numbers in these tribes are small. Their constant infighting and wars with the twistborn have stopped the tribes from becoming a dominant force in the region. If the centaurs, do manage find a permanent foothold and become further corrupted by the chaos vents, it could spell disaster for the entire region.

## Sites and People of Interest

There are no permanent settlements of any size within the twisted forest. Some treasure hunters explore the haunt treetop villages that the elves fled as the forest was consumed by

chaotic forces. Most adventurers suspect anything forgotten by the elves in their exodus was likely taken by demonic forces and this is simply a fool's errand. Other travellers venture into the forest seeking natural portals to the chaotic planes of existence as there are thought to be several linked to different layers of the abyss and others to the home of the chaospawn. Still anarchists seek to locate and harvest wood from within the forest nearest the chaos portals and conduit, for it is felt that the wood of those trees can be strongly enchanted with chaos energy to bring swift death to their autocratic enemies.

A gnomish oracle known as Mibbimil is said to have a secure home hidden within the twisted forest. It is said she predicted the fall of Suliawa to chaotic forces but that the elves ignored hers.

## Legendary Weapons

A legendary weapon is a weapon that grows in power alongside the wielder. When first found, a legendary weapon will exist in a simple basic form typical as a *+1 magical weapon*. When it is first identified, the character should be informed that the item has locked abilities that can be accessed when they meet a list of requirements and wield it in combat.

Starting at the character's 4<sup>th</sup> level, if he has met the requirements of the weapon he will unlock one level of weapon abilities for every two character levels he gains. A legendary weapon typically grants extraordinary abilities, spell-like abilities and supernatural abilities. For spell-like abilities the caster level for any effects is equal to the wielder's character level or total Hit Dice and the save DC is based on the wielder's highest mental characteristic (Int, Wis or Cha).

**Phoenix Axe**<sup>[[footnote]]</sup> Check out the [\[\[\[dmsv2i08|August 2010\]\]\]](#) DM Sketchpad License <sup>[[/footnote]]</sup>

This great axe is said to have been forged in the City of Brass. The blade is made of a reddish metal that seems to glow slightly. The handle is eternally warm to the touch. The phoenix axe is able to shed magical fire, make the wielder resistant to fire and control magical fire.

### Requirements

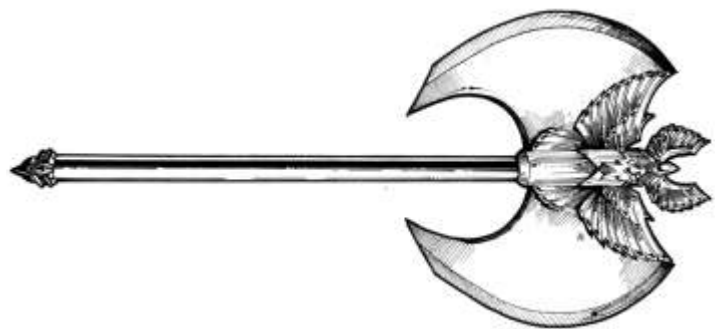
To unlock the true potential of the *phoenix axe*, the wielder must meet the following criteria.

**Base Fortitude Save:** +3

**Feats:** Endurance, Power Attack

**Skills:** Profession (blacksmith) 3 ranks

**Languages:** Ignan



Weapon Level	Minimum Character Level	Abilities
1	----	+1 <i>great axe</i>
2	4 <sup>th</sup>	Fire resistance 5
3	6 <sup>th</sup>	<i>Burning hands</i> (3/day)
4	8 <sup>th</sup>	+1 <i>flaming great axe</i>
5	10 <sup>th</sup>	Fire resistance 10
6	12 <sup>th</sup>	<i>Fireball</i> (3/day)
7	14 <sup>th</sup>	+2 <i>flaming great axe</i>
8	16 <sup>th</sup>	Fire immunity
9	18 <sup>th</sup>	<i>Wall of fire</i> (3/day)
10	20 <sup>th</sup>	+3 <i>flaming great axe</i>

**Fire Resistance (Ex)** At the 2<sup>nd</sup> weapon level the wielder gains the ability to ignore 5 points of fire damage from a single source. At the 5<sup>th</sup> weapon level the wielder gains the ability to ignore 10 points of fire damage from a single source.

**Burning Hands (Sp):** The wielder gains the ability to use *burning hands* three times per day. The Reflex save is DC 11 + highest mental characteristic modifier.

**Flaming Property (Su):** Upon command the axe heads are wreathed in a purple fire that deals an additional 1d6 points of fire damage on a successful hit.

**Fireball (Sp):** The wielder gains the ability to use *fireball* three times per day. The Reflex save is DC 13 + highest mental characteristic modifier.

**Fire Immunity (Ex):** When wielding the *phoenix axe*, the wielder is completely immune to fire damage.

**Wall of Fire (Sp):** The wielder gains the ability to use *wall of fire* three times per day.

While working on **Legendary Blades**, a reviewer suggested that we tie some dire lions into the blade known as the **Lion of Iskander**. Here are two dire lions that Stefen worked up for release on the DM Sketchpad.

#### Advanced Celestial Dire Lion CR 7 (XP 3,200)

NG Large animal (extraplanar)

**Init** +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

**AC** 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)

**hp** 76 (8d8+40)

**Fort** +11, **Ref** +10, **Will** +5

**DR** 5/evil; **Resist** acid 10, cold 10, electricity 10; **SR** 12

**Speed** 40 ft.

**Melee** bite +14 (1d8+9 plus grab), 2 claws +15 (1d6+9)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** pounce, rake (2 claws +15, 1d6+9), smite evil (1/day)

**Str** 29, **Dex** 19, **Con** 27, **Int** 6, **Wis** 16, **Cha** 14

**Base Atk** +6; **CMB** +16 (+20 grapple); **CMD** 30 (34 vs. trip)

**Feats** Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)

**Open Game Content:** All text content not in red on pages 3 through 65.



**Skills** Acrobatics +13, Perception +13, Stealth +9 (+13 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

**Languages** Common (can't speak)

**Absolute Advanced Celestial Dire Lion CR 8 (XP 4,800)**

LG Large animal (extraplanar)

**Init** +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13  
[Defense]

**AC** 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)

**hp** 76 (8d8+40)

**Fort** +11, **Ref** +10, **Will** +5

**DR** 5/chaos or evil; **Resist** acid 10, cold 10, electricity 10, sonic 10; **SR** 12  
[Offense]

**Speed** 40 ft.

**Melee** bite +14 (1d8+9 plus grab), 2 claws +15 (1d6+9)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** pounce, rake (2 claws +15, 1d6+9), smite chaos (1/day), smite evil (1/day)  
[Statistics]

**Str** 29, **Dex** 19, **Con** 27, **Int** 6, **Wis** 16, **Cha** 14

**Base Atk** +6; **CMB** +16 (+20 grapple); **CMD** 30 (34 vs. trip)

**Feats** Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)

**Skills** Acrobatics +13, Perception +13, Stealth +9 (+13 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

**Languages** Common (can't speak)



# Lycanthropes

---

When it comes to lycanthropes, it is my opinion that the base animal for a lycanthrope must be a meat-eating creature. My wife is further restrictive in that you can't become of lycanthrope of a different animal species types (human can take the form of other mammals). Below is a werecrocodile using the lizardfolk as the base humanoid.

## Werecrocodile

*This powerful creature looks like a lizardfolk with oversized crocodile jaws, thick arms and a broad tail.*

### Werecrocodile (Cliffborn Lizardfolk form) CR 3 (800 XP)

Cliffborn lizardfolk natural werecrocodile ranger 1

NE Medium humanoid (reptilian, shapechanger)

**Init** +2; **Senses** low-light vision; **Perception** +7

**AC** 19, touch 12, flat-footed 17 (+2 Dex, +5 natural, +2 shield)

**hp** 19 (2d8+1d10)

**Fort** +5, **Ref** +4, **Will** +3

**Speed** 30 ft., climb 30 ft.

**Melee** morningstar +3 (1d8+1), claw +1 (1d4), bite +1 (1d4)

**Ranged** javelin +4 (1d6+1)

**Special Attacks** favoured enemy (humans +2)

**Str** 12, **Dex** 15, **Con** 10, **Int** 10, **Wis** 16, **Cha** 11

**Base Atk** +2; **CMB** +3; **CMD** 15

**Feats** Multiattack, Stealthy

**Skills** Acrobatics +6, Climb +13, Escape Artist +4, Handle Animal +4, Heal +7, Intimidate +4, Knowledge (nature) +4, Perception +7, Stealth +9, Survival +8; **Racial Modifiers** +4 Acrobatics

**Languages** Draconic

**SQ** lycanthropic empathy (crocodiles and dire crocodiles), wild empathy +2, track +1

**Environment** any warm forest or mountain

**Organization** solitary, pair or colony (3-12)

**Treasure** NPC Gear (heavy wooden shield, Morningstar, 3 javelins, other treasure)

---

### Werecrocodile (Hybrid Form)

NE Large humanoid (reptilian, shapechanger)

**Init** +2; **Senses** low-light vision, scent; **Perception** +7

**AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

**hp** 31 (2d8+1d10+12)

**Fort** +9, **Ref** +4, **Will** +3

**DR** 10/silver

**Speed** 30 ft., climb 30 ft.; sprint

**Melee** morningstar +3 (1d8+5), claw +1 (1d6+2), bite +1 (1d8+2 plus grab plus curse of lycanthropy; DC 15)

**Ranged** javelin +4 (1d6+5)

**Special Attacks** death roll (1d8+7 plus trip), favoured enemy (humans +2)

**Str** 21, **Dex** 15, **Con** 19, **Int** 10, **Wis** 16, **Cha** 11

**Base Atk** +2; **CMB** +7; **CMD** 19

**Feats** Multiattack, Stealthy

**Skills** Acrobatics +6, Climb +17, Escape Artist +4, Handle Animal +4, Heal +7, Intimidate +4, Knowledge (nature) +4, Perception +7, Stealth +9, Survival +8; **Racial Modifiers** +4 Acrobatics

**Languages** Draconic

**SQ** change shape (cliffborn lizardfolk, hybrid, and crocodile, polymorph), hold breath, lycanthropic empathy (crocodiles and dire crocodiles), wild empathy +2, track +1

**Death Roll (Ex)** When grappling a foe of its size or smaller, a werecrocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

**Hold Breath (Ex)** A werecrocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

**Sprint (Ex)** Once per minute a werecrocodile may sprint, increasing its land speed to 40 feet for 1 round.

Natural werecrocodiles tend to be stocky with densely packed muscle. Male werecrocodiles are savage creatures who often act as leaders in combat or seize the leadership of lizardfolk tribes.

Werecrocodiles shun cities and urban settings. They are a personification of the power of the natural world. They make war against any creatures that try to settle in their territories.

# Monster Updates

## Aeon

*This otherworldly humanoid stands on two twisted legs that end in bird-like talons. It wears light clothing, one would expect on an adventurer. Multiple horns sweep back from its alien many-eyed face.*

### AEON CR 2 (600 XP)

NE Outsider (extraplanar)

**Init** +2; **Senses** darkvision 60 ft.; Perception +12

**AC** 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

**hp** 15 (2d10+4)

**Fort** +2, **Ref** +5, **Will** +4; -4 vs. gaze attacks

**Defensive Abilities** thaumivore

**Speed** 40 ft. (30 ft. in breastplate)

**Melee** scimitar +2 (1d6/18-20)

**Ranged** energy blast +4 (1d6 type varies)

**Spell-Like Abilities** (CL 2<sup>nd</sup>)

At-will—*detect magic*

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 14

**Feats** Alertness

**Skills** Acrobatics +3, Knowledge (planes) +5, Perception +12, Profession (slaver) +6, Sense Motive +8, Stealth +3; **Racial Modifiers** +4 Perception

**Languages** Abyssal, Common, Infernal

**Gear** breastplate, scimitar

**Environment** any (Astral Plane)

**Organization** solitary, hunting part (2-8 plus 1 7<sup>th</sup> level slave master), or warband (plus 3, 7<sup>th</sup> level slavemasters, and 1 10<sup>th</sup> level slave lord)

**Treasure** NPC gear (breastplate, scimitar, other gear)

**Energy Blast (Su)** Aeons may emit bolts of energy of one type (acid, electricity, fire, force or sonic) that is chosen when the attack is made. The aeon may fire one bolt per absorbed spell level (see thaumivore).

