

Alea TOOLS

Elevate your game with our stackable magnetic markers

Plastic or Lead Miniature

> Conversion Material

Stick.

Use our easy peel and stick conversion material on the base of your plastic or pewter miniatures. Pre-cut circles to fit standard bases, or trim with scissors for a custom fit.





Dry/Wet erase safe for flexibility.

- Write numbers on markers to distinguish multiple creatures
- Write words for unusual conditions

Click.

Strong neodymium magnets (Neos), stick to each other vertically and adhere to the converted base of your mini. The Neos use smaller but stronger magnets than our original design to completely eliminate side-to-side polarity issues.

Play.

Now you can move the mini and all of its status markers around the table as a unit – like a chess piece. No more hassle of moving a pile of loose tokens.

Use a variety of colors to visually distinguish common conditions.

Bloodied
Helpless

Wounded

Marked
Stunned
Unconscious
Dazed

۲

- Unconscious I
 - Grappled Flying
- Keep track of buff spells and ongoing conditions

Step Up! Your table will love you for it!

- Stop making do with clumsy tokens and markers.
- Upgrade to the patented RPG status marker system that finally makes this easy!

ALEATOOLS.COM

ADD SOME MENTAL MIGHT TO YOUR GAME



What people are saying about *Psionics Unleashed*

Nathan Collins - RPGNow Featured Reviewer: Psionics Unleashed is the kind of supplement you need to have in your arsenal. You can plan an entire game around around the new mysteries of psionics, or add it to your world when the PCs go to some unknown land.

Dabbler: I'd recommend it to any player or DM looking to complete their OGL upgrade to Pathfinder.

DungeonmasterCal: *I love the new Psionics Unleashed. It's the first product I've ever purchased from Dreamscarred Press, and they now have a new fan in the fold.*

Landon Winkler: *If you want to use classic D&D psionics in your Pathfinder game, this is the book you're looking for.*

Shane O'Connor - RPGNow Featured Reviewer: *Psionics Unleashed delivers in spades. Fixing what needs it and leaving alone what doesn't, this book is a true Pathfinder upgrade to 3.5's psionic legacy.*

Michael Briggs: Overall, this is a great addition to the Pathfinder game. If you like psionics, get it! If you don't, give it a chance. This book is worth the effort.

Get it in print from Amazon, Dreamscarred Press, Paizo, or your local game store!

Also available for download at www.dreamscarredpress.com and other fine PDF distributors



The Demolished Ones

He awoke on a cold floor, the taste of cotton in the back of his mouth. His tongue felt heavy, thick; his arms refused to push him up. He floundered for a few minutes there, trying to get his bearings, trying to gain stability, control. He took a breath and was hit with something metallic mixed with the scent of sweat and fear. He opened his eyes, cautiously, and pushed himself up.

The room was small, bare concrete walls and hard stone floor. That was the first thing he saw; the second was the body. It lay in the center of the room, face-down, sprawled, a crimson pool congealed around it. The man was dressed in formal attire, though the clothes were shabby and worn. His hair was dark, mussed, matted with blood.

He pushed himself back, away from the corpse, and looked around the room wildly, alert for danger. That was when he saw the others. Four of them, two men and two women, all around the room. Three were unconscious, prone, as he had been, unceremoniously left on the floor to wake. The Fourth, one of the women, was huddled in the corner, her eyes shut tight, rocking gently and muttering to herself.

Who were these people? Was one of them the killer? Were they all potential victims? What was this place, and why was he here?

He searched his memory for the answers, but found nothing. *Nothing at all.* That struck him as slightly odd at first, but the more he searched the more terrified he became. He did not even know his name. The more he searched, though, the more he became aware that nothing was there. He could remember nothing of his life, nothing of the events that had led him here.



Something was very wrong.

The Demolished Ones Kickstarter project by Brian Engard (Bulldogs!)



Find out More <u>HERE</u>



Want More?

Necromancers of the Northwest has free articles with brand-new gaming content five days a week, completely free.

Animate Your Game Today!

You might also enjoy these products by Necromancers of the Northwest.







Here at Rite Publishing we're getting new products into your hands every month. Some of them are Pathfinder oriented, others, not so much. While I've had my own reason for being attached to the 101 series, I'm really excited about The Breaking of Forstor Nagar (PFRPG) adventure (I really want to run this for my players), I like what's happening with the Fantastic Maps products, and I think that the Fold-N-Go (paper model) products are going to go gangbusters.

Let me briefly get my own pet out of the way. In *101 Armor and Shield Properties*, a product chock full of new ideas for suits of armor and shields for your Pathfinder characters, there are some very cool new toys to play with. Among my favorites is one that I'd describe thusly to players at the gaming table:

Exiting the previous dank room, you move cautiously down the mildew-infested, damp hall. After about a dozen paces, you come to an opening to the right; a bit of light spills out from somewhere over there, casting sharp-angled shadows in the intersection right in front of you. You also hear, or think you hear, the creaking of leather garments, coming from someone who must be quite close. Peering carefully around the corner you see a small room perhaps another ten feet away, and within the room is a short, thin man, dressed in light-brown leather gear. He hears you and stands away from a chest he'd been examining. As you prepare to act, you see he's surrounded by what appear at this distance to be motes of dust, each mote of varying brightness. Briefly bewildered, you try to discern just what surrounds the man; taking advantage of your pause, he vanishes, much like any of the fading motes around him, leaving a momentary trail of tiny, fading stars in his wake.

The Breaking of Forstor Nagar is not just an intense adventure for a party of 8th level characters, the MapTool open source gaming resource will allow GMs and players to enjoy this adventure even if the individuals are thousands of miles apart. I have friends from Norway to Australia and most places in between. I might just play through *The Breaking of Forstor Nagar* both at the gaming table and over the Internet so I can get a feel for just what this option brings me. There's a reason why the reviews so far have all been really, really good. If you haven't gotten your hands on the product, check out the buzz, and then check out the adventure.



Speaking of which, if you're a GM, wouldn't it be great to have a bunch of ready-made maps for you to have available for your players? As you're gearing them up for The Breaking of Forstor Nagar, introducing the characters to one another over a series of low-level, home-brew adventures so they're ready to visit the City of Grinding Ice, it sure would be great if someone else had already done the work for you. And, of course, it's already been done. In spades. The *Fantastic Maps* really are fantastic. Sure, they're not all 5-star quality, but, most of them are, and most of them are downright gorgeous. Jonathan Roberts is the cartographer for

both of these products, and the quality of his work precedes him (you can get the skinny on Jonathan and his work through

a discussion with him in *Kobold Quarterly*. Jonathan does amazing work and the RPG industry is lucky to have him.

Finally by way of continued intro, the Fold-N-Go products offer you something that will be sure to turn heads and garner smiles at the gaming table. While a 2-D drawing on a mat on the table accompanied by a lush description of the environment will often do the trick, sometimes it's nice to have 3-D walls and castle or dungeon features for use at that table. Some people have the time, skill and resources to create their own elaborate works of art to use, others have the means to buy some really nice-looking stuff, but, some will have to get by with less—until now. The Fold-N-Go products from Lone Tree Games are a godsend to anyone with a printer and a little spare time.

Speaking of spare time, next time you have a little, write to me about how you've used our products. Have you submitted some of the spells from our 101 series to your GM? (Alternatively, if you're the GM, have you had some key NPCs use some of those spells on or for some PCs in a recent game?) Have you used some of Jonathan Robert's maps? How about Jonathan McAnulty's new feats or domains in the pages of an issue of Pathways? Did you have some fun with any of T.H. Gulliver's haunts? I want to know. I want to hear from you. You can reach me at dave@ritepublishing.com

See you next month!

David Paul Editor-in-chief



Kingdoms of Legend

A Pathfinder Roleplaying Game Compatible Campaign Setting from IPG



Available Now in Print and PDF

IPG0100 Kingdoms of Legend: World Guide, (ISBN 978-1-936326-01-3) An introduction to the campaign setting. 32-pages.

IPG0200 Kingdoms of Legend: The Hidden Threat, (ISBN 978-1-932326-02-0) An adventure module for 1st level heroes. 32-pages.

IPG0101 Kingdoms of Legend: All Hands on Deck!, (ISBN 978-1-932326-03-7) A nautically themed rules supplement. 32-pages.

IPG0102 Kingdoms of Legend: World Map Poster, (ISBN 978-1-932326-03-7) A poster-sized map of the campaign world. 24" by 30", full color poster.

IPG0204 Kingdoms of Legend: Dragon Challenge, (ISBN 978-1-936326-07-5) An epic encounter for 20th level heroes. 32-pages.



IPG>

by Allen Drees, Ir.



Interaction Point Games PO Box 22634 Robbinsdale, MN 55422 (612) 296-3508 www.interactionpoint.com sales@interactionpoint.com

IPG>-<

Hero Killer Creature Template

A hero killer creature discovers a strange gem that transforms it from its humbler original form into a virtual engine of destruction. The gem also imparts an overwhelming desire in the creature: destroy great heroes of the land. It can sense the greatest living legend within hundreds of miles, and it will track this creature resolutely, brooking no interruptions to its destiny. If the hero killer creature encounters a group of adventurers that could count one of its members as a potential target, the creature will casually cast aside all obstacles to achieve its overriding goal.

Creating a Hero Killer Creature

"Hero killer" is an acquired template that can be added to any corporeal creature, whose base CR is 6 or higher. A hero killer creature uses all the base creature's statistics and abilities except as noted here.

CR: +5

Armor Class: A hero killer creature's natural armor bonus, deflection bonus, and insight bonus to AC (if any) increases by 50% (rounded down).

Defenses/Qualities: DR 10/adamantine and magic (increase to 15/adamantine and magic if the hero killer creature's CR is 15 or higher). **SR** equal to 11 + CR. **Immune** eyes on the prize (see below).

