



What Treasures Lie Within the Kobolds[,] Vaults, Guarded by Fearsome Dire Weasels?

WOULD YOU BELIEVE ... A MAGAZINE?



WEREWOLF PCS

KOBO

Discover the ENnie award-winning hobby magazine for fans of Pathfinder Roleplaying Game, AGE System and Dungeons & Dragons. Committed to top quality articles and stunning full-color artwork in every issue, Kobold Quarterly remains small, fierce and independent!

Subscribe today at www.KoboldQuarterly.com

Print+PDF \$29.99 (plus shipping) / PDF \$15.99



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





With a little bit of luck, a lot of hard work, and some of the best contributors in the industry, *Pathways* has made it through its first year. I'd like to make some room in my editorial to acknowledge some of the folks who've made this happen. Many more than those named below have contributed—I thank all of them as well.

Writers

Pathways has featured several excellent contributing authors, but my three mainstays have been Jonathan McAnulty, T. H. Gulliver and Creighton Broadhurst. Jonathan provides our readers with juicy descriptions of religious texts and provides some really incredible ideas for creative uses of channeling every month. It's always a pleasure to be one of the first to read his work; it's nice to be both an editor and a fan. Trevor scares us with his haunts, giving GMs lots of creepy ways to keep players on their toes. For whatever reason, reading his work almost always takes me back to when I first was learning the game in the 1970s. (Though I think "reading your work makes me feel old" wouldn't be quite the right way to spin this.) Creighton offers an encounter, always with flair, and excellently crafted to be immediately useful to busy GMs. All of this is wonderful material and I'm thankful that these guys make my job easy.

In addition, Mike Welham, Rob Manning, Will McCardell, Matt Branach and Ron Lundeen have provided excellent articles. These contributors have given readers wonderful critters with just the right balance of crunch and fluff, clever articles to support other Rite products, templates for GMs to throw new things at players, and more.

Artists

People will tell you they read Pathways for the articles, but we all know they really download it for the pictures. I know that I'm biased, but I've seen some of the best pieces of RPG-based art available in 3rd party publishing products in Pathways. I do have my own favorites, but I think it would be unfair of me to write about them here. So, I'm simply going to list our cover artists by the order in which they've produced our covers: Giordano Pranzoni, Eric Lofgren, Hugo Solis, Jason Rainville, Joe Calkins, John Wigley, Kurt A. Taylor, James "Devin Night" Hazelett, Mark Hyzer, Eric Quigley, Emma Lazauski, Colby Stevenson, and Phillip Simpson. All of these are fantastically skilled peoplesome of them have also contributed to interior art in Pathways. In addition to our cover artists are the many, many contributors to our interior art. Thanks to all of you folks for the delicious eye candy.

Reviewers

Every month we offer a broad selection of reviews from several exceptional reviewers. While there have been several, there are four in particular who deserve special mention: Thilo "Endzeitgeist" Graf, Dark Mistress, Megan Robertson, and Shane O'Conner. In an industry as rich and varied as this one, with voluminous amounts of material to sort through every month, it's just not possible for readers and players to stay on top of everything. Being able to rely upon a review can be a big deal, big enough to sway purchase decisions. We need more than just opinions, we need good opinions, we need valued opinions. We get this and more from our consistent reviewers. Thanks all.

Readers

Finally, of course, all of you who read *Pathways* deserve mention. *Pathways* wouldn't be here if you weren't reading it. Thank you.

With all the praise and congratulations and thanks out of the way, we can move on to this month's issue. Inside you'll find more of the same: excellent reviews, fantastic art, and great writing. I don't remember the first time any character of mine faced a bulette, but I do remember my friend Kevin laughing out loud about the idea of a "land shark" that, like the shark from Jaws, could pop out unexpectedly and grab just about anything it wanted. Like many players, we learned a healthy respect for the critter and your players can learn that same lesson if you throw Creighton Broadhurst's encounter at them. Even better, this encounter includes unstable ground and the possibility of being buried under rubble. I, for one, thought about tossing in another feature to the piece-take a look and I'm sure you'll see what I mean.

Jonathan McAnulty's article includes the new feat Heighten Rage, which, incidentally, goes rather nicely with *101 Barbarian Feats*, just released this month. It's a strange coincidence, I assure you. But, that feat is just the icing on a delicious cake of catastrophe. What campaign is complete without gods of destruction, rage, mayhem and the like? Jonathan once again does not disappoint. Take a look.

Because everyone needs more pptions Steve Russell gives us a wonderful archetype for his Luckbringer base class with the Black Cat Burglar which Steve describes as "mysterious and dangerous"—always nice traits in a character. I'm really curious what people do with Steve's piece. Please drop me a line and let me know how it goes.