**Thaumivore (Su)** Aeons may absorb arcane magic directed at them. Their bodies consumes this magic and allows them to fire bolts of energy. At thaumivore can only absorb and hold 20 levels of spell energy at one time. If a spell would exceed their capacity it affects them normally. This stored spell energy degrades at a rate of one spell level per hour.

Aeons are a race of outsiders who hail from the Astral Plane. From this transitional plane they raid the other plans of existence collecting slaves which they sell to daemonic, demonic and devilish patrons for their own perverse enjoyment. It is unclear how the aeons are able to slip between planar dimensions to accomplish their raids, some suspect that they possess an artefact of old that allows their movement others suspect that is a boon granted by Yiyteron, the God of Suffering.

**Open Game Content:** All text content not in red on pages 3 through 65.

Aeons often take up the adventuring classes. Typically in the role of ranger or inquisitor. It is said that all of the aeons' top slave masters are inquisitors.

## My DNPC

Last weekend, I had hoped that we would have got to continue our Adventure Path game. It looked like only three of my players would be here this week so I prepped this DNPC as a back-up character.

### Auldiron, Male Elven Cavalier 6

NG Medium humanoid (elf)

**Init** +1; **Senses** low-light vision; **Perception** -1

**AC** 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield)

**hp** 37 (6d10)

**Fort** +5, **Ref** +3, **Will** +2; +2 vs. enchantment

**Immune** sleep

**Speed** 30 ft.

**Melee** +1 *lance* +9 (1d8/x3)

**Special Attacks** cavalier's charge, challenge (3/day, +6 damage, allies +2 to hit)

**Str** 15, **Dex** 12, **Con** 10, **Int** 13, **Wis** 8, **Cha** 14

**Base Atk** +6; **CMB** +8 (+10 bull rush); **CMD** 19 (21 vs. bull rush)

**Feats** Improved Bull Rush, Mounted Combat, Power Attack, Shield Wall, Unseat

**Skills** Climb +8, Handle Animal +11 (+14 mount), Intimidate +11, Ride +2, Sense Motive +8, Swim -1

**Languages** Common, Elven, Sylvan

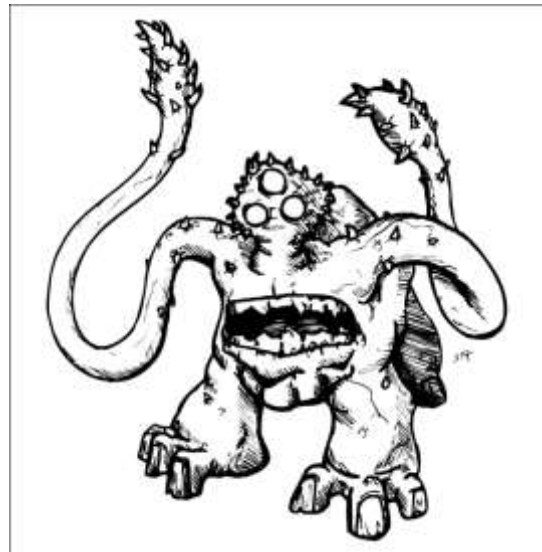
**SQ** banner, expert trainer, mount (stegosaurus), order of the dragon (aid allies)

**Gear** +1 *light fortification full plate*, +1 *lance*, +1 *bashing heavy steel shield*, *ring of climbing*, *ring of swimming*, plus miscellaneous adventurer gear.

Auldiron was the son of an elven pathfinder who explore the untamed southern jungles. Here he discovered a forgotten land of giant lizards. One he befriended and trained to act as his mount. Recently he was summoned to the elves' former homeland to fight against the drow.

# Otyughnomicon

Due to their magical nature, otyughs are mutable creatures who respond quickly to the changing environment. Agrulix below has further adapted to change with the changing seasons. In springtime he is young and new, as summer comes he becomes more seasoned, in the autumn he is physically weaker and in the winter time he is thoughtful, well at least as thoughtful as an otyugh can be. Agrulix lives in the Sapphire Marshlands.



## **AGRULIX, THE SEASONAL OTYUGH** **[Spring] CR 8 (XP 4,800)**

N Huge magical beast

**Init** +1; **Senses** all-around vision, darkvision 60 ft., low-light vision; **Perception** +14

**AC** 19, touch 8, flat-footed — (+1 Dex, +11 natural, -2 size)

**hp** 67 (9d10+18)

**Fort** +8, **Ref** +9, **Will** +2; +2 vs. fear, -2 vs. cold effects

**Immune** disease; **Resist** cold 5, fire 5

**Speed** 40 ft.

**Melee** bite +17 (2d8+10 plus 1d4 fire plus disease), 2 tentacles +13 (1d8+5 plus 1d4 fire plus grab)

**Space** 15 ft.; **Reach** 15 ft. (20 ft. with tentacle)

**Special Attacks** constrict (tentacle, 1d8+5 plus 1d4 fire)

**Str** 30, **Dex** 12, **Con** 14, **Int** 1, **Wis** 9, **Cha** 10

**Base Atk** +9; **CMB** +21 (+25 grapple); **CMD** 32 (34 vs. trip)

**Feats** Ability Focus (disease), Improved Natural Attack (bite), Lightning Reflexes, Stealthy, Weapon Focus (tentacle)

**Skills** Escape Artist +3, Perception +14, Stealth -3 (+7 in lair); **Racial Modifier** +10 Stealth in lair

**Languages** Common

**Disease (Ex)** Filth fever: Bite—injury; save Fortitude DC 18; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

In the spring Agrulix is excitable and friendly. He explores the world with new eyes and attempts to eat anything he has never tasted before.

**AGRULIX, THE SEASONAL OTYUGH [Summer] CR 8 (XP 4,800)**

N Huge magical beast

**Init** +0; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +15**AC** 19, touch 8, flat-footed — (-1 Dex, +11 natural, -2 size)**hp** 76 (9d10+27)**Fort** +9, **Ref** +8, **Will** +3; +2 vs. fire, -2 save vs. fire**Immune** disease; **Resist** electricity 5, fire 5**Speed** 40 ft.**Melee** bite +16 (2d8+9 plus 1d4 fire plus disease), 2 tentacles +12 (1d8+4 plus 1d4 fire plus grab)**Space** 15 ft.; **Reach** 15 ft. (20 ft. with tentacle)**Special Attacks** constrict (tentacle, 1d8+4)**Str** 28, **Dex** 10, **Con** 16, **Int** 3, **Wis** 11, **Cha** 8**Base Atk** +9; **CMB** +19 (+23 grapple); **CMD** 28 (30 vs. trip)**Feats** Ability Focus (disease), Improved Natural Attack (bite), Lightning Reflexes, Stealthy, Weapon Focus (tentacle)**Skills** Escape Artist +2, Perception +15, Stealth -4 (+6 in lair); **Racial Modifier** +10 Stealth in lair**Languages** Common**Disease (Ex)** Filth fever: Bite—injury; save Fortitude DC 19; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

In the summer, Agrulix has come into its maturity. It realizes that the world is full of good tasting things as well as bad tasting things and though still friendly he doesn't always try to engage his meals in conversation.

**AGRULIX, THE SEASONAL OTYUGH [Autumn] CR 8 (XP 4,800)**

N Huge magical beast

**Init** -2; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +17**AC** 17, touch 6, flat-footed — (-2 Dex, +11 natural, -2 size)**hp** 94 (9d10+45)**Fort** +11, **Ref** +6, **Will** +5; +2 vs. cold, -2 vs. polymorphing**Immune** disease; **Resist** cold 5, electricity 5**Speed** 40 ft.**Melee** bite +14 (2d8+7 plus 1d4 cold plus disease), 2 tentacles +10 (1d8+3 plus 1d4 cold plus grab)**Space** 15 ft.; **Reach** 15 ft. (20 ft. with tentacle)**Special Attacks** constrict (tentacle, 1d8+3 plus 1d4 cold)**Open Game Content:** All text content not in red on pages 3 through 65.

**Str 24, Dex 6, Con 20, Int 7, Wis 15, Cha 4**

**Base Atk +9; CMB +18 (+22 grapple); CMD 27 (29 vs. trip)**

**Feats** Ability Focus (disease), Improved Natural Attack (bite), Lightning Reflexes, Stealthy, Weapon Focus (tentacle)

**Skills** Escape Artist +0, Perception +17, Stealth -5 (+5 in lair); **Racial Modifier +10**  
Stealth in lair

**Languages** Common

**Disease (Ex)** Filth fever: Bite—injury; save Fortitude DC 21; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

In the autumn, Agrulix has started to feel his limbs weaken, though his mind has sharpened. Occassionally, he will even talk to things that he doesn't plan to eat.

---

### **AGRULIX, THE SEASONAL OTYUGH [Winter] CR 8 (XP 4,800)**

N Huge magical beast

**Init -1; Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +18

**AC** 15, touch 5, flat-footed — (-3 Dex, +11 natural, -2 size)

**hp** 103 (9d10+54)

**Fort +12, Ref +5, Will +6; +2 vs. cold, -2 vs. fear**

**Immune** disease; **Resist** cold 10

**Speed** 40 ft.

**Melee** bite +13 (2d8+6 plus 1d4 cold plus disease), 2 tentacles +9 (1d8+3 plus 1d4 cold plus grab)

**Space** 15 ft.; **Reach** 15 ft. (20 ft. with tentacle)

**Special Attacks** constrict (tentacle, 1d8+3 plus 1d4 cold)

**Str 22, Dex 4, Con 22, Int 9, Wis 17, Cha 2**

**Base Atk +9; CMB +17 (+21 grapple); CMD 25 (27 vs. trip)**

**Feats** Ability Focus (disease), Improved Natural Attack (bite), Lightning Reflexes, Stealthy, Weapon Focus (tentacle)

**Skills** Escape Artist -1, Perception +18, Stealth -7 (+3 in lair); **Racial Modifier +10**  
Stealth in lair

**Languages** Common

**Disease (Ex)** Filth fever: Bite—injury; save Fortitude DC 22; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Though physically at his weakest, Agrulix is his most dangerous during the winter months. What loss of physical acumen has occurred has been supplanted by an intelligence and craftiness not seen in most otyugh. He is absolutely unfriendly at this time, often shouting at other species to “get off of my log” and shaking his tentacles wildly at them.



# Templates

## Aszevara (Chaos-Twisted)

“Aszevara” is an acquired template that can be added to any living corporeal creature. An aszevara uses all the base creature’s statistics and special abilities except as noted here.

**CR:** HD 6 or less +1; HD 7 or more +2.

**Alignment:** Always chaotic evil.

**Type:** The creature’s type changes to outsider (chaotic, extraplanar). Do not recalculate HD, BAB, saves or skills.

**Armor Class:** Natural armor improves by +2.

**Defenses/Qualities:** Aszevara are immune to poison, have cold resistance 10 and can see in darkness as devil.

**Weaknesses:** Aszevara have an aversion to daylight.

Aversion to Daylight (Ex): In natural daylight (not merely the *daylight* spell), an aszevara suffers a -4 penalty to all attack rolls, saving throws and skill checks. It may not use its cursed touch in natural daylight.

**Melee:** Aszevara’s natural attacks add 1d6 cold damage plus curse. The curse inflicts a -2 penalty on all attack rolls and saves for 24 hours. It can be resisted with a Will save (DC 10 + ½ hit dice + Cha modifier). This curse effect can be dispelled with a *remove curse* or *break enchantment* spell.