Spell-like Abilities: at will—*discern location* (automatically detects a "hero" it need not have seen it or possess an object belonging to it), *greater dispel magic*, CL 20th.

Speed: All movement rates increase by 10 feet. Additionally, the creature receives an additional movement mode it doesn't already possess (typically, fly or swim) at a rate equal to the base creature's land speed.

Special Abilities: The creature gains the following special abilities.

Eyes on the Prize (Ex): The gem empowering the hero killer hones its abilities to the fullest in pursuit of its goal. As a side effect, the creature gains incredible power when dealing with all "distractions." For any creature other than its target, the hero killer doubles its armor, deflection, and insight bonuses (effectively tripling the base creature's bonuses); its DR becomes 5/- (or 10/- for CR 15 or higher creatures); it gains a +8 circumstance bonus to its CMD; and the creature benefits from improved evasion and improved uncanny dodge (as if it were a barbarian or rogue with levels equal to its hit dice). Finally, the hero killer gains immunity to any mind-affecting effects, regardless of the source.

Once it has attempted to collect its target (see below), it loses all the above benefits until it fixes upon a new target 24 hours later. Additionally, A hero killer creature gains no benefit from this ability against any victim of the hero killer who has returned to life after the hero killer has attempted to collect the victim. Soul Gem (Su): If a hero killer slays its target, it automatically inflicts a *soul bind* effect as a free action upon it. A successful Will save (DC 10+1/2 the hero killer's HD + its Constitution modifier) negates. The gem imbedded in the creature's body serves as the material component for the effect. This Gem possess the hero killer creatures AC +4, Hardness equal to the Hero Killer's Constitution score, It Hit points are equal to double its Constitution score, and its Break DC is equal to its Constitution score +10. (Replace Constitution scores with Charisma scores if the base creature does not possess a Constitution Score). The gem possesses the hero-killer creature's saves, DR, SR, fast healing, resistances, immunities, weaknesses, and any other special defenses.

Abilities: Increase from the base creature as follows: Str +12 (+6 to attack and damage, +6 to Climb and Swim skill checks, +6 to CMB checks, and +6 to CMD), Dex +4 (+2 to Init, ranged attack rolls, AC, touch AC, and Ref saves; +2 to Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth skill checks; +2 to Dexterity-based DCs), Con +12 (+6 hp per HD, +6 to Fortitude saves, and +6 to any of the base creature's Constitution-based DCs), Int +6 (minimum 15; +3 extra skill points per HD, +3 to Appraise, Craft, Knowledge, Linguistics, and Spellcraft skill checks; +3 to Intelligence-based DCs), Wis +6 (+3 to Will save; +3 to Heal, Perception, Profession, Sense Motive and Survival skill checks; +3 to any Wisdom-based DCs), Cha +10 (+5 to Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, Perform, and Use Magic Device; attempts to influence others; and any of the creature's Charisma-based DCs).

Feats: Gain Ability Focus, Improved Critical, Improved Initiative, and Quicken Spell-like Ability (greater dispel magic) as bonus feats.

Skills: The hero killer gains a +8 bonus on Perception and Sense Motive checks.

Languages: The creature gains Common if it didn't already speak it, and it gains the ability to speak any languages it already knows but couldn't speak.

Treasure: Base creature's treasure plus double standard (embedded gem).

Limbs of the Collector CR 12

XP 19,200

Hero Killer Remorhaz N Huge magical beast **Init** +7; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +16

Defense

AC 25, touch 11, flat-footed 24 (+1 Dex, +16 natural, -2 size) or AC 42, touch 11, flat-footed 41 (eyes on the prize)

hp 148 (9d10+99)

Fort +17, **Ref** +9, **Will** +7

Defensive Abilities eyes on the prize (improved evasion, improved uncanny dodge [as 9th level barbarian]). immune mind-affecting spells and effects.); **DR** 10/ adamantine and magic (eyes on the prize 5/-) **Immune** fire, cold; **SR** 22

Offense

Speed 40 ft. (8 squares), burrow 30 ft. (6 squares), **Melee** bite +19(3d6+18/19-20 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks heat, swallow whole (2d6+18 plus 8d6 fire, AC 17, hp 13), Soul Gem (DC 27, AC 29, Hardness 33, Hp 66, Break DC 43).

Spell-Like Abilities (CL 20th)

At will—*discern location* (target only), *greater dispel magic*

3/day quicken greater dispel magic

Tactics

Before Combat The limbs of the collector finds the best vantage point from which to attack its target.

During Combat The creature ignores all attacks by foes other than its intended victim. It bull rushes any distractions to get to its target. It uses its quicken greater dispel magic to remove the defenses of its targets or negates its attempts to flee.

Morale As long as the limbs of the collector's target remains alive and in sight, the creature will fight until it or its assigned foe dies.

Statistics

Str 34, Dex 17, Con 33, Int 15, Wis 18, Cha 20

Base Atk +9; **CMB** +23 (+27 grapple); **CMD** 36 (can't be tripped) or 44 (see eyes on the prize)

Feats Ability Focus (soul gem)^B, Ability Focus (heat), Awesome Blow, Cleave, Improved Bull Rush, Improved Critical^B, Improved Initiative^B, Power Attack, Skill Focus (Perception)

Skills Acrobatics +15, Perception +27, Sense Motive +21, Stealth +4

Racial Modifiers +8 Perception, +8 Sense Motive Languages Common, Giant

Ecology

Environment cold deserts and glaciers

Organization solitary **Treasure** double standard

Special Abilities

Heat (Su) Anything touching the limbs of the collector's body takes 8d6 points of fire damage. Creatures striking limbs of the collector with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes the creature must succeed at a DC 33 Fortitude save to avoid taking damage. The save DC is Constitution-based.

Description:

"I reject the very idea of fate. I see this gem as a gift from the powers of free will and I collect the so called "destined" heroes so that the world may be free of the tyranny of fate."

An excerpt from *Fallen Heroes* by Limbs of the Collector as transcribed by Qwilion of Questhaven.

When I emerged from my egg along with my many brethren, I scarcely believed I would choose a greater purpose. Actually, I don't really remember much of what I believed when I was a youngling. However, a strange two-leg came to my home and changed my life forever.

He managed to bind me before I had a chance to taste his succulent flesh. Then he spoke to me while implanting a sickly, green gem into my thorax. I did not understand what he said at the time, but my memory recalls his words every time I begin a new hunt. "You are a creature of liberty. You have a chance at a new purpose in life. Instead of going through life destroying and devouring, you will preserve the future from the tyranny of fate. This item I've placed within you will show you the way. All you have to do is collect the "destined" heroes you encounter."

It took many weeks of hearing those words in my mind over and over before I fully understood them. I had awakened, and I had the ability to rend the tapestry of fate. Each and every one swore they had some great destiny to fulfill, that the powers that be would protect them. I could not make them understand, but I knew they would in time, just as I did. The various compatriots of my prey put up a good fight on their behalf, but to no avail. Their blows were as the beating of a butterfly's wings against my hardened body. Each time I gathered up the "destined" hero, the gem's protection left me, and I retreated as quickly as I could. Once, I had to return to the same group to collect another member. They did not greet me happily.

The strange two-leg you call the Last Warlord, is the collector of the souls that I take. I have taken Cadwyn of Northfall who demolished the FortressUnassailable; Bryndris Vigdisdottir Akkikiktok the brave who turned the Hungering Legion away from Questhaven; and most recently I have collected Nyalk Chavir Akirda "the Majestic Fox" who slew the Frost Giant Jarl of Winterscar.



Jore

Knowledge (arcana)

Common (DC 14): This creature is known as the limbs of the collector, a remorhaz with a gem inset within its thorax. The creature has far more power than a typical specimen does.

Knowledge (arcana)

Common (DC 4): This magical beast is known as Limbs of the Collector; it serves as a errant agent of the Last Warlord in his clandestine war against the Questor's Society, it has an odd gem inset within its thorax. It is far more power than a typical remorhaz.

.Uncommon (DC 9): Other creatures similar to this are known as "hero killer creatures"; read excerpt from *Fallen Heroes*.

Rare DC (14):Like most remorhaz Limbs of the Creator can swallow its prey whole and can sense the presence of creatures due to the vibrations they make on the ground. When enraged, it produces an incredible heat that chars flesh and can even melt weapons. As a hero killer Limbs of the Collector can locate "destined" heroes over vast distances, and is extremely resilient when seeking its current target. Its most dreaded ability is ability to bind the soul of its chosen target so that the victim cannot be returned to life after it is slain.

Obscure (DC 24): To free a victims soul one must destroy the Limbs of the Collector's embedded soul gem, unfortunately due to its supernatural nature it cannot be dispelled.

Epic (DC 34):Limbs of the Collector is still a remorhaz and can be distracted by its base impulses and desire to feast upon frost giants, polar bears, and elk. The Last Warlord employs hero-killer creatures to weaken the power of Questhaven, though some claim he has foreseen a great catastrophe, and is gathering thes souls so that they can be returned to life to fight this ominous threat.

Monstrous Feat

Expel Creature [Monster]

Prerequisite: Swallow whole

Benefit: Once per round as an immediate action you can hurl your opponent as a improvised thrown weapon (-4 to the attack roll.) The expelled creature takes normal slam damage based on your size plus 1 and a half times your strength modifier, and any opponent the flung creature strikes takes this same amount of damage. A creature that for example is expelled off a mountain takes this amount of damage or the appropriate falling damage whichever is greater. You can hurl the opponent up to five range increments. The size of the range increment is 10 ft. per Hit Die you possess. This ability is most often used when a creature in your gullet damages you, but before they escape.

Inescapable Grip [Monster]

Prerequisites: Grab, any other supernatural or spell-like ability

Benefit: When you attempt to use your grab ability to grapple an opponent, your magical nature attempts to dispel (as described in *greater dispel magic*, CL equal to your Hit Dice) any *freedom of movement* spell or magic item that grants immunity or bonuses to Combat Maneuver Defense or Escape Artist checks (this includes enhancement bonuses to Strength and Dexterity scores). If the dispel check succeeds, the spell is dispelled before you make your grapple check (magic items are suppressed for 1d4+1 rounds). You can use this ability a number of times per day equal to your Charisma bonus (minimum 1/day).