Last, but definitely not least, Steve Russell gives us a wicked template for anyone who wants to throw a "fallen angel" kind of creature at a group of players. Pride is one of the seven deadly sins, and Steve shows us why by applying the template to a couatl, a creature so well known for its tenacity in fighting against evil. If pride can cause even the couatl to fall, what hope is there for the rest of us?

David Paul

Editor-in-chief



LEXRN MORE ABOUT THE FOLDING CIRCLE AND



AVAILABLE NOW EXCLUSIVELY ONLINE







Prideful Creature Template

Pride is a sin, and the dark and fell fiends of damnation have ever rewarded sin. These dark powers transform some creatures who earn their attention though their hubris into prideful creatures. Sometimes it destroys their common sense; but remember: before their fall, they were great. Prideful creatures are always supple and regal, their bodies shimmer with light like a new dawn, they always appear as magnificent specimens of their species; though if one looks closely, one will always find a subtle flaw or weakness, a molted feather, a missing scale, a broken nail, a small scar, or a blemish on the skin.

Creating a Prideful Creature

"Prideful" is an acquired template that can be added to any creature with an Intelligence of 4 or higher (referred to hereafter as the base creature).

A prideful creature uses all the base creature's statistics and special abilities except as noted here.

CR: +2

Alignment: Changes to any Evil.

Defenses/Qualities: Regeneration equal to its Con modifier (see below), **DR** 5/special (see below, increase to 10 if the prideful creature's CR is 10 or higher, increase to 15 if the prideful creature's CR is 15 or higher); **Immune** charm, compulsion, entangled grappled, helpless, paralyzed, petrified, pinned.

Weakness: Special Vulnerability (Ex/Su): Choose a single special attack type (examples: acid, chaos, cold, electricity, evil, fire, force, good, lawful, and sonic, etc.), if it's an alignment type it must match the alignment chosen for special damage reduction. This special attack type ignores all immunities, resistances and SR the prideful creature possesses and it takes half again as much (+50%) damage as normal, regardless of whether a saving throw is allowed or if the save is a success or failure.

Special Abilities: A prideful creature retains all the special abilities of the base creature, plus the special abilities as described below:

Affronted Dignity (Su) If a creature mentions the creature's weakness, exposes it, or voices pity for the prideful creature, he enters a rage as the barbarian class feature; the prideful creature's effective class level is equal to its CR.

Aura of Prostration (Su) This special quality makes a creature within 30 ft. cower in fear, most often kneeling or prostrating while babbling about their unworthy nature. A creature can resist the effects with a successful Will save (DC 10 + 1/2 the prideful creature's HD + the prideful creature's Cha modifier). On a failed save, the creature gains the cowering condition. An opponent that succeeds on the saving throw is immune to that same creature's aura of prostration for 24 hours. Aura of prostration is a mindaffecting fear effect.

Cat and Mouse (Ex) Prideful creatures do not just fight, they fight to prove their superiority and entertain anyone watching. They can perform any combat maneuver without provoking an attack of opportunity and gain a bonus to their CMB to equal to half their CR. *Protective Conviction (Su)* A prideful creature's dedication to self is so powerful that it actually manifests as a bonus to armor class and some saving throws. It adds a profane bonus to its armor class, Fortitude saves, and Reflex saves equal to its Charisma modifier.

Smite the Envious (Su) A prideful creature is so confident that its arrogance manifests as a bonus in combat. Once per day it may add its Charisma bonus to a single attack and its CR to that attack's damage roll against a creature that has attacked it.

Cult of Personality (Sp) A prideful creature with a CR of 15 or higher can cast *mass charm monster* once per day (Will save DC 10 + 1/2 the prideful creature's HD + the prideful creature's Cha modifier), those creatures that fail their save regard the prideful creature as their living god or earthly manifestation of their deity. Its caster level is equal to its CR.

Special Damage Reduction (Ex/Su): Choose a damage reduction type (except dash), only this type of weapon can be used to overcome the prideful creature's damage reduction; damage dealt by this weapon cannot be regenerated and it takes half again as much (+50%) damage as normal from the weapon.

Abilities: Increase from the base creature as follows: Str +4 (+2 to attack and damage, +2 to Climb and Swim skill checks, +2 to Strength, and CMB checks, +2 to CMD), Dex +4 (+2 to Ranged attack rolls; AC and touch AC, Initiative, and Ref saves. +2 to Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth checks, add +2 to any of the base creature's Dexterity-based DCs), Con +4 (+2 hp per HD, +2 to Fortitude saves, and any of the base creature's Constitution-based DCs), Int +4 (add 2 bonus languages, add 2 skill points per HD, +2 to Appraise, Craft, Knowledge, Linguistics, and Spellcraft checks +2 to any of the base creature's Intelligencebased DCs), Wis -10 (-5 to Will saves, -5 to Heal, Perception, Profession, Sense Motive and Survival checks, add -5 to any of the base creature's Wisdombased DCs), +4 Cha (+2 to Bluff, diplomacy, Disguise, Handle Animal, Intimidate, Perform, and Use Magic Device; attempts to influence others, and Channel Energy DCs, +2 to any of the base creature's Charismabased DCs).