**Special Attacks:** An aszevara gains the following.

*Command Undead (Su)* An aszevara commands undead as an evil cleric of level equal to its Hit Dice and is considered to have the channel energy class feature and Command Undead feat for this purpose.

*Spell-Like Abilities:* an aszevara with an Int or Wis score of 8 or higher has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, an ability is usable 1/day. CL equals the creature’s HD (or the CL of the base creature’s spell-like abilities, whichever is higher).

HD	Abilities	HD	Abilities
1-2	<i>Bane</i> 3/day	11-12	<i>Nightmare</i>
3-4	<i>Deeper Darkness</i>	13-14	<i>Blasphemy</i>
5-6	<i>Summon Monster IV</i> (1d3 qhe’tthal)	15-16	<i>Waves of Exhaustion</i>
7-8	<i>Black Tentacles</i>	17-18	<i>Horrid Wilting</i>
9-10	<i>Unholy Blight</i>	19+	<i>Wail of the banshee</i>

**Abilities:** An Aszevara gains a +2 bonus to Str, and Int and +4 bonus to Con and Cha.

**Skills:** Aszevara gain a +4 racial bonus to Stealth and Perception.

**Always Remember:** When adding templates they always are designed to fit the most traditional and simplest of creatures. If a creature’s natural ability conflicts with the template make whatever necessary changes are needed to make the concept work.

For example, in the unicorn below I’ve altered its special protections against evil to instead protect it from law, and a number of good themed spells that have moved to their evil counterparts. I think a twistborn aware of opponents with time to prepare will be a very tough CR 4 maybe even a CR 5.

Since the titan centipede gains none of the spell-like effects I've left his CR at +1.

**Scaling Up Poison:** As a creature increases in size his natural attacks increase. I always apply this to other effects as well such as fire damage and the like. One problem is poison as it uses completely different rules. I think this is what I'm going to use.

+1 round duration for every size increase.

+1 save needed for every two size increases.

Do not adjust damage dice.

## Sample Aszervara

### TWISTHORN CR 4 (1,200 XP)

Aszervara unicorn

CE Large outsider (augmented magical beast, chaotic, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent, see in darkness; Perception +14

**Aura** magic circle against law

**AC** 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size; +2 deflection vs. law)

**hp** 42 (4d10+20)

**Fort** +9, **Ref** +7, **Will** +6; +2 resistance vs. law

**Immune** charm, compulsion, poison; **Resist** cold 10

**Weakness** aversion to sunlight

**Speed** 60 ft.

**Melee** gore +9 (1d8+5 plus 1d6 cold plus curse), 2 hooves +5 (1d3+2 plus 1d6 cold plus curse)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** command undead (12/day, Will DC 21), curse (-2 penalty to attack and saves, Will DC 19, 24 hours), powerful charge (gore, 2d8+8 plus 1d6 cold plus curse)

**Spell-Like Abilities** (CL 9<sup>th</sup>)

At-will—*detect law* (as a free action), *darkness*

3/day—*bane* (DC 20), *inflict light wounds* (DC 20)

1/day—*deeper darkness*, *greater teleport* (within its forest territory), *inflict moderate wounds* (DC 21), *poison* (DC 23)

**Str** 20, **Dex** 17, **Con** 20, **Int** 13, **Wis** 21, **Cha** 28

**Base Atk** +4; **CMB** +10; **CMD** 22 (26 vs. trip)

**Feats** Multiattack, Weapon Focus (horn)

**Skills** Acrobatics +8, Perception +14, Stealth +8, Survival +7 (+10 in forests); **Racial Modifiers** +3 Survival in forests; +4 Perception and Stealth

**Languages** Common, Sylvan

**SQ** magic strike, wild empathy +19

**Environment** temperate forests

**Organization** solitary, damned pair, or curse (3-6)

**Open Game Content:** All text content not in red on pages 3 through 65.

**Treasure** none

**Magic Circle against Law (Su)** This ability continually duplicates the effect of the spell. The twisthorn cannot suppress this ability.

**Magical Strike (Ex)** A twisthorn's gore attack is treated as a magic chaotic weapon for the purposes of damage reduction.

**Will Empathy (Su)** This works like the druid's wild empathy class feature, except the twisthorn has a +6 racial bonus on the check. Twisthorns with druid levels add this racial modifier to their wild empathy checks.

### **Chaos that Crawls CR 10 (9,600 XP)**

Aszevara Titan Centipede

CE Colossal outsider (augmented vermin, chaotic, extraplanar)

**Init** +0; **Senses** darkvision 60 ft., see in darkness; **Perception** +4

**AC** 18, touch 2, flat-footed 18 (+16 natural armor, -8 size)

**hp** 155 (10d8+110)

**Fort** +18, **Ref** +3, **Will** +3

**Immune** poison; **Resist** cold 10

**Weakness** aversion to sunlight

**Speed** 60 ft., climb 60 ft.

**Melee** bite +15 (4d6+24 plus 4d6 cold plus curse plus poison)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** command undead (1/day, Will DC 13), curse (-2 penalty to attack and saves, Will DC 13, 24 hours), poison

**Str** 43, **Dex** 11, **Con** 32, **Int** --, **Wis** 10, **Cha** 6

**Base Atk** +7; **CMB** +31; **CMD** 41 (can't be tripped)

**Skills** Climb +24, **Perception** +4, **Stealth** -8; **Racial Modifiers** +4 **Perception**, +8 **Stealth**

**Environment** temperate or warm forests, or underground

**Organization** solitary, pair or colony (3-6)

**Treasure** none

**Poison (Ex)** Bite—injury; save Fort DC 28; frequency 1/round for 10 rounds; effect 1d3 Dex damage; cure 3 saves. The save DC is Constitution-based and includes a +2 racial bonus.

### **Ground Carapace of the Chaos that Crawls**

When freshly slain, the carapace of the chaos that crawls can be crushed down into a fine powder that is flammable when dried.

**Contact Other Plane (M):** When burned in conjunction with the casting of *contact other plane*, the DC to resist an Int and Cha decrease is decreased by 2 point if you are contacting chaotically-aligned plane and increased by 2 points if you are contacting a lawfully-aligned plane.

I like alignment in the game and around my table the forces of law and chaos class far more frequently than the forces of good and evil. As such I've decided to add following template before for the forces of law and chaos to summon creatures.

### Absolute Creature (CR +0 or +1)

Absolute creatures dwell in the lawfully aligned planes but can be summoned using spells such as *summon monster* or *planar ally*. An absolute creature's CR increases by +1 only if the base creature has 5 or more HD. An absolute creature's quick and rebuild rules are the same.

**Rebuild Rules:** **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite chaos 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against chaotic foes; smite persists until target is dead or the absolute creature rests).

Absolute Creature Defenses		
HD	Resist Cold, Sonic	DR
1-4	5	--
5-10	10	5/chaos
11+	15	10/chaos

### Riotus Creature (CR +0 or +1)

Riotus creatures dwell in the chaotically aligned planes but can be summoned using spells such as *summon monster* or *planar ally*. An absolute creature's CR increases by +1 only if the base creature has 5 or more HD. A riotus creature's quick and rebuild rules are the same.

**Rebuild Rules:** **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite law 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against law foes; smite persists until target is dead or the absolute creature rests).

Riotus Creature Defenses		
HD	Resist Acid, Fire	DR
1-4	5	--
5-10	10	5/lawful
11+	15	10/lawful

### Lycanthropic (CR +0)

Lycanthropic is a template designed to fulfill that literary idea that once someone is infected by lycanthrope they slowly begin to change over the course of the month. First with heightened senses and then with stronger physical characteristics. This template is lost when full lycanthropy is manifested.

**Quick Rules:** add scent to senses; +1 on all combat roles and Perception; +1 hp/HD

**Rebuild Rules:** **Senses** scent; **Ability Scores** +2 Str, Con, Wis, -2 Cha

# Tough Chicks With Firearms<sup>20</sup>

The Modern<sup>20</sup> roleplaying game is published by RpgObjects. If you haven't looked at this revision of the Modern SRD, you should really check it out as it smooths out a lot of the rough places. **Tough Chicks With Firearms<sup>20</sup>** is a unofficial setting for Modern<sup>20</sup> that has seen some development on the DM Sketchpad. Thanks to Canageek for requesting:

@[grandoglwiki](#) Demons. On motorcycles. In Post-Apocalyptic Europe. To heavy metal soundtracks.

## Hell Riders (Antagonists for TCWF<sup>20</sup>)

Across the wastelands of continental Europe, there is no sound more terrifying than the roar of a motorcycle engine, the pounding of bass, and the screeching of electric guitars. On the desolate highways and byways of continental Europe a cadre of bat-winged bimbos known as the hell riders torment anything they come across.

**Hell Riders (Speedfreak 6):** HD 6d8+6; HP 36; Init +6; Speed 30 ft.; Defense 18, touch 12, flat-footed 16 (+2 Dex, +6 class); Base Atk +4; Atk +7 melee (2d6+3, katanna) or +7 melee (1d8+1L, claws) or +7 ranged (2d6+6, FP-45 Liberator); SQ need for speed; SV Fort +4, Ref +8, Will +4, Rec +5; AP 9; Reputation +4 ; Str 13, Dex 16, Con 12, Int 8, Wis 14, Cha 14

**Race** Bat-Winged Bimbo

**Occupation** Dominatrix: Acrobatics, Influence, Perception; Perks (fire bolt, intensify fire, vehicle repair)

**Hobbies** Vehicles

**Skills** Acrobatics 4 (+9), Firearms 4(+7), Influence 4 (+8), Power Control 4(+5), Unarmed 9(+10), Vehicles 6(+9)

**Feats** Career Advancement, Claws, Control Fire (6d6 fire, 80 ft.), Hit and Run, Improved Initiative, Rapid Dominance, Superhuman Charisma, Weapon Finesse (claws, katanna)

**Wealth** 3

**Gear** Hellbike, MP3 Boombox, Endless Collection of Hell-Chosen Heavy Metal.

For more information on Bat-Winged Bimbos check out the September/October 2009 issue of the DM Sketchpad.



# Vampires

I have never liked the vampire template as it typically appears. There is a ton of adjustments there to be added to stranglehold every vampire into the Dracula mold. When the ghost was updated in the **Pathfinder Bestiary**, there ability sets scaled with the power level of the creature template. I think this would have been a wonderful approach to take with the vampire. Even just to provide choice into the vampire's powers and weaknesses so that not all the vampires are the same.

Below are a number of alternate takes on the vampire template.

## Ashen Vampires

"Ashen vampire" is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). An ashen vampire uses the base creature's statistics and abilities except as noted here.

**CR:** +2

**AL:** Any evil

**Type:** The creature's type changes to undead (augmented). Do not recalculate Hit Dice, BAB or saves.

**Senses:** An ashen vampire gains darkvision 60 ft.

**Armor Class:** Natural armor improves by +3

**Hit Dice:** Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, ashen vampires use their Charisma modifier to determine bonus hit points (instead of Constitution).

**Defensive Abilities:** Ashen vampires gain channel resistance +2, DR 10/cold iron or silver and resistance to cold 10 and electricity 10, in addition to all of the defensive abilities granted by the undead type. Ashen vampires also have fast healing 3. If reduced to 0 hit points, they crumble to ash only to reform fully healed within 1d10 days. If their ashes are buried on holy ground for a year and a day it will be permanently destroyed.

**Weaknesses:** Ashen vampires cannot cross holy ground and cannot enter a private dwelling without an invitation. They have no reflection in polished surfaces and mirrors and are fearful of fire (as *cause fear*). They are gravebound and fearful of sunlight (as *cause fear*).

**Ash Destruction (Su):** A cloak of decay surrounds the ashen vampire at all times to a distance of 5 ft. Creatures with fewer than 1 HD are slain instantly. Bird fall from the sky, insects turn to dust, plants wither and die. The ashen vampire leaves a path of destruction wherever it goes. It is very difficult for an ashen vampire to conceal itself in populated areas.