Sweep the Field [Monster]

You can sweep the area around you clear of opponents.

Prerequisites: Awesome Blow, size Huge or larger

Benefit: As a standard action, you may perform an awesome blow combat maneuver (with a +4 bonus) against up to 3 Medium or smaller opponents, none of whom may be more than 15 feet apart from another. You make one CMB check, opposing each opponent's CMD. For each successful check, you apply the awesome blow effect (opponent is knocked flying 10 feet in a direction of your choice and it falls prone; push must be in a straight line; opponent can't move closer to you; and an intervening obstacle deals 1d6 points of damage knocking the opponent prone next to the obstacle).

Stance of Power [Monster]

Prerequisites: Tremorsense, Con 13

Benefit: If you can detect a creature with your tremorsense, you know how to set your stance against him so as to gain the maximum effect for your attacks and defense. You can add a +2 circumstance bonus to one of the following as an immediate action each round: your attack rolls, Armor Class, CMB or your CMD.

Ecology Encounter (EL 12)

An unusually cold winter has brought an unexpected guest with it—the Limbs of the Collector. The renowned heroine Rhawne Fairweather who warned the First Outpost of the Thirteen Nights of Black Fangs. She asks the PC to protect her from the beast. Will they be able to withstand the onslaught and prevent the monster from gathering the soul of its target?

Encounter Enhancements: Cold weather, wind.

Twist: The renowned hero has been mind controlled by the Last Warlord as the hero killer creature hunts a PC rather that the renowned hero.



Malevalent Manifestations

by T. H. Gulliver

Any Port in a Storm

In the soon to be released #30 Haunted Objects (Sept 8^{th}), I supply the GM with some nasty surprises with which to decorate a decrepit mansion. The supplement includes traps that reset themselves, lovelorn lockets that will create a little chaos back in town, and a deck of cards that will unleash some random pain on your PCs. Several of these haunted objects have obvious value, making them easy to slip into a treasure horde. Many work best with the undead manifestations of their past owners. I hope you will take some time to check out this ghostly gear.

I have been planning these little treats since I started working on *#30 Haunts for Ships and Shores* in December of 2010. Here are three haunted objects that can be added to an abandoned wharf or a crumbling lighthouse. Next time your PCs are travelling through storm-wracked seas, they had best think twice about the expression 'any port in a storm.'

Suddenly Tentacles CR 3

XP 800

NE minor haunt (one length of rope and 5 ft. radius) **Caster Level** 3

Notice Perception DC 13 (to notice the rope slithering forward), persistent

hp 13; Trigger proximity; Reset 1 day

Effect This rope attacks a target that comes within 5 ft. of it. If the rope makes a successful touch attack (with a +3 attack bonus), it wraps itself around the target's feet as the spell *animate rope* (Reflex save DC 11). The targeted creature sees a tentacle slithering onto the dock from the briny depths. This haunt is persistent. The haunt manifests until neutralized or the target leaves the square. The target is allowed a new Reflex save every three rounds and can make a successful DC 20 Escape Artist check each round as a full-round action.

Destruction Tying the two ends of the rope together prevents the haunt from manifesting. Cutting the rope just creates shorter haunted ropes. Dyeing the rope red destroys the haunt.

The Plague CR 4

XP 1200 LE haunt (a handful of gems) Caster Level 4 Notice Perception DC 24 (to notice a darkness swirling inside the gems)

hp 8; **Weaknesses** triggered by touch; **Trigger** touch; **Reset** 1 day



Effect Desperate sailors and lonely lighthouse wardens can make dangerous companions. Though this one-armed skeleton cannot explain how he ended up crouched behind empty crates and casks, he does have a gift for you: a pouch of rubies still clutched in his one good hand. If his corpse is disturbed, hundreds of phantom skittering rats race from the behind skeleton's the tattered shirt. The phantom rats pose no particular danger. Anyone touching the gems contained in the pouch triggers a haunt resembling the spell *contagion*. The target becomes subject to the bubonic plague (Fortitude save DC 17). Unlike with the disease, however, the onset is immediate.

Destruction The haunt is destroyed by crushing the gems and blowing the powder into the sea.

Greed and Wrath CR 2

XP 600 LE haunt (one dagger) Caster Level 2

Notice Perception DC 17 to notice the anger radiating from the dagger)

hp 4; **Weaknesses** triggered by touch; **Trigger** touch; **Reset** 1 week

Effect A masterwork dagger lies by the skeleton's side. When anyone touches the dagger, an uncontrollable anger rises up and fills the target's senses. It splashes across his face and distorting his features causing a permanent -6 decrease to Charisma as the spell *bestow curse* (DC 16 Will negates). The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Destruction Casting *calm emotions* on the dagger destroys the haunt.

EVIL HAS MANY FACES. THIS IS ONE OF THEM









New Monster: Potion Weird (Sqwidge)

Potion Weird (Sqwidge) CR8

XP 4,800

NE Medium ooze (water) **Init** +10; **Senses** darkvision 60 ft., low-light vision; Perception +5

Defense

AC 20, touch 16, flat-footed 14 (+6 Dex, +4 natural) hp 105 (10d8+60) Fort +11, Ref +9, Will +4 Defensive Abilities amorphous; Immune ooze traits Weaknesses vulnerable to cold

Offense

Speed 30 ft., swim 40 ft. Melee slam +12 (1d8+7 plus infuse) Space 5 ft.; Reach 10 ft. Special Attacks infuse (DC 21) Spell-Like Abilities (CL 10th; Concentration +11) 3/day-fly 1/day-cure moderate wounds (self only), haste

Statistics

Str 20, Dex 23, Con 22, Int 9, Wis 12, Cha 13 Base Atk +7; CMB +13 (+17 grapple); CMD 28 Feats Agile Maneuvers, Great Fortitude, Improved Initiative, Lunge, Skill Focus (Stealth) Skills Perception +5, Stealth +17, Swim +17 SQ partial invisibility (see text)

Ecology

Environment any temperate or warm **Organization** solitary, pair, or wave (3-12) **Treasure** half (recovered in the form of potions)

Special Abilities

Infuse (Ex) If the potion weird successfully strikes an opponent with its slam attack, it may immediately attempt a grapple check without incurring an attack of opportunity. If it maintains the grapple for a second round, it forces part of its watery mass down its victim's throat. This sickens the target for 2 rounds, but has no other immediate effect; unless the target is unconscious, he has no chance to drown. Infusion provides a potion's benefits to the victim (typically, *cure moderate wounds, fly, haste, or invisibility*) once per day as a free action. At the GM's discretion, infusion can provide the same benefit every day, or the benefit can change from day to day.

Unfortunately, the infused character must resist the potion weird consuming him from the inside. This process acts as a disease with the following statistics: *save* Fort DC 21; *onset* 1 day;



Soggy footsteps signify the only outward signs of this creature's presence, until it attacks. Then it materializes fully, extruding a watery pseudopod into its victim's throat, causing him to cough and sputter.

frequency 1/day; *effect* 1d4 Cha damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based. If a victim succeeds in shaking off the infusion, he no longer benefits from the potion effect. Once the victim reaches either 3 Cha or 3 Con, he becomes partially invisible, gaining concealment. When the victim hits either 0 Cha or 0 Con, he permanently transforms into a potion weird, losing all his former memories. At this point, the victim may only be restored with *miracle*, *wish*, or equivalent magic.

After a potion weird has used its infuse ability 5 times, the magic holding the creature together dissipates, causing the creature to splash inertly to the ground.

Partial Invisibility (Ex) Due to the potion cocktail comprising the potion weird's form, it benefits from *improved invisibility*, except with respect to any solid surfaces the creature touches. If a potion weird touches the ground, an observer's base Perception check DC to notice the creature drops to 5. The creature becomes completely visible when it uses its infuse ability. Additionally, a potion weird loses this benefit with respect to other potion weirds.

While a potion weird is submerged in water, it retains full invisibility, regardless of any solid surfaces it touches.

A potion weird originates through a number of different means, almost all accidental. Whether the creature formed from the effluvia of a mad alchemist's dabbling with potions, an aborted attempt to create a watery construct, or even a failed experiment with a water elemental, all potion weirds carry a variety of



potions within their watery bodies, as well as a desire to replicate themselves.

A potion weird usually begins with its creator, and then, assuming it succeeds in its infuse attempt, the pair of potion weirds ventures out to a nearby settlement. The creature has enough cleverness to exercise stealth when it attacks a population center, so it starts with easy prey or lone creatures. Multiple potion weirds use some teamwork if they fight more than one actively resisting victim, but they will fight among themselves if only one victim remains or all their targets become incapacitated. The potion weird also understands how its invisibility works, and will therefore fly away if a serious threat presents itself.

A potion weird's victim may decide the infusion's benefits outweigh the dangers and refuse to seek treatment. In advanced cases, observers assume he has succumbed to a wasting disease which literally liquefies him. Left alone, the victim eventually perishes and increases the potion weird threat against his former home. After the entire populace falls prey to the slow accumulation of potion weirds, nothing, except strange watery footprints, remains for visitors—or fresh victims—to find.

Highly intelligent potion weirds have struck upon the idea of preserving portions of themselves in potion bottles. Provided the bottle remains sealed, the potion weird loses none of its potency, allowing it to infuse a creature which drinks from the bottle. If an opened bottle remains that way for an hour without a potential victim drinking from it, the potion weird becomes inert, and the imbiber experiences nothing but foul tasting water. Likewise, intelligent, fast-acting adventurers may safely harvest potions from a dead potion weird. If a character succeeds at a DC 40 Craft (alchemy) check, he obtains one potion from the creature. For every additional 10 points he exceeds the check, he gathers







Coming May 2011



RULE YOUR WORLD

Order today at your Local Gaming Store or your Favorite Online Gaming Retailer.