Skills: Prideful creatures gain a +8 racial bonus on Bluff and Perform checks; both of these skills are always considered class skills for prideful creatures.





High Couatl of the Mar CR 12

XP 9,600 Prideful Couatl LE Large outsider (native) Init +9; Senses darkvision 60 ft., *detect chaos /evil/good/law*; Perception +18 Aura aura of prostration 30 ft (Will DC 19, cowering)

Defense

AC 27, touch 18, flat-footed 21 (+5 Dex, +1 dodge, +9 natural, +3 profane, -1 size) hp 150 (12d10+84) regeneration 7 (cold iron, cold) Fort +14, Ref +18, Will +19

Defensive Abilities protective conviction; **DR** 10/cold iron; **Immune** charm, compulsion, entangled grappled, helpless, paralyzed, petrified, pinned **Weakness** special vulnerability to cold

Offense

Speed 20 ft., fly 60 ft. (good)

Melee bite +18 (1d8+9 plus grab and poison)

Space 10 ft.; Reach 5 ft.

Special Attacks affronted dignity, cat and mouse, constrict (1d8+9), envious smite (1/day +4 atk/+12 dmg), cult of personality (DC 19)

Spell-Like Abilities (CL 9th)

- Constant—detect chaos, detect evil, detect good, detect law
- At will—detect thoughts (DC 17), ethereal jaunt (CL 16th), invisibility, plane shift (DC 22)
- Spells Known (CL 9th)
- **4th (4/day)**—escape the bounds of flesh (DC 19), greater scapegoat
- **3rd (7/day)**—dispel magic, magic circle against evil, summon monster III
- **2nd (7/day)**—*cure moderate wounds*, invisibility, *scorching ray, silence* (DC 17)
- 1st (7/day)—endure elements, magic missle, obscuring mist, protection from chaos, true strike
- o (at will)—daze, disrupt undead, light, ray of frost, read magic, resistance, stabilize

Jactics

Before Combat it casts *summon monster III* and greater *scapegoat* and *invisibility* on its summoned monster.

During Combat It prefers to attack from on high from a distance lording over the battlefield and will dispel creature who use flying magics.

Morale When outmatched, it flees using its *ethereal jaunt* or *planeshift* ability.

Statistics

Str 24, **Dex** 20, **Con** 24, **Int** 21, **Wis** 9, **Cha** 17 **Base Atk** +12; **CMB** +26 (+30 grapple); **CMD** 36 (can't be tripped) **Feats** Alertness, Dodge, Empower Spell, Eschew Materials^B, Improved Initiative, Iron Will, Lightning Reflexes

Skills Acrobatics +20, Bluff +26, Diplomacy +20, Fly +22, Knowledge (arcana) +11, Knowledge (religion) +14, Perception +18, Perform (oratory) +26, Sense Motive +10, Spellcraft +17, Survival +18, Use Magic Device +20

Languages Abyssal, Aklo, Celestial, Common, Draconic; telepathy 100 ft.

Ecology

Environment warm forests **Organization** solitary, pair, or flight (3–6) **Treasure** standard

Special Abilities

Spells: A high couatl of the mar casts spells as a 9thlevel sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a high couatl of the mar, meaning that the creature does not need a divine focus to cast them.

Poison (Ex) *Injury*—bite; *save* Fortitude DC 18; *frequency* 1/minute for 10 minutes, *effect* 1d4 Str; *cure* 2 consecutive saves. The DC is Constitution-based.

Description

Self-confidence is not a sin, audacity is not a weakness, the Mar is not a mere political enclave, it is our glorious heritage! For too long have mortals from beyond its walls looked up the ramshackle collection of bleak domiciles before those known as the Mar and expressed distain and mockery. I see the envious city of Questhaven before me and all I can see is impending war and conquest to be had in the name of the Mesheeka Triumvirate.

-Excerpt from <u>Rookery of the Feathered Serpent</u> as translated by Qwilion of Questhaven

We are a flight born of the glorious perfection that is Our Smoking Mirror of the Plumed Serpent. You shall stare with awe upon our magnificent feathers and be reminded of the splendid radiance of the sun. Our splendid bodies span 12 of your mortal feet in length and we weigh close to what you would call a ton. We also possess a superior natural grasp of magic allowing us to manipulate both eldritch and hallowed might.

The people of the Mar who worship us are happy as we have commanded that they be. They are not worthy of us, but we care for them. Are we not benevolent? For now we make no demands upon the people of Questhaven, though their presence offends us. Are we not tolerant? We strive to keep ourselves alive for the benefit of the Mar; magnificent beings such as ourselves must not be lost. Are we not virtuous?