**Melee:** Ashen vampires gain a slam attack that deals 1d8 points of negative energy at Medium size.

**Special Attacks:** An ashen vampire gains several special attacks. Save DCs are equal to 10 + ½ vampire's HD + vampire's Cha modifier unless otherwise noted.

**Blood Drain (Su):** Ashen vampires can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 points of gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

**Dominare (Su):** Ashen vampires can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12<sup>th</sup>). The ability has a range of 30 ft.

**Energy Drain (Su):** A creature hit by an ashen vampire's slam (or other natural weapon) gains three negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

**Special Qualities:** Ashen vampires gain the following.

**Ash Form (Su):** As a standard action, a vampire can transform into a cloud of swirling dust and ash similar to the spell *gaseous form* (caster level 5<sup>th</sup>), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Ability Scores:** Str +4, Dex +2, Wis +2, Cha +2. As an undead creature, a vampire has no Constitution score.

**Skills:** Ashen vampires gain a +4 racial bonus on Intimidate, Perception, Sense Motive and Stealth.

**Feats:** Ashen vampires gain Alertness and Toughness as bonus feats.

**For every 5 HD an ashen vampire has above 5 HD make the following changes:**

- Increase the channel resistance by +2 and the resistances by 5.
- Increase the fast healing by 3 points.
- Lose one weakness per 5 additional Hit Dice.
- The ash destruction radius increases by 5 ft.
- Add one vampire ability from the list below.
- Add +2 to any two ability scores.

## Fiery Vampires

"Fiery vampire" is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). An ashen vampire uses the base creature's statistics and abilities except as noted here.

**CR:** +1

**AL:** Any chaotic

**Type:** The creature's type changes to undead (augmented). Do not recalculate Hit Dice, BAB or saves.

**Senses:** Fiery vampires gains darkvision 60 ft.

**Armor Class:** Natural armor improves by +2

**Aura:** Fiery vampires can wreath themselves in a black flame as a free action that deals 1d4 points of unholy and fire damage within a 5 ft. radius.

**Hit Dice:** Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, ashen vampires use their Charisma modifier to determine bonus hit points (instead of Constitution).

**Defensive Abilities:** Fiery vampires gain channel resistance +2, DR 10/cold iron, immunity to fire and resist electricity 10, in addition to all the defensive abilities granted by the undead type. Fiery vampires also have fast healing 3. If reduced to 0 hit points, they are consumed by their own flames and burn out.

**Weaknesses:** Fiery vampires have an allergy to garlic, cannot cross running water, cannot enter holy ground, cannot enter a private dwelling without invitation, are fearful of sunlight (as cause fear). They

**Open Game Content:** All text content not in red on pages 3 through 65.

suffer 3d10 points of damage from full inversion in water and an addition +2d6 damage from any water-based attack spells.

**Speed:** Fiery vampires gain the ability to fly at 30 ft. per round as a supernatural ability with good maneuverability.

**Melee:** Fiery vampires gain a slam attack appropriate to their size if they do not normally possess a natural weapon attack.

**Special Attacks:** A fiery vampire gains several special attacks. Save DCs are equal to 10 + ½ vampire's HD + vampire's Cha modifier unless otherwise noted.

*Blood Drain (Su):* Fiery vampires can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 points of gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

*Dominate (Su):* Fiery vampires can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12<sup>th</sup>). The ability has a range of 30 ft.

**Special Qualities:** Fiery vampires gain the following.

*Command Fire (Su):* For each point of Constitution damage dealt by their blood drain attack, they may empower one spell with the fire descriptor if they are also spellcasters.

*Transmute to Fire (Su):* Fiery vampires can turn into a large fire elemental as *elemental body III* as a move action at will.

**Ability Scores:** Dex +2, and Cha +2. As an undead creature, a vampire has no Constitution score.

**Skills:** Fiery vampires gain a +4 racial bonus on Perception, Sense Motive and Stealth.

**Feats:** Fiery vampires gain Improved Initiative and Lightning Reflexes as bonus feats.

**For every 5 HD a fiery vampire has above 5 HD make the following changes:**

- Increase the channel resistance by +2 and the resistances by 5.
- Increase the fast healing by 3 points.
- Lose one weakness per 5 additional Hit Dice.
- Aura increases by +2d4 damage
- Add one vampire ability from the list below.
- Add +2 to any two ability scores.

## Additional Vampire Abilities

**Aura of Fear (Su):** You radiate fear as the spell *cause fear* with a radius 30 ft. that affects creatures of your HD or lower.

**Beastial Strike (Ex):** Your slam attack becomes a claw attack with the Improved Natural Weapon feat.

**Blinding Speed (Ex):** Three times per day, you can take an extra move action that never draws attacks of opportunity.



**Blood Spit (Ex):** On any day that you have drained blood from a victim, you can make a spit attack as a ranged touch attack that deals 1d6 acid and forces the target to make a Fortitude save or be nauseated for 1 round.

**Change shape (Su):** A vampire can change shape to take the form on two different animals, as *beast shape II*.

**Children of the Night (Su):** Once per day you can use *summon nature's ally III* to summon 1d3 2<sup>nd</sup> level creatures of the same kind or *summon swarm*.

**Control Weather (Su):** Once per week, as a full round action you can *control weather* as per the spell.

**Conjure Darkness (Su):** Three times per day you can summon *darkness* as per the spell.

**Undead Vigor (Ex):** Add +2 to three more ability scores.

**Undead Resiliency (Ex):** Add your Charisma modifier to your natural armor bonus.

**Unholy Magic (Su):** Increase the DC of any arcane spells you cast by +2.

**Unholy Power (Su):** Increase the DC of any divine spells you cast by +2.

If you have other vampire ability suggestions please send them in to the DM Sketchpad and we will get them added to the site and the next issue.

## Mark's Reviews

Wu Xing - The Ninja Crusade is a new roleplaying game from Eloy Lasanta and Third Eye Games. Within the Empire, the ninja clans have been betrayed, their homes destroyed and their initiates hunted. For ages past the ninja have served and saved the empire countless times. Now the emperor, misled through treachery, is determined to destroy all the ninja that infest his empire. The ninja are not taking their extermination lying down though...clan rivalries have been suppressed, and a tenuous coalition has been formed.



Before the Ninja Crusade there were ten ninja clans from bamboo herbalists (the healers) to grasping shadows (shadow assassins) to will of iron (honourable swordsmiths). Each clan worked independently often with deep-seated rivalry or even war with the other clans. That has changed, now individual members of different clans may be called together to work together as a unit to accomplish one mission or another for the Lotus Coalition.

The first part of the book provides an overview of the setting for the Ninja Crusade campaign. It discusses the role of the ninja in society and explains their role in the history of the empire. It talks about the previous ninja wars and the state of the ninja clans during the ninja crusade. The lotus coalition, an organization holding the clans together is discussed as well and how it functions in this time. The setting

**Open Game Content:** All text content not in red on pages 3 through 65.

itself, the ten provinces of the Izou empire and the five surrounding kingdoms are detailed, mapped and explored in terms of their history, class, religion and geography.

The second part of the book begins to focus in on more information for players eager to get playing. The major ninja clans of the Izou empire are all detailed here with each clan getting three pages of information including narrative, history, lifestyle, agendas, character creation information and their feelings toward the other clans. I think my top three clans from this section are some of the least traditional: the Blazing Dancers, the Pack of the Black Moon and the Virtuous Body Gardeners.

The Blazing Dancers were originally a group of acrobatic performers from another land who were forced to flee to the Izou Empire after they embarrassed their own nobility. They are entertainers, warriors and strategists whose chi manipulation is focused on fire, movement and illusionary effects. The Pack of the Moon are more isolationist, having forged a deep bond with the environment their survivalists has a unique rapport with the beasts of the lands. Finally the Virtuous Body Gardeners are tattooed warriors who have broken off from another clan. They are up and comers who are not afraid to get their hands dirty or rock the boat.

Character creation is driven by choice over random die rolls. The process has six steps. Here is a sample character that I have created for this review.

### **Ember – Wronged Acrobat**

**Passion** Vengeance; **Elemental Soul** Fire

**Yin** 0; **Yang** 3

**Elemental Soul Bonuses** +1 to parry for each successful attack they make

**Fire Imbalance** Loquacious; **Fire Depletion** Overheated

**Clan** Blazing Dancers

**Pow** 6; **Agl** 8; **Vig** 5; **Int** 3; **Ins** 3, **Chm** 5

**Wushu** Bright Star (Level 1, Yang), Flame Arrows (Level 2, Yang), Tiger Leap (Level 1, Yang)

**Skills** Acrobatics 6 (Balance), Athletics 5 (Climbing), Discipline 4, Legerdemain 5 (Juggling), Monkey Style 5 (Rolling Attack), Perception 3, Performance 5 (Dancing), Stealth 3, Survival 1

**Gifts** Ambidexterity, Attractive 3, Cat-Like Balance 2, Double-Jointed

**Health** 28; **Stamina** 6; **Initiative** 18

**Movement** 14 ft./280 yds/21 ft. jump; **Actions Per Round** 3

**Combat Modifiers** +1 damage, +5 dodge, +4 grapple, +7 parry, +3 roll, +5 strike, +9 throw

By the time you go through the 30 pages of history, clan specifics and character creation including a huge, huge pile of wushu powers you have blow through 70% of the book. Combat section of this book spans another thirty of so pages and introduces a host of martial arts weapons, codifies the combat actions into a standardized set. All of the martial styles (learned as skills) provide access to a number of combat bonus (at different rates)

**Open Game Content:** All text content not in red on pages 3 through 65.

and a handful of unique combat actions. Together these two sections let you perform a wide variety of martial arts techniques along with the unique combat tracking sheet to allow a dynamic exchange of attacks and reactions.

The close of the book ends with a section of antagonists and a section on storytelling (GM advice). My one disappointment in this release is that there is no quickstart adventure or first mission to help get a new Wu Xing campaign off to a good start.

Overall, Wu Xing looks to be a very strong release. The book is rich with information, unique art and the mechanics of wushu and combat match well with the wuxia style that clearly inspired it. It is clear that a lot of love went into creating this release and it meets the high standard that I've come to expect from Third Eye Games' work.

## Rpg Resource Reviews (by Megan)

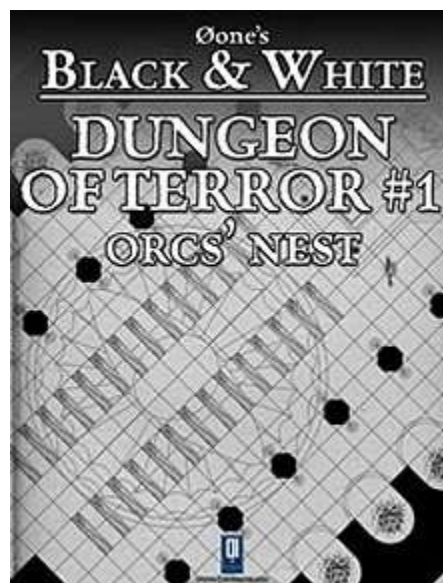
### Dungeons of Terror #1 – Orc's Nest by OOne Games

Launching the *Dungeon of Terror* series, this product consists of some 35 'dungeon tile' sheets (suitable for use with miniatures, or just to show your players what they have got themselves into)... and this is just the north-east corner of the dungeon complex! You can either buy it piece by piece as the need takes you, or go for the massive *Dungeon of Terror Virtual Boxed Set* if you decide you want to explore the whole thing.

It starts off, though, with some background notes which you can use, if you like, to set the scene for the entire dungeon. It seems the place was originally the habitat of a single lunatic - but extremely powerful - mage, who may be dead or still somewhere around (possibly in the form of a lich). Anyway, the place has fallen into some disrepair and quite a few other folk have moved in, including a tribe of orcs who live in the part featured here. Or of course, if you just need an underground dwelling for a group of sentient humanoids, you can write your own story as to the history and current occupancy of the place.