All Jon Brazer Enterprises' print publications are accompanied by a free downloadable electronic version of the text as part of our PDF Guarantee.



The Book of the River Nations: Complete Player's Reference for Kingdom Building organizes all the rules players and game masters need to explore new lands, build nations and defend against invading armies. This volume covers every aspect of exploration, kingdom building and mass combat. New feats, spells, magic items and class options equip your character to conquer and rule your own corner of the world.





Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.

10 Magical Armor and Shield Properties

By Steven D. Russell,

Designer's Note:

A problem with fixed DCs on magical items is that they are only good for a fixed level of play, so in an attempt to make them work at low, medium and high levels of play I have made the DCs 10 + ¹/₂ the wearer's hit dice+ the wielder's relevant ability modifier.

Absorbent Resistance: As an immediate action, the user of this shield can try to let it block and grab a single melee attack. When that foe attacks, she makes a special combat maneuver check (that does not provoke an attack of opportunity) with a +4 bonus. If she succeeds, she blocks the attack (negating it), prevents further actions from the foe this turn (he ends his turn), and can make an immediate attack of opportunity against the foe, who is considered flatfooted against this attack. If the foe's attack was an unarmed or natural weapon attack, you may attempt to grapple him. If it was a weapon attack, he may attempt a disarm maneuver. The attack of opportunity you make does not count against your total number of attacks of opportunity each round.

Minor abjuration; CL 13th; Craft Magic Arms and Armor, *grasping hand*; Price +5 bonus.

Alacrity: Three times per day, but never more than once per round, if the wearer has performed a move action this round she can perform an additional move action. An action that includes movement but is not a move action (such as a charge) does not count when attempting to use this property.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *expeditious retreat*; Price +2 bonus.

Allied Security: When the user is adjacent to an ally and has this shield in hand, the bearer may, as an immediate action, subtract any amount from her own Armor Class (up to an amount equal to her shield bonus plus her Dexterity bonus). This gives her ally a +2 bonus to Armor Class for every -1 penalty she takes to her own AC for 1 round.

Once per day the bearer can force an opponent to reroll a single attack roll made against an adjacent ally protected by this ability but not on attack rolls against her, even if the result of the roll is already known.

Minor abjuration; CL 3rd; Craft Magic Arms and Armor, *shield other*; Price +2 bonus.

Animated Defense: Once per day this armor can animate as an appropriately sized animated object if the wielder is inflicted with any of the conditions



listed below. It then performs the listed action on the wearer's next turn and place in the initiative order until the condition is negated.

Condition	Action
Cowering	Total Defense or move
	within reach of a designated ally
	if not threatened.
Dazed	Total Defense or move
	within reach of a designated ally
	if not threatened.
Dead	Move within reach of a
	designated ally.
Dying	Withdraw to within reach of
	a designated ally or perform first
	aid (heal check) if not
	threatened.
Fascinated	Shake its wearer free of the
	effect (takes up a wearer's
	standard action for that turn).
Paralyzed	Total Defense or move
	within reach of a designated ally
~ 1	if not threatened
Stunned	Total Defense or move
	within reach of a designated ally
	if not threatened
Unconscio	Total Defense or move
us (not	within reach of a designated ally
sleeping)	if not threatened

A wearer can set up his own alternate actions when the conditions above are inflicted upon her though they must be limited to a type of action an animated object can perform (such as drinking a specific potion) and it must be stated in 20 words or less. The animated armor can also be set so that when it is attacked, it automatically attacks its attackers on its next turn, as long as its wearer is still subject to the condition and is not dying when its turn comes. A designated ally is often set as a healer who could negate or heal the current condition.

Strong transmutation; CL 11th; Craft Magic Arms and Armor, *animate object*; Price +4 bonus.

Aquatic Adaptation: The wearer of aquatic armor is treated as unarmored for purposes of Swim checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

Shields may not have the aquatic quality.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *freedom of movement, water breathing, tongues*; Price +22,000 gp.

Assassin's Aegis: The wearer of this armor that possesses the poison use special quality can, once per round as a free action, negate a poison effect from a successful attack by absorbing that poison (this must be an actual attack, self administering or having an ally poison you intentionally will not trigger the effect). This absorbed poison grants the wearer the ability to cast the *poison* spell as a spell-like ability once per day; however, the DC is equal to 10 + 1/2 her HD + her Dex, Con, or Int modifier (wearer's choice). She cannot gain another use per day until this spell is expended.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, creator must possess the poison use special quality, *poison*; Price +6,000 gp.

Attacking, Melee: The ornate suits of armor and shields of this type always have some form of weapon or creature worked into them as part of the design. Three times per day as a swift action, the weapon or creature can be commanded to attack with a 5-foot reach (independently of the wearer), slashing, stabbing, smashing, or biting with the wielder's base attack bonus (it cannot make multiple attacks) plus the wearer's Constitution modifier plus its enhancement bonus and dealing 2d6 points of damage plus the wearer's Constitution modifier plus its enhancement bonus. This attack is in addition to any actions performed by the wearer.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *summon nature's ally IV*; Price +1 bonus.

Attacking, Ranged: These suits of armor and shields have spines and sharp blades protruding from their surface and must be part of a suit with armor spikes or a spiked buckler. On command, up to three times per day and as a swift action, the wearer can fire one of the shield's or armor's spines. A fired spine has the armor or shield's enhancement bonus to attack and damage, a range increment of 120 feet, and deals



1d10 points of damage plus the armor or shield's enhancement bonus $(20/\times 3)$. Fired spines regenerate each day.

Moderate evocation; CL 6th; Craft Magic Arms and Armor, *magic missile*; Price +1 bonus.

Auspicious Defense: This property allows the wearer to force an attack roll against her to be rerolled once each day as an immediate action. This action must be declared before damage is rolled for the attack, and the second roll's result is used even if it is worse.

Moderate transmutation; CL 15th; Craft Magic Arms and Armor, *bless*; Price +17,500 gp.

Bane Guard: The wearer of this armor is protected against spells and effects that excel against certain creature types. If the attack deals special or extra damage due to the wearer's creature type, that attack's damage is reduced by 15 points.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus.

Barbarian's Bastion: The wearer's penalty to AC from the rage ability is negated. In addition, the hit points gained by the wearer's increased Constitution from the rage ability are treated as temporary hit points (these points are now lost first) that last for the duration of the rage.

Faint transmutation; CL 1st; Craft Magic Arms and Armor, creator must possess the rage ability; Price +1 bonus.



for D&D3.5 and Pathfinder RPG

"I would like to say I love this character sheet. Nothing elsewhere even begins to approach the level of sophistication of this program." - Nicholas L.

"I love your product. Totally streamlined gaming so I can concentrate on role-playing and not math!" - Alan B.

"Even though I've never used it before, 2 hours in and TOS+ has saved me roughly 4 hours of scribbling - nice work!" - Kim F.

http://TheohiySheet.com



Twenty Questions with Jou Argesta

By Steven D. Russell

1. Could you tell us a little about yourself?

Fantasy game design crept up on me in 2005, when diamondthrone.com accepted my first article, a twoparter on the potential of true names in Monte Cook's Arcana Evolved. Until then I was a writer of travelogues, indie comics, fashion essays, neverending first novels, and self-indulgent philosophy tracts. My more recent RPG credits include work for oonegames, Goodman Games, LPJ Designs, Paizo, and Super Genius Games. I co-host the Iron GM tournament with Rone Barton, and I'm the chiefscribbler over at my blog RPG Aggression blog (http://RPGAggression.blogspot.com or http://faceboook.com/rpgaggression). I've made guest appearances as Cthu-Lou on the Atomic Array podcast. Dungeon acquired my first adventure, cowritten with Nic Logue, then canceled the entire magazine, leaving me forever haunted by the fear I was somehow responsible for the publication's demise. I live in upstate NY with my wife, my daughter and son, and a couple of horses. While I have sometimes worn a kilt and ridden a tractor, no one has ever caught me doing both.

Bibliography

Citadel of Pain (Gaming Paper); Snows of an Early Winter (SGG); Decanter of the Last Breath (Paizo Puncture Blackened Publishing); the Vein (oonegames); The Bloody Fix (oonegames); Atomic Array #10 (Moonstew); PFS#8:Slave Pits of Absalom (Paizo Publishing); Atomic Array #8 (Moonstew); The Great City Campaign Setting (oonegames); PC Pearls (Goodman Games); Trodoon Gate Saga (LPJ Designs); GM Gems (Goodman Games); SAW#12: An Uncertain Jungle Extraction (LPJ Design); SAW#1: Blood on the Waterfront (LPJ Design); What's in a Name I&II (Diamondthrone.com)

2. What is your home game like?

My home game has been temporarily sacrificed to the birth of my son and my wife's need to finish her PhD. As if pregnancy, child care for two, and a doctoral dissertation really justified a gaming hiatus on my part? Sheesh.

Before this break I ran a campaign designed by the players at my table. I've been working for a while on a little book to bring narrative game techniques – they kind of thing you find in so-called 'indie games' like Dogs in the Vinyard, the Mountain Witch, Burning Wheel, or Sorcerer – to d20-based games. Part of that includes a combination guide and goad designed to help GMs pull out of players the world they want to experience.

It takes a full game session, but by the time we're done I can plug the players' answers to 20 questions into a



template I created – the template is sort of like answering a mad lib – and summarize an entire campaign setting in a page or two. Generally, the results are pretty darn inventive and surprise the daylights out of me. For example, this last campaign included a race of semi-xenophobic intelligent merchant oozes that kept small bastions in most cities, dealt with the 'regular races' through proxies, but are extremely involved behind the scenes, twiddling their pseudo pods into politics across the land. Other races refer to them derogatorily as "Jellies."