We hold a singular vision, a singular purpose in our hearts: to bring peace to the lands of the protectorate under the auspicious of the High Couatl of



the Mar for glory of the Mesheeka Triumvirate and the grace of Our Smoking Mirror of the Plumed Serpent. We work with our natural immortal patience through our cult of mortal serpents, who rightly praise our works and us.

When the fallen emperor was overthrown by the Questor's Society we withheld our aid, because the dread lich had grown envious of our power and sought to suppress us. He learned the folly of offending us, losing his kingdom in the process. When the alliance of monsters known as The Fold sought to work within the Mar they knew how to pay the proper respects and as such have prospered under our benevolent tolerance. If you do not appease us you will suffer the same fate as the fallen emperor.

Jore

LORE: (Knowledge Planar)

Common (DC 15): This beautiful feathered serpentine creature is a high couatl of the mar; it is a native outsider that seeks to increase the power of an alliance of foreign and exotic city states in their political enclave within the local city of Questhaven.

Uncommon (DC 20): Read excerpt from <u>Rookery</u> of the Feathered Serpent. Creatures similar to it are referred to as prideful creatures. The high couatl have been corrupted by their pride with the help of the deity known as Their Shadow Mirror.

Rare DC (25): Despite their appearance, couatls are not dragons. They do, however, use their serpentine bodies to grab and constrict foes. It is also a gifted spontaneous caster that can access both arcane and divine spells with equal ease. A prideful creature's personal convictions grant it a deal of profane defenses, it is nearly impossible to hinder its movement or manipulate its mind via magic. Most weapons fail to overcome this, and its wounds heal at a supernatural rate. It likes to play with its prey, taking time to demonstrate its superiority, and it can demonstrate this by dealing a vicious blow to those who assault it, and this does not begin to address the horde of worshipers who become members of its cult.

Obscure (DC 35): You will need an iron weapon or a spell that delivers winter's cold embrace to permanently harm a high couatl of the mar, but there is hope because these two things deal savage wounds to the fell beasts, well beyond what normal attacks deliver. Also, beware commending on the molted wings as it sends them into a terrible rage.

Epic (DC 45): High couatl are creatures of their word and a bizarre code of personal honor and debt. They keep their promises, even to their most hated enemies, and never attack those who they feel they owe a debt until that debt is repaid.

Monstrous Feats

Improved Constrict [Monster]

Prerequisites: Constrict, Str 13 **Benefit:** After you have dealt damage with your constrict ability, your grappled opponent must make a successful Fortitude save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or begin to suffocate. On the opponent's next turn, if still constricted, he falls unconscious and is reduced to 0 hit points. One round later, the constricted opponent drops to -1 hit points and is dying. One round after that, the constricted opponent dies. Each round, the opponent can delay that round's effects (but not the constrict damage) from occurring by making a successful Fortitude save, but the current effect(s) continue, and each time the opponent fails his Fortitude save, he moves one step further along the track to suffocation. This feat only affects living creatures that must breathe. It is impossible to defeat the effects of this feat by simply holding one's breath—if the victim fails the initial saving throw, the air in his lungs is expelled.

Scapegoat, Greater

School: Abjuration; Level: Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (the hair of a goat) Range: Close (25 feet + 5 ft./2 levels) Target: One creature

Duration: 1 round/level or until discharged

Saving Throw: Will negates; Spell Resistance: Yes This spell transfers your bad luck to another. You nominate a creature within range to be the scapegoat, or recipient. If the target fails its saving throw, the two of you are linked. While the spell is in effect, if you fail an attack roll, saving throw, or skill check, you may transfer that failed roll to the scapegoat and roll again. You cannot transfer more than two rolls and must accept the results of your second roll. Once you have successfully transferred the two rolls to the scapegoat, the next two attack rolls, saving throws, or skill checks the scapegoat makes uses the result of your die rolls before your own modifiers. If the target has yet to take an action that would use the transferred rolls (for instance, if the scapegoat chooses to move instead of attacking), you cannot transfer another poor roll to him. You may transfer a maximum of one poor roll per three caster levels to the scapegoat by use of this spell.

Escape the Bonds of Flesh

School: Necromancy [Death]; Level: Clr 4, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (piece of bone) Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature Duration: Instantaneous Saving Throw: Fortitude half; Spell Resistance: Yes

The victim's skeleton writhes and twists within his body, tearing muscles and rupturing flesh. The victim suffers 2d8 points of damage, +1 point per caster level (maximum +20). If the damage dealt by this spell brings the target to -10 hit points or below, its skeleton tears from its body and becomes an animated skeleton. (See "skeleton" in the *Pathfinder Bestiary*TM.) This skeleton is under the caster's control in all respects as if it had been created by the *animate dead* spell. Should the skeleton possess too many Hit Dice for the caster to control, it remains independent and immediately attacks the nearest creature.