Whoever you decide to put there, it is quite a nice complex for an organisation to use as its base. There is a large temple/assembly hall, covering some 9 tiles on its own, as well as a library, kitchen, bedrooms, storage areas and beast kennels (the orcs apparently keep dire wolves, but you can substitute other animals - or use the area as a prison - if preferred).

Of course, being OOne Games, technical presentation is of a high standard, with crisp black maps in vector format (hence they enlarge or reduce without distortion), and the ability to 'rule the dungeon' - a set of options that allow you to choose if you want to display features like text, a hex or square grid, doors and furniture, or even if you'd prefer grey to black fill, or none at all. You can only set it from the master overview map, but as you can click on any tile from there - even print individual tiles without going to them - you can quite easily switch settings as you print to get the desired effects.



A suite of rooms off the temple provides private quarters for the leader of your group, while the far side of the temple leads off to a 4-bed chamber, possibly acolytes' quarters or space for the leaders' servants, beyond which is that useful facility, a well. The temple itself is equipped with a statue of the deity worshipped, a couple of piles of skulls and a few torches. It is approached through a hall of pillars from the one passage leading in to the complex. If you have the full set, this passage leads to the Mad Mage's chambers in the central area of the dungeon, but in this single product, it's just a passage leading off, so you can have it leading to the outside if you prefer.

There is a whole sub-complex devoted to animal care, with a chamber for the beast-master, food storage areas and several cages for the animals themselves. Another part of the complex houses an audience chamber, council chamber and treasure store. There's a second well, too, so nobody should get thirsty here; and there is also a kitchen with ample storage including a wine cellar - indeed the only bodily needs not catered for is a distinct lack of a rest room or washing facilities. Orcs may not bathe, but if you have more civilised occupants they may prefer to be able to keep themselves clean! A nice touch is that even in rooms that might become repitious, such as a whole row of bedrooms, each one is individual both in shape and in the contents (should you use them).

Overall, it is a neat and compact set of living quarters for any organised band - even adventurers might care to consider it as a home (once they've cleaned out whoever was there before them!). It is versatile enough that it can be used stand-alone, or as part of a larger dungeon, as suits your plotline.

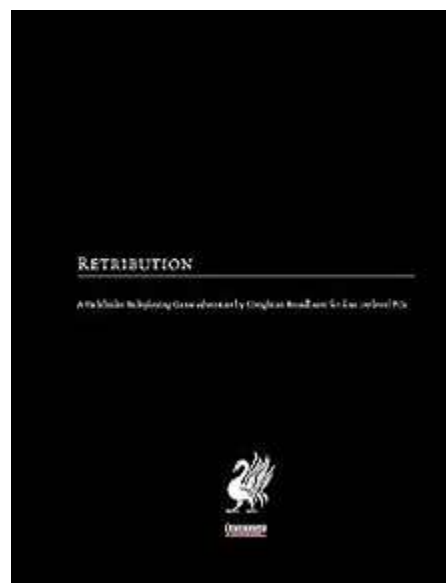
### **Retribution by Raging Swan Press**

This adventure is a well-constructed tale of revenge, set in a situation that embroils everyone else whether they are interested or not. While the scene is richly-set and described in great detail, the outside world is not, making this scenario ideal for dropping into a suitable location in your own campaign world if you are not using the default Lonely Coast setting.

The adventure is divided into three parts. In the first, the characters - for whatever reason (some possible ones are suggested) - make their way through worsening weather to the isolated Priory of Cymer, fending off encounters and and the worst the weather can throw at them alike. Once there, it's clear that the weather and isolated location means not only must they stay until the storm abates but they are very much alone - just them and the people already within the Priory. The effects of bad weather are detailed clearly, and used to good effect both mechanically and to enhance encounters along the way.

The second part of the adventure is used to set the scene within the Priory and to ratchet up the tension as the raging storm outside is mirrored within. This is the part where those players most interested in role-playing and character interaction will get a chance to shine, while the other two sections give plenty of opportunity for sword-arms and spellbooks to be exercised.

Several encounters are laid out for you to use during the characters' first three days at the Priory: the main action may be character interaction but you are not left to 'wing' everything, although plenty of detail about the attitudes and motivations of the NPCs is provided should you be comfortable with free-



form interactions. There's plenty going on, with several odd if not disquieting things having happened before the party's arrival (hence rumours and possibilities of investigation if they so desire) as well as the events set for this period. This segment culminates in a good brawl as the Priory is attacked. Throughout, opponents' tactics are clearly laid out, making it easy to run each combat. Timings are important, and alternate situations are provided based on exactly when the characters reach each location: a nice touch that enhances reality - events continue whether or not the characters happen to be around. This leads neatly into the final part which leads the characters into the crypts under the Priory and below to the climatic battle.

Throughout, the attention to detail provides the GM with plenty to draw upon when running the adventure especially as much is perforce free-form in that characters can roam around the priory as they please. NPCs are well-described and are rounded - if, in one case, perverted - characters in their own right independent of their place within this adventure. There's scope for continuation as well, should the characters wish to remain associated with the priory once the adventure is ended. A good, well-written and competent low-level adventure to see a campaign off to a good start, or provide a coherent one-off if preferred.

### **Fiasco by Billy Pulpit Games**

The underlying concept to this game seems simple: you set up a situation in which things will go wrong, disastrously so, and then play it out as a collaborative story-telling game, taking the part of the main protagonists. That's straightforward enough, but bolted on is a complex resolution mechanic that jolts you out of storytelling mode to administer - while giving structure to what could otherwise dissolve into chaos around the game-table (as opposed to in the situation you're playing, where you WANT chaos!) it detracts from the interactive no-holds-barred narrative flow of the game.

Designed for 3-5 players (no GM required) and to take about three hours to play out, even the design process is very structured. Called The Setup, you start by determining when and where the game will take place, and then insert relationships and details to engineer your situation. But it's not done by purely throwing out ideas until your mix feels explosive enough to begin, but through a system called a Playset. As a scenario-design system, it's quite a beautiful mix of creativity and randomisation. Each Playset comes with lists, you see, and once you have chosen a published one or made up your own, you roll a whole bunch of dice and take turns to choose items from the lists, each time using a die that's rolled the appropriate number. Key to the process is ensuring the involvement of each player's character, by creating a relationship between him and the characters of the player sitting to either side of you, even before everyone has decided precisely who their character is going to be. The concept is sound, but it can be a bit pedantic in detail, mechanical in its requirements which are stated quite precisely. Care has also to be taken that you don't actually start to play the game until you have everything laid out.

But once you have, it is time to start. Whilst this is collaborative story-telling, it follows a prescribed pattern that is very precise - and, being a GM-less system, everyone playing has to buy in to the artificial constraints or it will get away from you. Each player takes a turn when his character is in the spotlight, in



which he gets to either set the situation or decide the outcome for his character - he cannot do both. Everyone else contributes to the part of the turn that he does not choose. The outcome can either be good or bad from the character, just what that means is decided by the player. The act of decision is handled by dice - but not by rolling, just by picking one of two colours, preselected to mean good or bad. In the first half of the game, the player gives the die to someone else.

Dice are important, and potentially intrusive, in this game. As well as being used in the Setup, you place four dice (two each being 'good' and 'bad') per player in the centre of the table once you start to play. (Unlike some story games, you really do need to be round a table to play this one!) As described above, one is handed to the spotlight player to resolve his scene; and once done is given to someone else in the first half of the game and kept for the second half.

For this is a game of two halves. Once each player has had a couple of turns in the spotlight, you stop for the Tilt. This time, dice get rolled and the mathematics can get a bit complex - this game might be best played sober. Each player rolls whatever dice he has in front of him, which may be ones he retained during his turns and ones given him by other players during his turn, and of either colour. The two people who get the highest results with dice of each colour, calculated via a formula, choose the Tilt elements - things which are disruptive, which will send what is already an unstable situation headlong into... well, fiasco.

It's recommended that you take a break at this point. Things have probably got quite intense, and you might want a chance to think about what you intend for the rest of the game... and you'll want to be making sure that everyone is having fun (even if their characters are not!). Then, on with the second half of the game, played pretty much like the first part only this time you keep all dice handed to you during your turns and the game ends when all the dice in the middle of the table have gone. The last die is 'wild' in that it can be good or bad for the final spotlight character irrespective of what colour it actually happens to be, the players decide. But then it reverts to what it is to determine the overall flavour of the endgame, the Aftermath.

To begin the Aftermath, roll all the dice in front of you and perform a calculation - just like the Tilt at the halfway point. Then you consult a table to find out how the game ended for your character, and the whole group tells their tale. It is supposed to be a quick montage, rather than the more involved and interactive bits that came earlier, with players making one observation per die that they have about what has happened to their character.

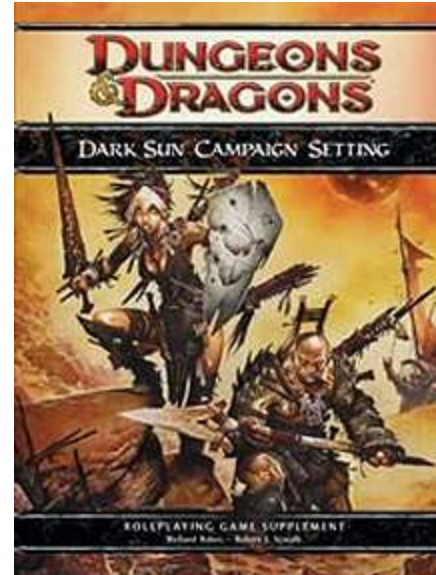
That's about it as far as the rules for playing the game are concerned. Generic tables for Tilt and Aftermath are given (you can have Playset-specific ones but it's not necessary to derive them unless you think it will work better) and there are a few optional rule tweaks you might want to try out. The rest of the book consists of sample Playsets (a nice southern town, the wild west, a suburban community and in an ice-locked research station) and an extensive example of the game in play.

Overall, it's an intriguing mix of free-form storytelling within some tight constraints that keep it focussed. Working better once all involved are familiar with the mechanics, they can still sometimes intrude to a level where they threaten the willing suspension of disbelief, pull you back out of the story into the real world of a group of people around a table. If you enjoy intense character-driven games, but don't want a long-term relationship with your character, and have a group willing to collaborate within a formal structure, this has great scope for some epic evenings.



### Dark Sun Campaign Setting (4E)

The Introduction jumps right in, explaining what is unique about the Dark Sun setting. Athas is a dying world, where mere survival is a constant battle... and where any sensible person would concentrate on creating a stable sustainable environment, 'heroes' of course prefer to seek glory. The differences between Athas and more conventional fantasy settings is encapsulated in the Eight Characteristics of Athas - it's a desert planet, most people living there are pretty unpleasant selfish types, metal is scarce, arcane magic caused a lot of the current problems and still does damage if you try to use it, long-lived sorcerer-kings rule city-states as the main centres of power, deities seem to have lost interest in the place, the monsters are deadly, and even 'familiar' races are not quite what one would expect. Handy thumb-nail sketch, which makes me wonder if I actually want to visit... well, I do like deserts! There's a note about the original Dark Sun - published in 1991 by TSR using the AD&D 2e ruleset, and saying that while the timeline has been moved on a little from that portrayed in the original books, this version is a complete rewrite and so what you remember from them may not be the case in this D&D 4e setting.



On to Chapter 1: The World of Athas for the full low-down on what to expect. This setting is so different for other ones that you need to study it carefully to be able to play a native... unless your DM has some innovative idea for bringing characters from another setting in to this world, so that it is as strange to your character as it is to you. However you got there - native or immigrant - you're going to be a hero, and so the first part of the chapter discusses what manner of heroes are to be found here and how to carve out your own legend. Quite a few ideas are given both here and further on in the book as to how to both embed your character in Athasian society and empower him for greatness. One notable feature of the place is that psionic abilities are an inherent part of the setting, an integral part of what makes Athas what it is, so if you are not comfortable with using psionics in your game, this may not be the setting for you. While a lack of deities and clerical classes is also an integral part of the setting, a few suggestions are given for those who want to be one of the few god-botherers in the entire world - but you will have to resign yourself to the fact that you may never meet another person who believes in gods at all, let alone your own deity!