When I run short of the time needed to invent original adventures or run with a creative campaign setting each week, I either go with something I've written for a publisher or a Pathfinder AP. *Rise of the Runelords*, remains one of my favorites and *Legacy of Fire* was a blast. Itching to try *Kingmaker* as non-linear sandbox is my preferred style.

3. What is your favorite Paizo product that you worked on and why?

I enjoyed writing for Pathfinder society, but found the format somewhat limiting. I can do it – don't get me wrong – and have fun. For example, in *PFS#8 Slave Pits of Absalom*, I really enjoyed creating a troupe of vicious little, parcour knife-wielding Halflings called the Puddlejumpers. I also enjoyed inciting role-play through the PFS mission system. However, my favorite piece for Paizo appeared in *Legacy of Fire*, where I had the opportunity to create an Arabian-Nights-meets-Sinbad sidetrek for PF#24 *The Final Wish*.

4. You have done work for Gaming Paper, how did that relationship start and how would you characterize it today?

Gaming Paper is an amazing company, and Erik Bauer is simply a fantastic guy, full of heart and dedication to the hobby. I knew Erik in passing through various industry contacts, but I owe Stan! of Super Genius Games fame for the opportunity to work with them. I'd done some Cthulhu work for Stan! and when Gaming Paper went looking for adventure authors, Stan! asked me if I'd any interest. Since it was an opportunity to do more work with Stan!, to get in on this awesome Gaming Paper Mega-Dungeon project, to work with a Chris West map -- there was no way I'd say no. Thing was, I kind of should have said no. Just because of how much work I had at the time; so I decided to ask one of my favorite collaborators, Rone Barton, if he'd work on the project with me. Rone said yes. I asked Stan! and Erik if collaboration would be ok and could I pick Rone? They both said, "Rone? We love Rone! We were going to ask him about this project next if you said no." And off we went.

Today? Well at GenCon Erik invited us all to play True Dungeon. We had a blast. We all died together, and then had appointments to which we had to run. So I can truly say, until death do we part.

I'm looking forward to working and playing with the gang again!

5. What is your favorite *Pathfinder Roleplaying Game* compatible product you worked on and could you tell us a little about it?

Citadel of Pain, without a doubt. *Citadel of Pain* – the citadel at the heart of the adventure is also named Rogthandor – is a Pathfinder adventure for 7^{th} level characters, and it's the flagship adventure for Gaming Paper's Mega Dungeon, an immense, modular map designed by Chris West. *Citadel* contains all the maps you need to play it without the Mega-Dungeon product, but if you have or if you buy the Mega Dungeon then you get the *Citadel of Pain* adventure map in its full 7 foot x 10 foot glory; because it uses the whole dungeon and the whole thing is freaking to scale! On top of which *Citadel* comes with replacement pages you slip into the Mega-Dungeon, for all the *Citadel* specific map features.

The plot revolves around the ancient bastion of Rogthandor - most recently owned by a mad alchemist - the Baronette Vilseph Dumond. Dumond depopulated his own lands to feed his mad experiments. Some of the classic monsters bugbears, minotaurs, ogres, and troglodytes -- noted these depopulated lands and decided to populate them. When the Dumond's liege lord showed up to force the mad alchemist to pay the piper, the arriving army drove these monsters inside Rogthandor. During the ensuing siege, one of Dumond's alchemical defenses sprayed the entire citadel with an impenetrable liquid stone, sealing everyone inside. The adventure opens 30 years later, as the PCs following any number of hooks – join an expedition intent on entering Rogthandor by riding the back of a Jules Verne like drilling-machine lubricated with



crushed displacer beast juice. The head of the expedition, Twith Ballancastor, is convinced everything inside Rogthandor died off long ago.

6. What was your best moment working on that product?

Giving Rone the design spec. "Hey Rone! 1) We've been given a map and now have to create an adventure, 2) We can't change more than about 10% of the map in any significant, structural way, 3) It's Pathfinder but must have a 1st edition feel. You in?" Rone and I both usually work from the story out, so he clearly thought I was out of my mind or pulling his leg. At first. No way to keep a creative genius like Rone from kicking into high gear when you pose a challenge like that one.

7. What do you feel was the most ingenious part of that product?

The world and society we created within *Citadel*. We decided all those classic monsters survived, trapped inside the fortress with their former guards, experimenters and torturers – not to mention some seriously creepy alchemical inventions – but... changed. Made new and unexpected. We also decided – and then determined a logical path to this outcome – that everyone trapped inside eventually established a strange, twisted, but sustainable society. A society the PCs wreck by showing up.

With *Citadel of Pain*, we tried to re-envision the dungeon crawl, re-invent classic monsters, and do all this in a way that makes plot and narrative-sense, shapes a thematic whole, and delivers a unique adventuring experience. Transmogrification became our theme and, if we did our design job well, no party

that enters Rogthandor ever leaves the same. If we knocked it out of the park, the impact of this adventure on players' characters will leave them talking about it for years. We hope.

8. What was the most challenging aspect of working on it?

The design spec included creating something with a first edition feel. Don't take me wrong – I love first edition. My first adventure was *Keep on the Borderlands*. I played all the classics as a teen, and love them. But... "Hey Lou, here's a map. Here's Pathfinder. Be original. It must work for a first edition play style. Go!" Yikes.

So we decided to be even tougher on ourselves. Because we're bright that way, I guess. \bigcirc

We decided to craft an adventure that works for three entirely different play styles. As a result, you can play *Citadel of Pain* as an investigative adventure; as a narrative adventure focused on NPC interaction, plotting and intrigue; or as a pure hack-n-slash dungeon crawl. It works and works well for *any* of those approaches to play. Play it any way you like, you're going to have fun.

That was a challenge.

9. Did you learn anything while working on it?

Heck yeah. My daily word count drops in inverse proportion to the complexity of the endeavor. I learned that right away. This was the first ever project on which I missed an internal deadline. I didn't miss the ultimate deadlines – the publisher deadlines – but not quite grasping how ambitious a project we'd set ourselves, well it threw my estimates off. I had to work late at night while the family slept, on airplanes and at conventions to make sure *Citadel* was delivered on time. We did. Whew. I also learned how to write a better art order. Stan! was an invaluable guide, mentoring us through the process, keeping us on track, and calling the shots when our runaway creative train would have taken us over a cliff.

10. Other than your own work, what is the best *Pathfinder Roleplaying Game* compatible product out there?

It's hard for me to put a finger on a specific product. I'd rather pick publishers. Super Genius Games and Rite Publishing. I love their work. Oonegames – their stuff rocks. Full disclosure –- I've written d20 and Pathfinder material for Oone, but I'm thinking of their Ennie winning The Player's Guide to The Great City. I had to turn down the opportunity to work on that one. Kicking myself, now!

11. What in your opinion makes a good *Pathfinder Roleplaying Game* compatible product?

Originality is always important, but the key is expansion. PRPG compatible products always need to



open up options, let players build on top of what is already in Pathfinder, and go in new directions. It's not enough to add a few feats or a few skills. Good PRPG compatible products add new *concepts* that work – aesthetically and mechanically – with Pathfinder. As if Pathfinder was this awesome suit of clothes and the compatible product the accessory that turns a wonderful suit into a unique *look*. To get all sartorial on you.

12. Who is your favorite designer of *Pathfinder Roleplaying Game* compatible products?

Owen K.C. Stephens, Steven D. Russell, Tim Hitchcock, and Greg Vaughn. Not necessarily in that order.

13. What advice would you give to would-befreelancers?

Aside from the obvious things like don't stop writing, don't give up, keep at it, etc.? Well I think it's hard to break into freelancing right now. Harder than five years ago, at least. There are very few venues left that welcome newcomer submissions. So instead, I encourage aspiring freelancers to enter contests. Paizo's <u>RPG Superstar</u> contest is awesome for this, for example. You don't have to win the contest. You just have to draw attention. After that, go to conventions. Meet people. Be a decent human and stay dedicated to your creations – a break will come your way if you keep at it.

14. Who is your favorite illustrator?

Oh that's tough. I'd have to say Steve Beleddin (http://www.stevenbelledin.com/gallery/) and Rich Clark (http://www.zippystudio.com/). For different reasons. Steve has a way putting an entire history and backstory into every image. It's subtle, but it's always there. A whole character, and he just consistently wows me. Rich is the consummate professional. He has a way of reaching into your mind, grabbing exactly what you were thinking – but not communicating with language – and putting it onto the page. The energy and bold colors in his oils and product covers always blow me away. They're both great guys. Great illustrators.

15. What has been your most memorable fan response to your work?

Some of the feedback Rone and I receive– we collaborate a lot – in reviews or in comments really floors me. I blush just thinking about some of it. For real. But the most memorable fan response was a group that found me at GenCon, then hung around for about 6 hours until I was free, and then started gaming *Citadel of Pain* at 1am. We played until well past dawn. They were a hoot – I loved running that game!

16. Could you give us an exclusive hint or teaser about an upcoming product you're working on?

There's a rumor that Frog God Games might publish my first collaborative adventure ever, retooled for Pathfinder. I'm kinda stoked about that. One of these days I plan to finish and publish that narrativizing book I mentioned earlier, but truth is I'm shifting some of my focus. Other products with my name on them might come in different mediums. We'll have to see.

17. Do you have any goals as a game designer that you have yet to obtain or overcome?

I still have a few bucket list items, for sure. Greg Vaughan and I have been trying to coordinate a collaboration for some time, and I'd really like to let the crazy out of the box and write with Tim Hitchcock again. I'm also pretty confident there are a few more Cthulhu adventures floating around inside me somewhere. Somewhere dark and disturbing.

18. Can you talk a bit about how the bundle packaging of Citadel of Pain with the gaming paper maps works?

Sure. You can buy *Citadel* on its own. It's got what you need, but it explodes if you also pick up the Mega Dungeon.