Rite Publishing Presents The Martial Arts Handbook





A new patronage project by Timothy Wallace and Ben McFarland find out more at www.RitePublishing.com



A Righteous Wrath: Clerics of Destruction, Rage and Catastrophe

by Jonathan McAnulty Illustration by Tobey Gregory

Not all divine entities relish creation. Some perceive the act of destruction to be much more satisfying and powerful. Followers of such gods embrace the tenet, "He who can destroy a thing, controls that thing." These religions believe that nothing shall last forever and it is therefore most natural to engage in tearing down, hastening the end. Religions of destruction and mayhem are most often primal faiths, in which the petitioners of the gods seek to curry favor through war, bloodshed, and savagery. It is a very rare priest of destruction who sits in a lavish temple full of finery. How can one preach a doctrine of tearing down when one is worried about building up one's own place? Instead, clerics of destruction are most often found at the forefront of barbaric gangs or hordes, whipping up their followers into a fierce frenzy of wanton rage, or standing over the ruins of fallen cities, glorying in the power of annihilation and catastrophe.

While the domain of destruction itself allows for a multitude of causes, the two primary subdomains of destruction help narrow the focus of individual clerics. The subdomain of rage is focused on the actions and abilities of the worshiper. Through rage, the supplicants seek to imitate their god; giving up their self-control on the altar of anger and vengeance. These religions are generally unpleasant to be around, particularly for those who are not counted among the faithful. Thankfully, their own savage tendencies tend to keep the numbers of such cults low.

The subdomain of catastrophe looks past the actions of mere mortals, seeing in momentously horrific events the hand of a divinely vengeful and destructive superintendence. These religions celebrate floods, fires, famines, earthquakes and volcanic eruptions. While some few clerics of catastrophe are willing to merely observe such things, many more feel called to create catastrophes themselves, if they are able. Minor clerics of catastrophe may practice arson, or seek to manipulate political events to the undoing of communities or even nations. More powerful prophets relish the ability to cause miraculous destruction, unleashing such magics as might cause the most damage to cities and towns.

Whatever the focus, faiths which celebrate destruction in all its forms are generally antithetical to civilization and are seldom tolerated for long in areas where the majority of the population desires peace and safety. These religions instead flourish in inhospitable climes and among backward or savage populations which



relish the power their faith might give them to take and destroy as they wish.

Sacred Jomes of Destruction

GMs can use the following texts as religious books in their campaigns. Each of the following sacred writings is associated with the domain of destruction, or one of its associated subdomains.

Pages from the Mantra of Annihilation

A great prophet of destruction penned a massive, thousand-page screed full of ominous visions, dark sayings and dire warnings. Then, still filled with the divine spirit of his god, he tore the book apart, page by page, scattering it to the wind. The lone pages of this book are held to be sacred by apocalyptic cults of destruction, and individual pages are frequently the basis for new cults when they are found. The pages, though they appear worn and torn, are apparently indestructible, resisting tears, cuts and the like. They are also fireproof. Some cults believe if they can once more bind all one thousand pages together, the end of the world will shortly follow, though there is no actual proof this belief is true beyond the fact that when two or more pages are brought into proximity to one another they magically join together. Once per day, a single page (or any single collection of pages) from the Mantra of Annihilation may be used by a divine spellcaster to cast *rage*. Each such page, or collection, radiates an aura of moderate enchantment and has a value of 2,000 gp.

Songs of the Savage Church

This hymnal contains a collection of songs and poems focused on the doctrines of rage and destruction. They are fierce, martial songs, fit to be sung in the midst of both battle and worship. Though the hymnals are primarily found in the (typically small) libraries of priests of destruction and rage, it is not unusual for battle bards, or veteran warriors, to have a copy of their own. Those who spend an hour studying the hymnal or listening to songs sung from the hymnal gain a +1 bonus to all Will saves made versus fear. This bonus lasts for 6 hours.

Xynost

Most often found in the form of a small, traveler's scroll, Xynost is a strange tale of a young man who moves through the world, causing one catastrophe after another, through no real fault of his own. Followers of destruction hold the tale to be a parable concerning the actions of their deity told in humorous form. Though the scroll is venerated by cults, most others shun it, for it has been proven time and again to be unlucky to read. Though scrolls of Xynost never radiate magic, those that spend more than 5 minutes reading it, or hearing it read to them, suffer a -2 profane penalty to all saves for 24 hours.

New Feats

Destructive Hair

You can use your divine channeling to more readily break things.

Prerequisites: Channeling class ability, Combat Channeling, Improved Sundering

Benefit: You can, as a swift action which does not provoke an attack of opportunity, use one of your uses of channel energy to improve your ability to damage objects. When you use this effect you gain a +20 bonus to sunder attempts and do extra damage on a successful sunder attempt. This extra damage is determined by rolling the number of dice you would normally roll when channeling energy (2d6 channeling equates to +2d6 damage to a successful

sunder attempt, etc.). This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds,



etc.), or until you have made a successful sunder attempt, whichever comes first.