Next comes a look at the possibilities for adventure on Athas: as you can imagine there are plenty! Whether tomb-raiding or engaging in courtly intrigue, building a trade empire or earn fame and fortune as a pit-fighter appeals, it's likely that a peculiarly Athasian spin can be put on it; this is certainly a setting ripe with opportunity. While a lot of Athasians are motivated by what's in it for them - and even heroes may have an eye on political advancement, their bank balance or on who is the local bard singing about this week - some rise above personal gain and act out of altruism, even if they prefer to try to do things right - ethical merchants, perhaps - rather than go around righting wrongs. The discussion then moves on to Athasian civilisation and the social order as it stands, and then to the history of the world - what little is known by most people anyway, those sorcerer-kings are not too

keen on ordinary people learning to read let alone know how (and by whom) the world has been brought to its present state!

Chapter 2: The Races of Athas both runs through the new world-specific races and gives an Athasian spin to existing playable races. The two new races are the mul and the thri-keen. Mul are incredibly tough humanoids, a result of mixing human and dwarf. Unsurprisingly, they make excellent fighters... although rather too many folk on Athas think that they make excellent slaves. Thri-keen are insectoid in nature, experts at hunting and survival, often becoming rangers, druids or monks (perhaps the extra pair of limbs gives an advantage when practising the martial arts?). Character backgrounds - based on race, region or something else - are available to help customise each character, each gives an appropriate minor advantage. Then on to the existing races. Dragonborn, despite popular opinion, are not all slavers and sorcerers, although many practise at least one of these trades. Dwarves are still stoic and single-minded, but tend to earn their living as craftsmen, builders or farmers... and rarely manage much in the way of a beard! Eladrin are rare, haughty folk who are very good at psionics but they have abandoned arcane magic completely. Elves are nomadic traders - often rogues - and travelling entertainers. Goliaths or half-giants tend to be barbarians or fighters. Half-elves tend to be rejected by elves and distrusted by humans, making for a lonely life. Halflings are closely linked to nature, seeing themselves not as individuals but merely part of a whole... and are fierce and savage, regarding just about anybody or anything as a potential resource (or lunch). Humans are as ubiquitous as ever. Tieflings are nomadic raiders, or sell their swords to whomsoever needs them. Other races may or may not be available at the DM's discretion, but it is possible to play the sole representative on Athas of just about anything with a plausible story of how you got to be there - planar travel is often a good start, or mutation (possibly assisted along by magical experimentation) or perhaps a member of a race that once lived here but died out, leaving a few in stasis... The chapter ends with some racial paragon paths to aim for.

Chapter 3 is titled Character Themes, and its purpose is to introduce a new option for building characters. Your 'theme' is a calling or vocation, a concept that might be met by a variety of routes, different classes or skillsets, something that defines you. It goes beyond race and class, enhancing those basic definitions to explain what drives you as an individual, distinct from everyone else who happens to be of the same race and class. Ten themes are provided for Athasian characters, as well as notes on how the idea works and on the mechanical side, giving additional powers that each theme may use as well as theme-based paragon paths to aspire towards. Athasian minstrels, the first theme presented, are often bards... but they can be rogues or fighters, even warlords or battleminds. They entertain, true, but may also spy or kill, or teach skills other than the lute in their travels. Thus it continues with the other themes. Dune traders can be of virtually any class, whatever it takes to travel the world in a merchant caravan, trading with all comers on behalf of your master or for yourself. Elemental priests venerate the elements and draw on primal power, and this path is common amongst those who seek the ability to heal. You can probably guess what a gladiator does for a living, but any race or class, slave or free, may for some reason enter the arena and fight in front of a crowd. Noble adepts may be of any race or class although of noble birth, but they have chosen to spend their time in the study of psionics. Primal guardians take it upon themselves to defend what remains of nature against further depredation and defilement. Templars are the long arm of the law in the



city-states, enforcing the will of the sorcerer-kings, many receiving training in the arcane arts. Members of the Veiled Alliance likewise study matters arcane, but are dedicated to the 'preserving' form rather than the 'defiling' types of magic that caused the present state of Athas. Wasteland nomads seek the freedom of desert life while the final theme, the wilder, hones psionic powers whose origins elude him. Interesting ideas for how to integrate a character cleanly into this particular setting, although I'd have relished some guidance on how to create themes of my own.

Next, Chapter 4: Character Options explores the whole concept of making characters truly Athasian, rather than just any old D&D 4e character that just happens to be adventuring here. It starts off by looking at what makes arcane magic so distinctive, the idea that using it can 'defile' or damage the world by sucking out life force from the caster's surroundings, but that an alternate methodology called 'preserving' enables an arcane spellcaster to operate without doing damage, although it takes more effort. Despite defiling having obvious effects, like plants crumbling to ash around your feet, most people regard ALL arcane magic as evil, so arcane spellcasters need to be very careful about letting on what they do for a living, especially as it is actually illegal in most places! Next comes an optional rule for Wild Talents which are minor psionic abilities available to virtually all natives of Athas, the place is so infused with psionic powers that even those who don't actually train in psionic arts have the chance of being able to do the odd trick or two - if the DM allows, all starting native characters may select or roll for a single wild talent. This is followed by a few new builds for existing character classes that are particularly suitable, such as the wild battlemind who uses raw untrained psionic power. Shamans can be animists, while fighters rather unsurprisingly can specialise in arena combat and a warlock may make a pact direct with one of the sorcerer-kings. Each build of course comes with an array of new character powers.

We then take a look at some epic destinies that characters seeking the highest levels of play can aim towards. Many place characters in roles which could lead to a legendary transformation of Athas, healing it of the damage that has been done in the past. The usual collection of new feats also appears. Many of the combat-related ones deal with weapons only found on Athas or with the specialist skills associated with arena fighting. There is also a section on rituals, many of which do not work as expected - or at all - on Athas. The DM is advised to exert control of ritual choices, but some new ones developed here are available for ritual-using characters to select. As can be imagined, in the harsh environment of Athas, good equipment can be crucial to survival so the final part of this chapter looks at useful gear, riding animals and magic items. It also explores the effect of the lack of metal on the weapons and armour available - metal ones are generally ancient heirlooms and beyond the means of all but the most successful adventurers. In the main, however, the use of alternate materials is a matter of flavour rather than a requirement to change the rules relating to use, although optional rules to reflect the increased likelihood of non-metals breaking in use are provided. Still, even if you do find a full set of plate armour, wearing it in the desert sun is not advised! There are some unusual new weapons described and illustrated.

All kitted out, Chapter 5: Atlas of Athas provides a glimpse of this arid, harsh yet fascinating place. It begins with a desert primer - there is a lot more to deserts than rolling sand dunes.

A whole range of environments of varying degrees of hospitality are covered, all posing a challenge to survival for all but the best-prepared traveller. Next comes the City of Tyr. The place is in turmoil following the fall of its sorcerer-king, plenty of opportunity for adventure here! While there's a lot of detail given, DMs wanting to set campaigns in Tyr might wish to obtain City State of Tyr (TSR, 1993) to supplement it. This is followed by a section on another city, Balic. Despite being ruled by a sorcerer-king, this city practises democracy on a surprising scale... but within certain prescribed limits. Transgress at your peril! Next comes the city of Draj, ruled by a mad sorcerer-king who believes himself to be a deity and requires citizens to worship him. As he is given to demanding blood sacrifice, most people do not dispute his godhood openly. Moving on we reach the Estuary of the Forked Tongue, on the edges of the Sea of Silt. Other places follow thick and fast - more cities, semi-civilised lands and outright wild places - plenty of descriptive text to help you set the scene but a distressing paucity of maps.

Finally, Chapter 6: Running a Dark Sun Game is aimed primarily at the DM. Delightfully, much of the emphasis is on creating the correct atmosphere of the alternate reality of this particular setting - this is a setting in which the exquisitely balanced combat-oriented D&D 4e ruleset is blended and meshed with tools to facilitate role-playing to the full by evoking all the things that make Dark Sun a very special place to visit. To this end, the chapter looks at appropriate campaign themes, a detailed look at travel and survival issues, advice on arena and survival encounter design, and treasures and other rewards suited specifically to Athas. A major theme on Athas, and one particularly suited to the 'characters as heroes' ethos of D&D 4e, is that the world is ruled by evil - both the sorcerer-kings themselves and the all-pervading influence of slavery - and that epic legends can be built around those prepared to dedicate themselves towards eradicating such evils. Likewise, if you take a more ecological view, attempts to repair the damage done to the world by defilers can create memorable campaigns. One interesting idea for those groups who are not interested in the details of surviving in the desert - which can make a whole adventure in itself if you do enjoy that kind of challenge - is the concept of a purchasable 'survival day.' This is a mechanical shorthand to allow characters to acquire what they need for a given number of days without the need for bookkeeping their quantities of food, water, sunscreen and the like. Of course, if for some reason the characters run out of survival days they are going to have to work out how to stay alive...

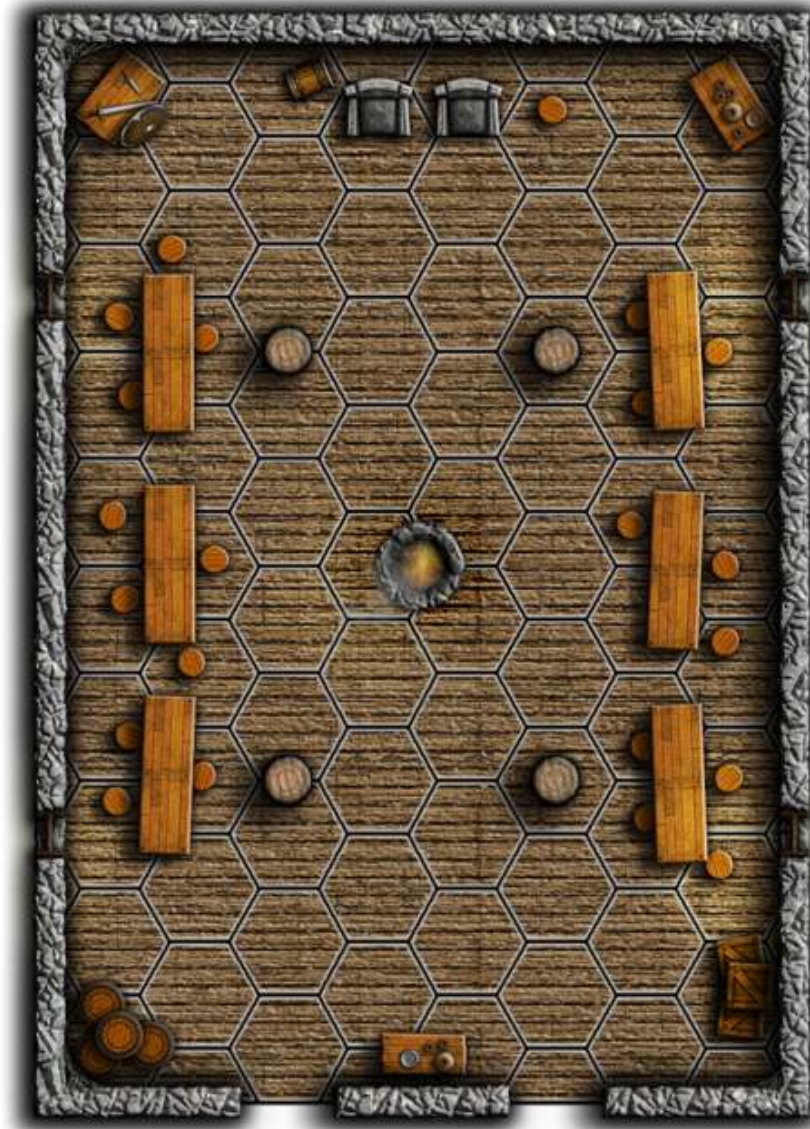
While most of the encounter types from the ruleset apply, activities in the gladiatorial arena feature large in Athas - particularly if any characters are gladiators by choice or perforce. Thus plenty of detail is provided to enable you to create and run memorable arena encounters, pitting characters against other fighters or wild beasts while bringing the whole atmosphere of the spectacle to life. There are also notes about fitting wilderness encounters to the specific environment and some typical Athasian skill challenges that can be used to good effect. Examples given include attempting to join the Veiled Alliance of preserving arcanists and trying to hide from ones enemies inside a city - while these are things better resolved by role-playing rather than skill checks alone, backing up interaction with mechanics makes for an exciting challenge. The chapter ends with an adventure, Sand Raiders, in which 1st-level characters are set the task of finding a missing wagon from a trading caravan that has arrived at its destination a wagon short. Three intense encounters are laid out to introduce characters to the way things work, although you may wish to add

some desert travel and survival elements (plenty ideas in earlier parts of this chapter to help you set them up) to round the adventure out a bit.