To get this, I need to explain the Mega Dungeon, which is a gigantor map. The Mega Dungeon map works on its own. It's... well, it's MEGA and it's a map—7 feet by 10 feet of Christopher West 1e-style map goodness done on 8.5" x 11" gaming paper singles – a bit like tiles. One side of each of the 100 pages in the Mega Dungeon is furnished (barrels, kitchens, chairs, statues, etc), the other is unfurnished. You can assemble either side into a specific dungeon, aka "The Mega Dungeon." You can also arrange the tiles to make any dungeon you darned-well like (or just about). The ingresses and exits all line up.

That specific dungeon, the Mega Dungeon, is what Gaming Paper gave us when they said, "Hey guys, here's the... FREAKIN 7' x 10' FREAKIN MAP – now make an adventure!"

So if you own the Mega Dungeon, when you buy *Citadel* you buy an adventure that uses that **entire** map.



There is also another product called *All-Stars Take on the Mega Dungeon*. This product has guys like Monte Cook, Brian Cortijo, Steve Schend and Ed Greenwood taking corners of the Mega Dungeon and writing adventures for them – and they are awesome!

As I understand it, you can buy all three products – the Mega Dungeon, *Citadel of Pain*, and *All-Stars* – in one discounted bundle.

19. What was the best game you ever played in? A friend of mine, John Stavropoulos, is an absolutely brilliant designer and an all around amazing human. At my request one evening, he created an entire narrative RPG designed to mimic the experience of the movie *Butterfly Effect*, more or less. It played like we were living the film *Primer*. He wrote it in 3 hours. The whole ruleset fits on 2 or 3 pages. It was the most amazing RPG experience I've ever had, due to both his design and GMing genius.

This unworthy one is on the Great John's back, constantly begging permission to assist His Grace in translating this Genius into salable format. If He allows my humble hands to lay fingers on His Great Work, I'm convinced the result will freakin' rock your socks off.

20. Is there anything else that folks should know about you and/or your work?

I'm branching out. I've a feeling screenplays and graphic novels lie around a corner of my future. I wouldn't be surprised if I finished that darn novel one day soon!

Gem Cards

TG-0011



Gem Cards

An innovative role-playing accessory tor any game system!



Base Value: 17100

50 unique gems! Never roll dice for treasure again! Full color gem images! Lets players hold the gemstones they find in their hands without breaking your wallet!

games and accessopies are **TG-0011** MSRP: \$9.95 ~ 50 card deck www.tangent-games.com



Available where role-playing

TANGENT GAMES

Trade Routes

By Louis Porter Jr. Design Review by Thilo "Endzeitgeist" Graf

This pdf is 17 pages long, 1 page front cover, 1 page editorial & SRD, half a page advertisement, leaving 14 1/2 pages of content, so let's check out this expansion of Jade Regent's caravan rules.

If you're like me and only today got the first installment of Paizo's new AP, this pdf will be cutting edge and significantly expand the available material for your caravans, but what exactly do we get?

First, we get 13 new types of wagons and draft animals that range from wagons that add a bonus to resolve for crossing rivers to bordello wagons, snake-oil herbalists (with d8-mini-table ranging from healing* several points of damage to being temporarily blinded/deafened) to mobile stages, nursery wagons, passenger carriages and reliquaries. On the draft animal side, we get the speedy, yet very hungry mule teams, the expensive steam-engine if you want some steam-punkish elements in your caravan and even skeletal horse teams that don't eat and can't carry riders.

Of course, that's not where the new material ends caravans also can buy from a selection of 13 new equipment pieces that range from cargo balloons and sledges, driver's compasses, land sails and letters of passages, a special kind of allowance to trade poisons, drugs, etc, repeating crossbow turrets and even a super heavy ballista.

No general crunch-book would be complete without new feats and 19 new feats for caravans are provided -From cargo unit-expansion to better unrest resolution to more useful beasts (either fighting or offering friendly animal attractions), to desert nomadcaravans, finding a oasis whenever you need one to essential powers to slave traders and slave caravans for the morally corrupt, there are a lot of cool ideas.

The slave trade in particular could make for a great way to jumpstart a campaign and introduce the caravan mechanics- have the PCs start as slaves, work and then take control of the caravan and lead it to freedom - very iconic and cool.

And hey, thankfully feats to let you ride the sides of wagons and dig latrines to minimize danger by disease are also included.

Next up is a rather informative piece of writing dealing with real-world logistics of running a caravan, offering some neat ideas like royal roads and the concepts of dry camps. Special mention should go to the 9 sample plot hooks: One of them e.g. has the idea of sheltering and escorting a fugitive dragon from his pursuers...

That's a lot of new material, but we'll also need some threats for the expanded caravan, now, don't we? 21



new threats to the caravan are presented over the next couple of pages. The dangers range from marauding teams of humanoids to hunting dragons, an encounter with a dim-witted giant's herd, bad winds that carry gluttony with them or seek to whisk the caravan to the astral plane to bad road conditions, tengu tinkerers and kobold cave-ins - enough to keep your caravan busy!

Finally, there are 5 sample caravans to drop into your campaign, though all are somewhat small suitable for low-level caravans and ready to expand - from the perfume guild's candor and pleasures to the royal mail, players are sure to find a caravan to join on these pages.

Conclusion:

Editing and formatting were top-notch, I didn't notice any explicit glitches. Layout adheres to the twocolumn standard, is easily readable, and while it comes with red boxes, still belongs to the very printerfriendly category. The pdf has no bookmarks, which is a bit of a pity, as it would have improved the userfriendliness, but at this length I won't detract a star for this omission. Artwork is stock and fitting. The rules are concisely-presented and written and you get exactly what you signed up for - easy rules-options and more material for your caravans. While some of the options are exactly what you'd expect and closes some omissions from the original rules, several of the options are both cool and imaginative. The hooks and sample campaigns are nice bonuses and add even further dimensions to the book. I also like that the pdf is mature about handling themes like bordellos and slavery and includes them for their narrative potential. All in all, apart from the lack of bookmarks, I have nothing negative to say and like several of the new options presented herein and the very fair and low price serves to counteract this minor blemish. Thus, my final verdict will be 5 stars.

Endzeitgeist out.

TRIBES ANTHOLOGY I

A Pathfinder Roleplaying Game Compatible TRIBES supplement by Creighton Broadhurst and Eric Menge







Raging Swan produces affordable, highquality gaming products that a GM can easily insert into a personal campaign.

Learn more about these exciting products (and others!) at ragingswan.com and benefit from our Free PDF and Dual Format PDF initiatives.

VILLAINS II

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Creighton Broadhurst and Martin Tideswell

Rods of Wonder

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Creighton Broadhurst







By Rite Publishing Review of Thilo "Endzeitgeist" Graf 5 out of 5 Stars!

This pdf is 18 pages long, 1 page front cover, 1 page editorial, 1 page SRD and 2 pages advertisement, leaving 13 pages for the new enhancements to the magic items, so let's take a look, shall we?

First of all, I have to come clear - I HATE magic item inflation. I mean, come on, how cool is a flaming sword if half the kingdom sports one? How special is an armor plus 1 if the local blacksmith's apprentice wears one? In my home campaign ALL magic items that are not scrolls and similar one-use items have names. Subsequently, I have been a vocal advocate of unique magic items that bring back the wonder to the game, that make magic feel less like a stratified set of bonuses and do more than "cast spell xyz, 3/day". I'm not the easiest audience for magic items and this pdf has a hard standing with me.

The pdf kicks off with a d%-table of the properties that shows you that base-price increments herein range from a modest 400 GP to the equivalent of a +5 bonus. The coolest design-innovation from 101 magical weapon properties has also been implemented here, i.e. the DCs, where applicable, of the items abilities, scales with level: DC=10 + 1/2character level + attribute modifier. Excellent choice, as it keeps items from becoming obsolete. An more in-depth look at the item-properties will immediately show you that some of the items deal with terrain control/economy of actions when it comes to movement - from additional 5-foot steps to 3/day extra move actions to a quality that lets you swim in an armor and breathe underwater, some nice new tactics are opened up by the new qualities. I expected as much, though Knight's move is quite cool, letting you dimension door a move as a knight in chess would.

I also expected the two spiny enchantments that deal melee and ranged damage to attackers and the racial properties that work only for a set race (though their implementation is cool: Humans get a prophecy pool and add one to said pool for each 1 they roll - use the pool to change fate. Neat!). There are also enchantments that give you DR 5/slashing/piercing/bludgeoning respectively.

What I did not expect, was to get a new specific property for just about any armor-wearing class, INCLUDING APG, UM and even UC-classes like the gunslinger and samurai - very cool.

One of the most utilized enchantments, prismatic palisade, lets you once per day walk unscathed through anything prismatic and counter it. Iconic



enchantments like energy absorption and minor shielding against draconic powers may be nice, but the pdf has more to offer: It's the enchantments that truly stand out, that make you immediately come up with cool ways to use them, that are for me the stars of this pdf:

Ironheart for example, makes you the ultimate tough guy, converting up to 100 points of lethal damage to non-lethal damage. (And no, munchkins, it doesn't work if you're immune to non-lethal damage.) And then there are the extremely costly last resort enchantments: Involuntary Retribution and Safeguards - one lets you heal, one casts destruction on your foes if they drop you to negative hp. Ouch. Even cooler, there's the martyr enchantment: You get automatically hit by foes and criticals confirm as well but you also inflict maximum melee damage against that foe without an attack roll. No if that does not make for cool rp-moments and heroic sacrifices, what does?

Another favorite of mine would be the animated defense armor, that turns into an animated item when you are hit by negative conditions and follows a set of programmed instructions, i.e. carrying your dead body through a desert or shaking you from fascination. I can see the plots forming in my mind - very cool. And what about the shield that can be turned into an extremely fast sled for getaways or an armor quality that lets you phase through difficult terrain? There is also a quality to lessen the effects of penalties, halving them and mechanically, you get a lot of cool ideas.