Heighten Rage

You can use your divine channeling to send a raging creature into a truly divine fury.

Prerequisites: Channeling class ability, Combat Channeling, Rage subdomain

Benefits: As a standard action which does not provoke an attack of opportunity, you may utilize one of your uses of channel energy to increase the potency of a character's rage. The character affected must be within the range of your channeling and must already be raging. Once affected, for the duration of the rage, all numerical benefits and penalties derived from that rage are doubled. When the rage ends, the individual is fatigued, if applicable, for twice as long as normal.

Channeling Effects for the Catastrophe and Rage Subdomains

The following effects use and supplement rules from *The Secrets of Divine Channeling*. If you do not have that book, sensorial imagery describes noticeable effects which accompany the use of channel energy. Minor channeling effects are available to characters through either GM fiat, or the possession of the appropriate trait or class. Combat Channeling effects and Major Channeling effects are made available to a character through the acquisition of the appropriate feats. The DC of any saving throw is 10 +1/2 character level + Charisma modifier. Effects granting bonuses are either sacred or profane bonuses. None of the effects stack with themselves, though they may stack with other, similar effects. For more information, consult *The Secrets of Divine Channeling*.

Catastrophe Domain

Sensorial Imagery: A crackling dark blue energy, lined with bright yellow, and a faint odor of ozone.

Minor Channeling Effect: Delayed Destroyer's Kiss: You can, as a standard action which does not provoke an attack of opportunity, employ one of your uses of channel energy to cause a single non-magical, non-living object within the range of your channeling to break, 24 hours after you use this ability. The object must have hit points equal to or less than three times the number of dice you would normally roll when channeling energy (1d6 could destroy an object with 3 or less hp, 2d6 could destroy an object with 6 or less hp, etc.) and, when affected, the object gains the broken condition. Objects being carried or held when you initiate the effect may negate the effect with a successful Fortitude save. Objects which were not held when you use this ability gain no save, even if they are carried when the breakage occurs. If the object has more hit points than you can effect, it takes no damage from the attempt but you have still used up one of your channeling uses.

Combat Channeling Effect: Brittle Steel: As a standard action which does not provoke an attack of opportunity, you can use one of your uses of channel energy to affect all non-magical weapons within range of your channeling so that they break more easily. For the duration of the effect, any strike by a weapon which deals more damage than the hardness of the weapon, causes that weapon to gain the broken condition. This effect last for a number of rounds equal to the number of dice you would normally roll when channeling (2d6=2 rounds, 3d6=3 rounds, etc.). **Major Channeling Effect: Shake the Earth:** As a standard action which does not provoke an attack of opportunity, you can utilize one use of your channel

opportunity, you can utilize one use of your channel energy to cause the ground to shake within range of your channeling. All physical structures within range of your channeling take 1d6 points of damage each round from this minor quake, and all characters, including yourself, who are standing on the shaking ground must make a Reflex save each round or be knocked prone. The effect lasts for a number of rounds equal to 1/2 the number of dice you would normally roll when channeling energy, rounded down (3d6 equals 1 round, 4d6 equals 2 rounds, etc.). This effect is not subject to Selective Channeling.

Major Channeling Effect: Fire's Touch: As a standard action, which does not provoke an attack of opportunity, you can use one of your uses of channel energy to cause all flammable unattended objects (that is, objects not being carried) within range of your channeling to burst into flame. These fires, once begun, burn as normal fires, spreading when possible and continuing to burn until their fuel is gone or they have been put out. You continue to cause objects within range of your channeling to catch on fire for a number of rounds equal to 1/2 the number of dice you would normally roll when channeling energy, rounded down (3d6 equals 1 round, 4d6 equals 2 rounds, etc.). After the effect has been initiated, you may move, carrying the effect with you. Objects which are already on fire do not burn more hotly because of your presence and therefore, if you do not move after beginning the effect, only those objects which caught on fire in the first round of the effect are affected.

Rage Domain

Sensorial Imagery: A crackling midnight blue energy, heavily streaked with red, and a mild warmth Minor Channeling Effect: Prolong Rage: As a standard action which does not provoke an attack of opportunity, you can utilize one of your uses of channel energy to cause a raging character to continue to rage without expending his or her normal rounds per day of rage. The number of rounds you may add to a rage in this way is equal to the number of dice you would normally roll when channeling energy (1d6 equals 1 extra round of rage, 2d6 equals 2 extra rounds of rage, etc.). If the target elects to end the rage before the extra rage you provided has been fully used, the extra rounds cannot be used later, they are lost. Rounds spent raging through the use of this ability do not contribute to the number of rounds of fatigue a character suffers following the rage.