Overall, this is an impressive introduction to the setting, managing to remain true to the original concepts of Dark Sun while meshing in the D&D 4e ruleset and empowering role-playing as well as combat in a distinctive alternate reality... but it does need more maps!

## Kristian's Map

---



**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: 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.

**Open Game Content:** All text content not in red on pages 3 through 65.

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** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document Copyright** 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

**Modern System Reference Document** Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

**1 on 1 Adventures #5: Vale of the Sepulcher**, Copyright 2006, Expeditious Retreat Press; Author Suzi Yee.

**1 on 1 Adventures #6: Shroud of Olindor** Copyright 2006, Expeditious Retreat Press; Author Matthew J. Hanson

**1 on 1 Adventures #7: Eyes of the Dragon** Copyright 2007, Expeditious Retreat Press; Author Matthew Carson

**1 on 1 Adventures #6: Blood Brothers**, Copyright 2007, Expeditious Retreat Press; Author Suzi Yee

**1 on 1 Adventures #9: Legacy of Darkness**, Copyright 2007, Expeditious Retreat Press; Author Creighton Broadhurst

**1 on 1 Adventures #10: Vengeance of Olindor**, Copyright 2008, Expeditious Retreat Press; Author Matthew J. Hanson

**A Magical Medieval Society: Western Europe**, © 2003, Expeditious Retreat Press; Authors Suzi Yee and Joseph Browning.

**A DM's Directory of Demiplanes**, Copyright 2004 Philip Reed and Michael Hammes. Published by Ronin Arts, [www.roninarts.com](http://www.roninarts.com).

**Aasimar & Tiesling: A Guidebook to the Planetouched**, Copyright 2004, Green Ronin Publishing; Author Robert J. Schwalb.

**Advanced Bestiary**, Copyright 2004, Green Ronin Publishing, LLC; Author Matthew Sernett.

**Advanced Player's Guide**, Copyright 2004, White Wolf Publishing, Inc.

**Advanced Player's Guide**. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

**Advanced Player's Manual**, © 2005, Green Ronin Publishing; Author Skip Williams.

**Algernon Files**, © 2004, Blackwyrn Games; Authors Aaron Sullivan and Dave Mattingly.

**Armies of the Abyss**, © 2002, Green Ronin Publishing; Authors Erik Mona and Chris Pramas.

**Art of the Duel**. Copyright 2008, Sinister Adventures; Author: Craig Shackleton.

**Assassin's Handbook** Copyright 2002, Green Ronin Publishing; Authors David "Zeb" Cook and Wolfgang Baur.

**Avatar's Handbook**, Copyright 2003, Green Ronin Publishing; Author Jesse Decker.

**Bastards & Bloodlines**, © 2003, Green Ronin Publishing, Author Owen K.C. Stephens

**Basidiron from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

**Blood Bayou** Copyright 2003, White Wolf Publishing, Inc.

**The Book of Arcane Magic**. Copyright 2009, 4 Winds Fantasy Gaming; Authors Connie J. Thomson and Robert W. Thomson

**The Book of Erotic Fantasy**. Copyright 2006, Arthaus, Inc.; Authors: Gwendolyn F.M. Kestrel and Duncan Scott

**The Book of Divine Magic**. Copyright 2009, 4 Winds Fantasy Gaming; Authors Connie J. Thomson and Robert W. Thomson, with Katheryn Bauer and Sean O'Connor.

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

**Open Game Content:** All text content not in red on pages 3 through 65.

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

**Book of the Righteous**, © 2002, Aaron Loeb.

**Borrowed Time**, Copyright 2006, Golden Elm Media; Authors Bruce Baugh and David Bolack

**Blue Rose**, Copyright 2005, Green Ronin Publishing; Authors Jeremy Crawford, Dawn Elliot, Steve Kenson, Alejandro Melchoir, and John Snead.

**Blue Rose Companion**, © 2005, Green Ronin Publishing; Editor Jeremy Crawford.

**Burok Torn: City Under Siege** Copyright 2002, White Wolf Publishing, Inc.

**Calastia: Throne of the Black Dragon** Copyright 2002, White Wolf Publishing, Inc.

**Caliphate Nights**, Copyright 2006, Paradigm Concepts; Author Aaron Infante- Levy

**Caryatid Column from the Tome of Horrors**, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

**The Cavalier's Handbook**, Copyright 2004, Green Ronin Publishing; Author Robert J. Schwalb.

**Cave Fisher from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

**Challenging Challenge Ratings: Immortal's Handbook**, © 2003, Craig Cochrane.

**Character Portraits: Fantasy Heroes** copyright 2003, Mongoose Publishing

**Class options Volume1: Sorcerer Bloodlines**, Copyright 2009, Reality Deviant Publications, author Stefen Styrsky

**Classic Monsters Revisited**. Copyright 2008, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Joshua J. Frost, James Jacobs, Nicolas Logue, Mike McArtor, James L. Sutter, Greg A. Vaughan, Jeremy Walker.

**Conan The Roleplaying Game**, © 2003 Conan Properties International LCC; Authorized Publisher Mongoose Publishing Ltd; Author Ian Sturrock.

**CORE Explanatory Notice**, © 2003, Benjamin R. Durbin

**Creature Collection** Copyright 2000, Clark Peterson.

**Creature Collection 2: Dark Menagerie** Copyright 2001, White Wolf Publishing, Inc.

**Creature Collection Revised** Copyright 2003, White Wolf Publishing, Inc.

**Creatures of Freeport**, © 2004, Green Ronin Publishing, LLC; Authors Graeme Davis and Keith Baker.

**Crime and Punishment**, © 2003, Author Keith Baker

**Crooks!**, © 2003, Green Ronin Publishing; Authors Sean Glenn, Kyle Hunter, and Erik Mona.

**Cry Havoc**, © 2003, Skip Williams. All rights reserved.

**Crystal Ooze from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

**Dark Creeper from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

**Dark Stalker from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

**Darwin's World** Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

**Darwin's World 2nd Edition**, © 2003, RPG Objects; Authors Dominic Covey and Chris Davis.

**Denizens of Avadnu** Copyright 2003, The Inner Circle.

**Design Parameters: Immortal's Handbook**, © 2003, Craig Cochrane.

**The Divine and the Defeated** Copyright 2001, White Wolf Publishing, Inc.

**DM Sketchpad – Sept/Oct 2009**; Copyright 2009, Published by Purple Duck Creations. Authors: Jason Beardsley, Mark Gedak, Zachary Houghton, Shane O'Connor, Chris Sakkas, Stephen Styrsky.

**Dracolisk from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

**Fading Suns d20** ©2001 Holistic Design, Inc.

**Fantasci20**, Copyright 2008, RPGObjects; Author Charles Rice

**Froghemoth from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by

**Open Game Content:** All text content not in red on pages 3 through 65.

Gary Gygax.

**Future: Heroes — Cyborgs**, Copyright 2004, Philip Reed. Published by Ronin Arts.

**Future Player's Companion: Tomorrow's Foundation**, Copyright 2005 The Game Mechanics, Inc.; Authors: Gary Astleford, Rodney Thompson, & JD Wiker.

**Future Player's Companion: Tomorrow's Hero**, Copyright 2005 The Game Mechanics, Inc.; Authors: Gary Astleford, Neil Spicer, Rodney Thompson, & JD Wiker.

**Future Player's Companion: Tomorrow's Evolution**, Copyright 2005 The Game Mechanics, Inc.; Authors: Gary Astleford, Neil Spicer, & Rodney Thompson.

**Future Player's Companion (Print)**, Copyright 2005 The Game Mechanics, Inc.; Authors: Gary Astleford, Neil Spicer, Rodney Thompson, & JD Wiker.

**Galactic Races**, © 2001, Fantasy Flight Games.

**GameMastery Module W1: Conquest of Bloodsworn Vale**, Copyright 2007 Paizo Publishing, LLC. Author: Jason Bulmahn.

**Giant Slug from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

**Gimmick's Guide to Gadgets**, © 2005, Green Ronin Publishing; Author Mike Mearls.

**Grim Tales**, © 2004, Benjamin R. Durbin, published by Bad Axe Games, LCC.

**Grim Tales, Cyberware game mechanics**; © 2003, Benjamin R. Durbin, published by Bad Axe Games, LCC.

**Grim Tales, Firearms game mechanics**; © 2003, Benjamin R. Durbin, published by Bad Axe Games, LCC.

**Grim Tales, Horror game mechanics**; © 2003, Benjamin R. Durbin, published by Bad Axe Games, LCC.

**Grim Tales, Spellcasting game mechanics**; © 2003, Benjamin R. Durbin, published by Bad Axe Games, LCC.

**Grim Tales, Vehicle game mechanics**; © 2003, Benjamin R. Durbin, published by Bad Axe Games, LCC.

**Hammer and Helm**, Copyright 2002, Green Ronin Publishing; Author Rodney Thompson.

**The Heartlands: Land of Reverie**, Copyright 2007, Expeditious Retreat Press; Author Joseph Miller.

**Hollowfaust: City of Necromancers** Copyright 2001, White Wolf Publishing, Inc.

**Hornsaw: Forest of Blood** Copyright 2003, White Wolf Publishing, Inc.

**Hot Pursuit**, © 2005, Corey Reid, published by Adamant Entertainment, Inc.

**Hyperconscious: Explorations in Psionics** Copyright 2004 Bruce R Cordell. All rights reserved.

**Ice Golem from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene.

**Immortals Handbook**, © 2003, Craig Cochrane.

**Interface Zero**, Copyright 2008, Reality Deviant Publications, Authors Matt Conklin, Hal Maclean, Patrick Smith, David Jarvis

**Interface Zero, Modern<sup>20</sup> edition**, Copyright 2009 reality deviant publications, Authors Charles Rice, Matt Conklin, Hal Maclean, Patrick Smith, David Jarvis

**Iron Cobra from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

**Lava Children from the Tome of Horrors**, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jim Donohoe.

**Labyrinth Lord™** Copyright 2007, Daniel Proctor. Author Daniel Proctor.

**Legions of Hell**, © 2001, Green Ronin Publishing; Author Chris Pramas.

**Lethal Lexicon**, Copyright 2007, Octavirate Entertainment.

**Liber Bestarius** Copyright 2002, Eden Studios, Inc.

**Lords of the Night: Vampires**, Copyright 2003, Bottled Imp Games.

**Lux Aeternum**, Copyright 2006, BlackWyrn Games; Author Ryan Wolfe, with Dave Mattingly, Aaron Sullivan, and Derrick Thomas.

**Marid from the Tome of Horrors III**, © 2005, Necromancer Games, Inc.; Author Scott Greene.

**Martial Arts<sup>20</sup>** Copyright 2007, RPGObjects; Author Charles Rice.

**The Mastermind's Manual**, © 2006, Green Ronin Publishing; Author Steve Kenson.

**Mecha vs. Kaiju**, Copyright 2006, Big Finger Games; Author Johnathan Wright

**Minions v3.5** Copyright 2003, Bastion Press, Inc

**Mite from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian

**Open Game Content:** All text content not in red on pages 3 through 65.

Livingstone and Mark Barnes.