My very own silent stasr of this pdf, though, are the vital warding and dramatic counter enchantments, the former of which, if you use critical charts or decks, lets you roll twice and take the outcome of your choosing. While not for everyone, it's just one of 101 qualities and makes for a very cool thing to have if you use these rules. Dramatic counter lets you react once per day to an attack by vanishing in a cloud of smoke and makinga plus 20 acrobatics check to get far away. And Cheating Death is the ultimate enchantment for villains: 1/day negate anything that would kill the wearer, greater teleport and mindblank - OUCH!

Conclusion:

Editing and formatting are very good, I only noticed a case of a missing comma and a tab too much, but neither impeded my understanding of the content. Layout adheres to the full-color, 2-column RiPstandard and the artworks we get for some of the items rock. The pdf is extensively bookmarked. What can I say? I was more than pleasantly surprised by this pdf. 101 magical weapon qualities was a nice pdf, but some of the enchantments felt a bit like filler not so here. I think that each and every one of the properties has its place in a campaign and many actually offer enough evocative potential to make the enchantment worthy of its very own magic item - they just feel unique, stylish and cool and not like some run-of-the-mill bonus. I'd usually rate this 4.5. stars due to the minor glitches. BUT: For the added tactical depth these properties offer, and the supremely cool ideas crammed herein by RiP's mastermind Steven D. Russell, my final verdict will be 5 stars. Without the minor glitches I'd also add my seal of approval, but this remains a stellar offering that enriches just about any PFRPG game out there.

Endzeitgeist out.



Rite Publishing Presents #30 Intelligent Magic Items



Rite Publishing Presents



The Breaking of Forstor Nagar

By Rite Publishing Review by Dawn Fischer 5 out of 5 Stars!

First impressions: the layout and art is absolutely gorgeous. Little touches like frost on the top of every page give the impression that Jack Frost caressed it. The dragon head and wings, clearly intended to be the Oracle of Forstor Nagar, is a nice addition at the top of each page. The blood-red flags obviously intended to be banners of the Hungering Legion bracket the text at the bottom of each page. Absolutely gorgeous maps make it very clear and easy to run the important scenes of the adventure. Maptool users will love that it is fully supported in terms of map files for GM use, including player handouts, and map tokens as well as maps. There is even a pdf on how to use the Maptool elements, very handy for a GM who is new to that format.

Encounters are staged events with full map and Maptool support and as such not terribly flexible. However options offered for various PC actions give the GM additional support, such as suggestions for the GM when the players attempt certain "out of the box" thinking. One example of this is during the first encounter while the PCs are approaching the city and see the ship in the tunnel through the glacier.

Unfortunately there is really no support given to a GM whose players my utterly refuse to approach the city via the main approach. It is assumed that they will all have chosen to go one route and the beginning descriptions at the start only support this choice. For some groups this works out quite well. Most love to hop right into the action.*

I know my own players would be seeking an alternative way inside the city than the obvious approach. Personally I'd not presume they go the route provided in the first encounter but simply describe the horde on the surface of the glacier, perhaps bombarding the city using siege engines guarded by hundreds of legionnaires. Then if the players look around for alternatives, in passing mention the ship tunnel at water level and the fully loaded fire ship entering the tunnel and let them make the choice to go the route that leads to the first encounter. If you have players like I do, it is often best to let them "discover" the way you want them to go and act as if you are bummed that they thought of a clever solution.

I am not going to delve into analysis of each and every encounter. Suffice it to say that they are fully detailed and provide the essential information the GM needs to run each one. There are also notes on how to scale the adventure for a different level of difficulty. I personally like all the suggestions for the GM on what to do if the players choose B over A, move invisibly or aerially, or delay acting. Three different end game

The Breaking of Forstor Nagar City of Grinding Ice



scenarios are offered depending on what choices the GM and PCs make in the course of the adventure. The appendix provides information on new magic items, the Hungering Creature template as well as pregenerated characters for player use.

Conclusion: Ben McFarland and Jonathan Roberts make a fantastic combination of skilled adventure designers, clear and descriptive prose writers and crafters of clear, colorful and excellently supported maps. Combined with the gorgeous layout and nice little graphic element touches, such as tokens for cardstock whether for Maptool or not, make this a must-buy adventure. This well-crafted adventure scores a full 5 of 5 stars.



Bandits of the Rampant Horror

By Raging Swan Press Review by Endzietgeist 5 out of 5 Stars!

This pdf is 26 pages long, 1 page front cover, 1 page blank inside front cover, 2 pages editorial & ToC (featuring a table of creatures by CR and cool rhyming stanzas to offer something for your bard to rhyme about), 1 page offering advice for novice GMs to read statblocks, 1 page SRD, 1 page advertisement and 1 page back cover, leaving 18 pages for the bandits, so let's check them out, shall we?

Featuring an aptly-written introduction to the subject matter, we are introduced to the order of the rampant horror under Tallega, the feudally organized order of dread Spriggan knights mounted on Krenshar. Those of you not owning Bestiary 2 need not fret - all the necessary information to use the knights is given in this pdf. Featuring a nice overview of the history of the order and the Spriggan diaspora as well as a loresection, the order makes for a delightfully sinister twist of the Arthurian myth, as they keep searching for an evil artifact called the Scabrous Grail, including stats and lore-sections for the dark chalice.

After 3 sample encounters, we are introduced to the Spriggan Knights and following the innovation of Wererats, we get 8 sample names for the Spiggan knights, all featuring enough character to make the statblock not just another monster. The regular knights are Spriggan fighters 2 (CR 5) and they ride advanced (CR 2) Krenshar steeds. We also get statblocks for the rank-and-file Spriggan-at arms (CR 3) and for the cadre of 4 troubleshooters (diviner 3, CR 5). The latter also get 4 sample names and personalities, offering another dimension to them if you desire to use them as written. It should be noted that each of the Spriggan statblocks include a separate section on their alternate large forms.

Baron Tallega Raundrev (fighter 2/rogue [thug] 4, CR 9), the petty, vicious ruler of the order makes for a truly twisted take on an incompetent, craven ruler seeking legislation, but make no mistake, he is not to be trifled with, as his Bulette mount makes for a devastating adversary in itself...and he has more associates. After all, what would even a mockery of a fiefdom and a court would be without a proper troubadour? He and all other NPCs get the extensive RSP-treatment, offering pieces of information on mannerisms, hooks etc. Excellent!

Canerous and Vercherix, a dread Ettin bard (level 4, CR 8) with an unique ability makes for a crude and bawdy singer. Even more interestingly, one of the heads is in love with the baron's paramour while the other hates her, making for an interesting love "triangle". Even better, we get a full song for the bard to recite - great support!



The troubadour 's (and baron's) fey-blooded harpy paramour (sorc 8, CR 9) comes with her own nice piece of artwork and sample encounter and, while cool, the true star among the baron's court is definitely Varisthu, the Vargouille bone-orcale (level 6, CR 9) who tends to the fallen with his decapitated plague zombies and Vargouille friars, seeking to further add to their ranks. Seeking regeneration via the grail, he is a legendary beast waiting to be reborn, the dread spiritual center of the order to the baron's worldly might.

Conclusion:

Editing and formatting are top-notch, I didn't notice a single glitch. Layout adheres to the printer-friendly 2column RSP-standard and offers us some nice pieces of b/w-artwork. The pdf comes fully bookmarked and with a screen-version optimized for use with ereaders. Author David Posener has created a gripping, enticing, original, cool, depraved, sinister and wellcrafted group of NPCs both players and DMs will be sure to remember. With additional support like the rhyming stanzas, the sample song, the rp-potential within the group, all the names that make individuals out of statblocks and the sheer imaginativeness of this offering (Vargouille oracle, baby!), I practically am forced to give this my highest possible rating - 5 stars and the Endzeitgeist seal of approval. Well done - I want to read more by David!

Endzeitgeist out.



Dark Path

By Rite Publishing Review by Dark Mistress 5 out of 5 Stars!

Curse of the Golden Spear 3: Dark Path by Rite Publishing

This product is 62 pages long. It starts with a cover, credits, and ToC. (3 pages)

Introduction (5 pages)

This has background about the adventure, a overview, setting information, and information on starting the adventure with some bits about adjusting it on what has taken place in the first two.

Part One: The Daimayo's Treasure (16 pages) At this point the PC's know they are cursed and know they need the golden spear back. It starts with a little RPing and possible a minor encounter, following by plotting to get back into the city and the vaults they was at in the early adventures. The rest of the adventure is taken up with a mini dungeon crawl that is the vault. With the final page devoted to escaping the vault and city. There is stats for the Golden Spear magic item and two spells from the 101 3rd level spells book.

Part Two: Along the Dark Path (11 pages)

At this point the PC's should be wanting to head back to the port city they came in at and escape. The have 3 ways to do that, the dark path under the mountains is the best way but the book does give advice on how to handle things if the PC's decided to take one of the other ways. It also has a random monster and weather chart as well. Eventually the PC's are likely to decided to take the Dark Path. That section has 3 random tables, monsters, events and window dressing. The final is just things that make the passage seem more alive and don't hinder or help the PC's along. It also has a magic item in this section.

Part Three: Returning to Gaijinoshima and the Scarlet Harlot (6 pages)

Once threw the Dark Path, the PC's can head to the port city on the island. First they have to get from the port town to the island where they ship awaits. The adventure gives three ways the PC's might try this and how to handle it. Then there is the final climax fight at their ship. It ends with a page on advice on what to do after the adventure is over.

Appendix New Monsters (3 pages) There is 3 monsters fully stated out in this section.

Appendix The Danmatsumabatsu (6 pages) This is a group of assassins the PC's fight during the adventure. There is five of them fully stated out with background etc.

Appendix Pregenerated Characters (4 pages)



There is 4 stated out pregenerated characters, the same ones as in the previous adventures only leveled up to this adventures levels.