Combat Channeling Effect: Divine Rage: You can, as a standard action which does not provoke an attack of opportunity, employ one of your uses of channel energy to infuse creatures within range of your channeling with an emotional surge similar to rage. Those affected by this effect gain a profane (or sacred) bonus to their Strength and Wisdom, but they gain a penalty to their AC equal to this bonus. The amount of both bonus and penalty is equal to 1/2 of the total number of dice you would normally roll when channeling, rounded up (2d6 equals +1 to Strength and Wisdom and -1 to AC, 3d6 equals +2 and -2, 5d6 equals +3 and -3, etc.). This effect lasts a number of rounds equal to the number of dice you normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.). This effect stacks with both rage and *bull's strength.* Characters affected by this effect are not fatigued when it is finished.

Major Channeling Effect: Divine Savagery: As a standard action which does not provoke an attack of opportunity, you can utilize one of your uses of channel energy to temporarily cause one character within range of your channeling to lose control of her senses, attacking all who are near her. The target of this effect is affected as with *rage* but cannot distinguish friend from foe and attacks the closest target. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). A Will save negates this effect and the target is allowed a Will save each round.

Major Channeling Effect: Rage's Haste: You can, as a standard action which does not provoke an attack of opportunity, use one of your uses of channel energy to imbue all those within range of your channeling with savage vigor. All those affected by this effect may make one extra melee attack each round at their full attack bonus. The effect lasts for a number of rounds equal to the number of dice you would roll when channeling (3d6=3 rounds, 4d6=4 rounds, etc.). This effect doesn't stack with *haste*.

The Curse of the Golden Spear Adventure Trilogy set in Kaidan



A three part campaign arc, **The Gift**, **Dim Spirit**, and **Dark Path** is an adventure trilogy set in the cursed land of Kaidan and is suitable for a group of 5th level characters. Drawing inspiration from Japanese folklore, and fully compatible with the Pathfinder Roleplaying Game, Kaidan is a land of horror and mystery. In Kaidan, demons stalk the land in human form, the dead seldom rest easy, and life is cheap. This adventure serves to introduce players and game masters alike to the cursed realm of Kaidan.

Rave reviews make this adventure trilogy an instant classic!

Jonathan McAnulty
NOW AVAILABLE







HUNTER OF THE CRUMBLED CAIFF (EL 9; XP 6,400)

By Creighton Broadhurst of Raging Swan Press Bulette illustration by Hugo Solis

In this encounter, the PCs are travelling through an area of hills honeycombed by the burrowing of a predatory bulette. The bulette lingers near the trail and as the PCs wend their way through the hills, the bulette detects their presence and moves to feed. Unfortunately, the bulette's incessant burrowing (and the ancient burials of a now destroyed orc tribe) have destabilised a nearby cliff. As the battle rages, a nearby portion finally gives way, falling onto the trail.

FORESHADOWING

If the GM desires, he can foreshadow this encounter by having other travellers on the road (or the folk of nearby settlements) speak of a ferocious beast lurking in the hills. The beast "lives in the bowels of the hills themselves" and attacks small groups and lone travellers. From the very confused descriptions of the folk who have seen the creature and lived, a PC can make a DC 22 Knowledge (arcana) check to identify it as a bulette.

SURPRISE!

In the round before the bulette emerges, characters making a DC 25 Perception check sense the approach of a burrowing creature and can act accordingly. When the bulette emerges, read:

Suddenly the trail behind you explodes in a shower of rubble and dust. With surprising speed a huge, armour-plated creature bursts forth its huge maw gapingly wide.

The bulette uses tremorsense to emerge directly behind the party. It attacks immediately. As the battle rages, the unsafe overhanging cliff begins to shake before falling onto the battlefield. See "Collapsing Cliff" for more details.

JACJACS

Once it burst forth from the trail, the bulette attacks the nearest target. If its enemies spread out, it uses leap to make four claw attacks against an isolated target.

The bulette takes no notice of the crumbling cliff during battle and if caught in the resultant landslide uses burrow to return to the battle.



When reduced below 30 hp, it flees underground using burrow and does not return.

AREA FEATURES

The area has several features of note:

Trail: A 15 ft. wide trail wends through the hills. Movement on the trail is uninhibited.

Dense Rubble: Much loose rock has fallen from the nearby unstable cliff.

It costs 2 squares of movement to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 and the DC of Stealth checks increases by 2.

Slope (Gradual): Gradual slopes bound the trail out to a distance of 10 ft.

The hill isn't steep enough to affect movement, but characters gain the benefits of higher ground (+1 on melee attacks against foes downhill).

Slope (Steep): Steep slopes surround the gradual slopes bounding the trail.

Characters moving uphill must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill must make a DC 10 Acrobatics check when entering the first steep slope square. Characters failing this check stumble and end their movement 1d2 x5 ft. later. Characters who fail by 5 or more fall prone when they end their movement.

Characters gain the benefits of higher ground (+1 on melee attacks against foes downhill).