**Mithril: City of the Golem** Copyright 2001, White Wolf Publishing, Inc.

**Mobat from the Tome of Horrors.** Copyright 2002, Necromancer Games, Inc. Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

**Modern**<sup>20</sup>, Copyright 2007, RPGObjects; Author Charles Rice

**Modern Player's Companion**, © 2003, The Game Mechanics, Inc; Author: Stan!

**Moloch from the Tome of Horrors**, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

**Monster Geographica: Hill & Mountain** Copyright 2005, Expeditious Retreat Press

**Monster Geographica: Underground**, Copyright 2004, Expeditious Retreat Press

**Monster's Handbook**, © 2002, Fantasy Flight Publishing, Inc.

**Monte Cook Presents: Iron Heroes**, Copyright 2005, Monte J. Cook. All rights reserved.

**Monte Cook's: Arcana Unearthed**, © 2003, Monte J. Cook. All rights reserved.

**The Mother of All Treasure Tables** Copyright 2006, Necromancer Games, Inc.; Designed by Daniel Brakhage, Vicki Potter and the Tabletop Adventures crew including Christopher A. Field, K. H. Keeler, Rodney Lucas, John Walsh, Steve Honeywell, Martin Ralya, Deborah Balsam and Darren Pearce; Tabletop Adventures can be found at [www.tabletopadventures.com](http://www.tabletopadventures.com).

**Mutant Future**<sup>TM</sup> Copyright 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

**Mutants and Masterminds** Copyright 2002, Green Ronin Publishing.

**Mutants & Masterminds, Second Edition**, © 2005, Green Ronin Publishing; Author Steve Kenson.

**Mutants & Masterminds Annual #1**, © 2004, Green Ronin Publishing, LLC; Editor Erik Mona.

**Mythic Heroes**, © 2005, Benjamin R. Durbin, published by Bad Axe Games, LLC.

**Nabasu Demon from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

**The Noble Wild** Copyright 2008 by Lee Garvin and Skirmisher Publishing LLC.

**OGL Horror**, © 2003, Mongoose Publishing Limited.

**Original Spell Name Compendium** Copyright 2002 Necromancer Games, Inc.; based on spells from the Player's Handbook that were renamed in the System Reference Document, found on the legal page of [www.necromancergames.com](http://www.necromancergames.com).

**One on One Adventures #1: Gambler's Quest**, Copyright 2004, Expeditious Retreat Press, Author William L. Christensen

**One on One Adventures #2: The Star of Olindor**, Copyright 2005, Expeditious Retreat Press, Author Mathew J. Hanson

**One on One Adventures #3: The Forbidden Hills**, Copyright 2006, Expeditious Retreat Press, Author: Suzi Yee

**One on One Adventures #4: The Sixth Cavalier**, Copyright 2006, Expeditious Retreat Press, Author Peter Weekes

**One on One Adventures #6.66: The Pleasure Prison of the B'thuvian Demon Whore**, Copyright 2006, Expeditious Retreat Press, Author Joseph Browning

**One on One Adventures Compendium**, Copyright 2009 Expeditious Retreat Press

Open game content from **The Book of Immortals** copyright 2004, Mongoose Publishing.

Open game content from **The Quintessential Druid** copyright 2002, Mongoose Publishing.

**Out for Blood**, Copyright 2003, Bastion Press; Author E.W. Morton

**Pathfinder 15: The Armageddon Echo**. Copyright 2008, Paizo Publishing, LLC; Author: Jason Bulmahn.

**The Pathfinder Chronicles Campaign Setting**, © 2008, Paizo Publishing, LLC; Authors: Paizo Staff.

**The Pathfinder Chronicles Campaign Setting** Copyright 2008, Paizo Publishing; Author: Stan!, Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortess, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, David Schwartz, Leandra Christine Schneider, F. Wesley Schneider, Amber E. Scott, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, JD Wiker.

**Pathfinder Companion: Adventurer's Armory**. Copyright 2010, Paizo Publishing, LLC; Authors: Jonathan Keith, Hal Maclean, Jeff Quick, Christopher Self, JD Wikier and Keri Wiker.

**Pathfinder Companion: Elves of Golarion**, Copyright 2008, Paizo Publishing, LLC; Authors Jeff Quick and Hal Maclean.

**Pathfinder RPG GameMastery Guide**, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim

**Open Game Content:** All text content not in red on pages 3 through 65.



Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

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

**The Penumbral Pentagon** Copyright 2003, White Wolf Publishing, Inc.

**Player's Guide to Fighters & Barbarians** Copyright 2003, White Wolf Publishing, Inc.

**Player's Guide to Wizards, Bards & Sorcerers** Copyright 2003, White Wolf Publishing, Inc.

**Possessors: Children of the Outer Gods**, © 2003, Philip Reed and Christopher Shy, [www.philipreed.com](http://www.philipreed.com) and [www.studioronin.com](http://www.studioronin.com).

**Post-Apocalypse**<sup>20</sup>, Copyright 2007, RPGObjects; Author Charles Rice

**The Psychic's Handbook**, Copyright 2004, Green Ronin Publishing; Author Steve Kenson.

**The Quintessential Fighter**, © 2001 Mongoose Publishing

**Relics & Rituals** Copyright 2001, Clark Peterson.

**Relics & Rituals 2: Lost Lore** Copyright 2002, White Wolf Publishing, Inc.

**Relics and Rituals: Excalibur**, © 2004, White Wolf Publishing, Inc.

**Remarkable Races**. Copyright 2009, Alluria Publishing; Author: J. Matthew Kubisz

**Rokugan**, © 2001 AEG

**Rot Grub from the Tome of Horrors**, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax

**Russet Mold from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

**Scarred Lands Campaign Setting: Ghelspad** Copyright 2002, White Wolf Publishing, Inc.

**Scarred Lands Gazetteer: Termana** Copyright 2002, White Wolf Publishing, Inc.

**Sea of Blood** ©2001 Mongoose Publishing

**Secrets and Societies** Copyright 2002, White Wolf Publishing, Inc.

**The Serpent and the Scepter: Serpent Amphora Cycle, Book II** Copyright 2002, White Wolf Publishing, Inc.

**The Serpent Citadel: Serpent Amphora Cycle, Book III** Copyright 2003, White Wolf Publishing, Inc.

**Serpent in the Fold: Serpent Amphora Cycle, Book I** Copyright 2002, White Wolf Publishing, Inc.

**The Seven Saxons**, by Benjamin R. Durbin and Ryan Smalley, © 2005, Bad Axe Games, LLC.

**Shaman's Handbook**, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

**Shelzar: City of Sins** Copyright 2003, White Wolf Publishing, Inc.

**Shadow Demon from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

**Silver Age Sentinels d20**, © 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

**Skull & Bones** ©2003, Green Ronin, Green Ronin Publishing, Authors Ian Sturrock, T.S. Luikart, and Gareth-Michael Skarka.

**Spycraft** © 2002, Alderac Entertainment Group.

**Spycraft Espionage Handbook**, © 2002, Alderac Entertainment Group, Inc.; Authors Patrick Kapera and Kevin Wilson.

**Spycraft Faceman/Snoop Class Guide**, © 2003, Alderac Entertainment Group, Inc.; Authors Alexander Flagg, Clayton A. Oliver.

**Spycraft Fixer/Pointman Class Guide**, © 2003, Alderac Entertainment Group, Inc.; Authors Scott Gearin.

**Spycraft Mastermind Guide**, © 2004, Alderac Entertainment Group, Inc.; Steve Crow, Alexander Flagg, B. D. Flory, Clayton A. Oliver.

**Spycraft Modern Arms Guide**, © 2002, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Tim D'Allard, Rob Drake, Michael Fish, Scott Gearin, Owen Hershey, Patrick Kapera, Michael Petrovich, Jim Wardrip, Stephen Wilcoxon.

**Spycraft Soldier/Wheelman Class Guide**, © 2003, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Shawn Carman, B. D. Flory, Scott Gearin, Patrick Kapera.

**Open Game Content:** All text content not in red on pages 3 through 65.

**Spycraft U.S. Militaries Guide**, © 2004, Alderac Entertainment Group, Inc.; Authors Dave McAlister, Clayton A. Oliver, Patrick Kapera.

**Spycraft**, © 2005, Alderac Entertainment Group.

**Supers**<sup>20</sup> Copyright 2007, RPGObjects; Author Charles Rice.

**Swords of Our Fathers** Copyright 2003, The Game Mechanics.

**Tagar's Tomes of Troubles: Traps**, Copyright 2005, Dog Soul Publishing, Sean C. Frolich and Deborah Balsam.

**Tales of the Caliphate Nights**, © 2006, Paradigm Concepts, Inc., Author Aaron Infante-Levy

**Technothrillers, a True20 Espionage Roleplaying Toolkit**, Copyright 2008 Reality Deviant Publications, Authors Michael Daumen, Patrick Smith.

**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.

**Tome of Horrors II** Copyright 2004, Necromancer Games, Inc.; Author Scott Greene; Additional Authors: Erica Balsley, Kevin Baase, Casey Christofferson, Jim Collura, Meghan Greene, Lance Hawvermale, Travis Hawvermale, Bill Kenower, Patrick Lawinger, Nathan Paul, Clark Peterson, Bill Webb and Monte Cook.

**Tome of Horrors Revised**. 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.

**True20 Adventure Roleplaying**, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

**True20 Bestiary**, © 2006, Green Ronin Publishing; Author Matthew E. Kaiser.

**True20 Companion**, Copyright 2007, Green Ronin Publishing, LLC; Authors Erica Balsley (Horror Adventures), Dave Jarvis (Modern Adventures), Matthew Kaiser (Fantasy and Space Adventures), Steve Kenson (Role Creation), Sean-Preston (Horror Adventures)

**True20 Cybernetics**, Copyright 2006, Green Ronin Publishing; Author Philip Reed.

**True20 Expert's Handbook**, Copyright 2007, Green Ronin Publishing, LLC; Author Joseph Miller.

**Undead Ooze from Tome of Horrors**, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Sword & Sorcery Studios.

**Unholy Warrior's Handbook**, Copyright 2003, Green Ronin Publishing; Author Robert J. Schwalb.

**Ultimate Equipment Guide**, Copyright 2002, Mongoose Publishing.

**Ultramodern Firearms**, © 2002, Green Ronin Publishing; Author Charles Mc-Manus Ryan.

**Unearthed Arcana** Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

**Untapped Potential: New Horizons in Psionics** Copyright 2006 Brian Dupuis, Greg Jacob, Jeremy Smith, Michel Fiallo-Perez, Will Elyea

**Vegepygmy from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

**Vigil Watch: Warrens of the Ratmen** Copyright 2002, White Wolf Publishing, Inc.

**Wilderness & Wasteland** Copyright 2002, White Wolf Publishing, Inc.

**The Wise & the Wicked** Copyright 2001, White Wolf Publishing, Inc.

**Witch's Handbook**, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

**Wrath & Rage**, © 2002, Green Ronin Publishing, Author Jim Bishop

**Wood Golem from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

**Yellow Musk Creeper from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

**Yellow Musk Zombie from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

**Yeti from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

**Open Game Content:** All text content not in red on pages 3 through 65.

**The Grand OGL Wiki**, <http://grandwiki.wikidot.com> Copyright 2008-2010 Purple Duck Games; Authors: Mark Gedak, Alex Schroeder, Joel Arellano, George Fields, Yair Rezek, Mike Whalen, Shane O'Connor, Mike Rickard, John Whamond, Bill Browne, Eric Williamson, Slatz Grubnik, Charles R. Wenzler Jr, John Fraser, Jonathon Thompson, Thomas Boxall.

**DM Sketchpad - August 2010** Copyright 2010. Published by Purple Duck Creations. Author Mark Gedak, Stefen Styrsky, Charles Wenzler. Cartography Kristian Richards. Reviews by Megan Robertson.

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 <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.