Glossary of Words (2 pages) A list of words and their meaning.

It ends with a OGL, ads, and back cover. (5 pages)

Closing thoughts. The art work is mix of black and white and color. It ranges from meh to pretty good. Editing and format are good, I didn't notice any errors. The adventure is well done and I especially liked the window dressing random table for the dark path. While this adventure likely has the least options for RPing of the three there is still several options. It does deliver a very nice Asian horror feel and characters hunted in a foreign and scary new world. I thought this one was better than the 2nd in the series and in some ways better than the first. Either way the series is worth picking up and this was a nice crowning adventure to top the series off in style. So what's my rating? Well other than some of the art I really don't have anything bad to say, beyond a couple of minor nitpicks. So I suppose that means I have to give it a 5 star review.

Trust me, I'm a Succubus.

Rite Publishing Presents

2

a la

in

Infernal Romance at Moon Temple

by Frank Carr

LADE O OATH

Requires the use of Monte Cock's Arcana Evolved



Krazy Kragnar's Magic Staff Emporium

By Super Genius Games Review by Dark Mistress 5 out of 5 Stars!

Krazy Kragnar's Magic Staff Emporium by Super Genius Games

This product is 12 pages long. It starts with a cover and Intro. (1 page)

Magic Staves (3 pages) This section talks about magical staves including adding two new types. Lesser and Greater magic

staves, including the feats needed for PC's to craft them. They also introduce the idea of a Tige Vierge which is a magic staff that has not yet had spells yet bounded to it, so it could be done at a latter date.

Staves (7 pages)

There is 10 new staves in this section. Each entry has stats for a lesser, standard and greater version of it. Staff of Binding – focuses on holds and planer powers. Crystal Staff – mind effecting staff with things like glitter dust, color spray and similar spells. Staff of the Four Winds – wind and air spells.

Staff of Scrying – varies detection type spells. Staff of Spiders – jump, spider climb, summon spiders, poison, web, vermin shape etc. Stone Staff – earth and stone based spells. Staff of Thorns – plant control and influence. Staff of the White Necromancer – detect undead, command, hide, hold, speak to dead etc. Staff of Winter – ice, cold and winter based spells. Umbral Staff – a shadow based staff.

It ends with a OGL and credits. (1 page)

Closing thoughts. The art work is black and white and very good. Editing and format where good, I didn't notice any errors. I can honestly say I absolutely loved the staves, they where all outstanding and the themes where very well captured. My only complaint about the whole product is I want a lot more staves. I think think of a number of ones. Stave of Fire, Water, (to



finish out the four elements) Four Elements, (them combined) Nature, Black Necromancer, Witch... etc you get the idea. So here is a vote for at least one if not more follow up books of themed staves. So what's my rating? Well I have nothing bad to say and only praise, which means I have no choice but to give it a 5 star review.

Trust me, I'm a Succubus.

In the Company of KD06 HENGE

Jonathan McAnulty







1.94

Oracle Curses

By Above Average Creations Review by Shane O'Conner 5 out of 5 Stars!

There's an old saying – "simple is best." That's an approach that's usually approached with wariness by gamers when it comes to RPG books. After all, we're usually happier when there are big production values and expansive coverage on a given topic. Products like Oracle Curses, however, the debut product from Above Average Creations, showcase how with good writing and a few select illustrations, a product with a minimalist approach can still produce top-quality results.

Oracle Curses presents, appropriately enough, ten new curses for the oracle class from the Pathfinder Advanced Player's Guide. The author, cogently noting that the mere six curses were far too few, presents another ten curses here. Interestingly, virtually all of these are curses of personality rather than physical problems.

What I found far more intriguing, however, was the author's bold admittance that these curses were more to create strong role-playing opportunities than wow us with new rules' crunch. Of course, that should be true across the board, but by focusing on curses that manifest as quirks of behavior, this is maximized. Moreover, there's a helpful chart of the ten curses (with a note saying that you can roll randomly for your curse – something I found delightful; really, should a curse be something you choose for yourself?), and notes about their "type" (if they're physical, mental, etc.) and how "strong" they are (how much they affect the character laboring under them).

The curses themselves are as imaginative as the author clearly wants them to be, ranging from being mute to being too famous for your own good, and more. While all function well mechanically (though to different degrees – taking a skill penalty is one thing, taking bleed damage with every attack is quite another), it's the notations after them that are what really make this product.

Like all gamers, I enjoy being given glimpses behind the proverbial curtain. In this case, after each curse, there's a paragraph wherein the author talks to the reader directly; while for a few of the curses he discusses the impact of them in the course of the game (such as how to deal with an oracle that's mute), most focus on different ways of having the curse manifest in-game. For example, are you a hermit because you're just a socially awkward, or were you raised by wolves, literally? The virtue of these sections is that they break you out of the more rigid thinking suggested by the curses themselves, reminding you that you can easily reskin many of these to allow for a broader characterization.



From a technical standpoint, the book has little to present, but what it has it presents well. The artwork is all historical pieces that are reused here (with a notation on where to find them and more online on the book's credits page). There are no bookmarks, but in an eight-page book, that's not really an indictment.

Unfortunately, the book is not without its share of problems. These aren't faults of the content (though be warned, one curse does draw on some of the material in the GameMastery Guide, though that's in the Pathfinder SRD now anyway), but of the book's technical presentation. To be more specific: copy-andpaste doesn't work the way it should – the words are copied in columns rather than lines. Likewise, there's no declaration of Product Identity or Open Game Content; and the OGL Section 15 doesn't list the Advanced Player's Guide or GameMastery Guide.

Of course, these are problems with virtually no practical impact when it comes to using this book in your game. If you're planning on playing an oracle, do yourself a favor and spend a dollar to pick up this product. The material here is as inspiring as it is expertly-presented, and gives some much-needed breadth to the curse of the oracle class. Unfortunately, Above Average Creations may need to change their name, since if this first book is any indication, their creations are excellent. Rite Publishing Presents:







By Rob Manning





Faces of the Tarnished Souk: Belladonna: the Face of Unrequited Love

By Rite Publishing Review by Shane O'Conner 5 out of 5 Stars!

"Oh dream weaver, I believe you can get me through the night." Woe betide the man who says that about the subject of this book, the eponymous Belladonna, the Face of Unrequited Love.

This 18-page PDF is for the Pathfinder RPG, and is specifically meant to work with the Coliseum Morpheuon adventure/sourcebook from Rite Publishing. It doesn't take much work to port this character to another setting, though, so don't be put off if you don't own the latter book.

Opening with a brief summary of her past and her current outlook, Belladonna is a literal living nightmare, but not one that causes terror so much as one that causes despair; she's the literal incarnation of unrequited love. Her rules for dreamburning are presented rather oddly though, as they seem to describe what her hope, goal, and aspirations look like rather than telling us what they actually are. It's not hard to figure out the meaning, though, so it's not really a point against the product, just a slight oddity.

We're told a little about her place of business, as well as given some DCs to find out more about her, and a sidebar on how to get her to interact with the PCs, before we move on to her stat block. Now, I personally don't think that Pathfinder is all that complicated of a game, but in this instance I had a slight bit of sympathy for those who think it is. To put it simply, I don't have Secrets of the Taskshaper, which presents the class that Belladonna has levels in (that is, the taskshaper class). This made reading her stat block slightly more difficult than I'm accustomed to.

Now, to be fair, all of the class abilities that Belladonna has are fully written out, so they're usable in the game, and a careful read-through will dispel pretty much all the confusion you might feel if you've never read that sourcebook. Make no mistake, you can use this character as-is; it just feels like you're playing with a bit of a handicap. And of course, none of this applies if you have Secrets of the Taskshaper.

Seven new feats are presented, four of which are taskshaper-specific, with the other presenting some nice utility abilities (e.g. sense magic naturally). Two new magic items round things out before we come to the next major section in the book: magical alcohol.

I have to admit that this was by far my most favorite part of this book. Almost a dozen new drinks are presented here, and all are very colorful in their names and abilities. From ambrosia itself to



juggernaut juice to pixie clover wine to good old rotgut whiskey, these are drinks your PCs won't soon forget! Especially since each has a specific effect (though not always a good one – it's a poor fool who wants to prove their mettle by drinking rotgut). Interestingly, each of these drinks has two ways to create them, one via Craft Wondrous Item, and the other with Brew Potion. Prices are given for various quantities served, and there's a handy chart noting how much each size contains. A sidebar notes that you should also enforce whatever intoxication and addiction rules your game uses.

Following this we're given two lower-level stat blocks for Belladonna (which, interestingly, have different titles – a touch I found to be a fun little extra), and the Nightmare and Nymph Child templates.

Overall, Belladonna's character is one that's rather obliquely described; I'm not sure I totally understood what it was for her to be the incarnate nightmare of unrequited love. Similarly, there are some gaps in regards to the tavern and gambling hall she runs, with mostly the liquors being the main drawing point. None of these are terrible omissions, however, and are easily filled in. Moreover, once you dig into Belladonna's stat block, she really has the potential to become almost any nightmare a character has, with a lot of options in combat. Add in the role-playing potential inherent in her character and the establishment she runs, and she's got a lot to offer vour game. The latest face at the Tarnished Souk is a pretty one, but don't get taken in by Belladonna, the Face of Unrequited Love.



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

are used by a contributor to identify itsen 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 copyring, 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. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

All proper names, Logos, Company Names, Images, Graphics, editorials, interviews and reviews are product identity all other content including translated common names are open gaming content.

Open Content is the designated as follows: All common names on stat blocks, domain abilities, skills, monsters, templates, classes, magic items, spells, and feats.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000–2005, Wizards of the Coast, Inc. d20 System Reference Document Copyright 2000-2005, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, and Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

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

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

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathways #7 Copyright 2011 Steven D. Russell;

101 Magical Armor and Shield Properties



By Steven D. Russell