Overhanging Cliff: A 30 ft. long section of cliff overhangs the battlefield. The site of several ancient orcish burial sites, the cliffs have been furthered weakened by the bulette's burrowing.

• A DC 20 Knowledge (geography) check reveals the overhanging section of cliff as dangerously unstable.

Once the cliff has collapsed and the PCs have fought off or slain the bulette, refer to Development.

BUGETTE

CR 7

(XP 3,200)

This tawny armour-plated creature's huge maw gapes wide as it bursts forth from the ground.

Male bulette

N Huge magical beast

- Init +6; Senses darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11, Sense Motive +1
- **Speed** 40 ft., burrow 20 ft.; **ACP** 0; Acrobatics +9 (+17 jumping)
- AC 22, touch 10, flat-footed 20; CMD 28 (32 vs. trip) (+2 Dex, +12 natural, -2 size)

Fort +11, **Ref** +8, **Will** +5

hp 84 (8 HD)

Space 15 ft.; Base Atk +8; CMB +16

Melee bite (reach 10 ft.) +13 (2d8+9/19-20) and 2 claws +12 (reach 10 ft.) (2d6+6)

Atk Options leap, savage bite

Leap (Ex) When the bulette charges and makes a DC 20 Acrobatics check to jump in the air and land by his enemies, he can make four claw attacks against foes in reach, but he cannot use his bite attack.

Abilities Str 23, Dex 15, Con 20, Int 2, Wis 13, Cha 6 Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills as above

COLLAPSING CLIFF (CR 7: $XP_{3,200}$)

With a final, almost animalistic groan, the cliff gives way hurling unknowable tons of rock down onto the trail.

The cliff collapses spilling debris onto the battlefield. **Round 1**: The cliff remains as normal. **Round 2**: Rubble and debris fall from the cliff. A DC 10 Knowledge (geography) check reveals the cliff will imminently collapse.

Round 3: The cliff collapses. The collapsing cliff creates two distinct areas of affect:

Bury Zone: The bury zone is 30 ft. long and 15 ft. wide. Any character in the bury zone takes 8d6 damage (DC 15 Reflex halves) and is buried. Treat the bury zone as dense rubble.

Slide Zone: The slide zone extends out from the bury zone for 15 ft. in all directions. Any character in the slide zone suffers 3d6 damage and is buried (DC 15 Reflex negates both effects). Treat the slide zone as dense rubble.

Buried Characters: Buried characters take 1d6 nonlethal damage per minute; when a buried character falls unconscious, he must make a DC 15 Constitution check or suffer 1d6 lethal damage each minute until dead or freed. A buried character can free himself with a DC 25 Strength check.

Freeing Buried Characters: Characters who are not buried can clear rocks and debris from a 5-foot by 5-foot area. Armed with appropriate tools, the same character can clear twice this amount.

DEVELOPMENT

When the cliff collapses, it carries the skeletal remains of the orcs buried within it down onto the trail. Read:

Here and there interspaced among the tumbled rocks, jut forth the bleached white bones of many skeletons.

PCs searching the rock fall can make a Perception check to learn more. Each Perception check takes a half-hour and a successful check reveals all the information and treasure revealed by a lesser check:

DC 15: The bones of a score of individuals lie among the rocks. A DC 11 Knowledge (local) check reveals the creatures were orcs; a DC 15 Heal check reveals they all died brutal deaths.

DC 20: The PCs find the following items among the rubble:

- Golden Bracers: Engraved scenes of battle and slaughter decorate these bracers. (worth 600 gp; DC 20 Appraise values).
- Platinum Ring: Badly dented featureless platinum band (worth 400 gp; DC 20 Appraise values).

DC 25: The PCs find the following items among the rubble:

+1 falchion: The pommel of this weapon (faint [DC 16 Knowledge {arcana} evocation]; DC 18 Spellcraft

identifies; worth 2,375 gp) is carved to represent a screaming skull.

+1 heavy steel shield: This shield (faint [DC 18 Knowledge {arcana} abjuration]; DC18 Spellcraft identifies; worth 1,170 gp) is decorated with a faded image of a disembodied eye dripping ichor.

Note that because the items are buried deep within the rubble, *detect magic* does not reveal their presence.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 8 (XP 4,800): Apply the young creature template to the bulette (+2 on all Dex-based rolls, -2 on all other rolls; hp 68); reduce the damage dealt by the collapsing cliff by 1d6.

EL 10 (XP 9,600): Apply the advanced creature template to the bulette (+2 on all rolls [including damage]; AC 26 touch 14 flat-footed 14; CMD 32 [36 vs. trip); hp 100); increase the damage dealt by the collapsing cliff by 1d6.







Avant-Garde Archetypes

By Steven D. Russell

This marks the beginning of a new series in the pathways line up just like how we introduce a new monster template in each issue we are going to introduce a new class archetype. If you interested in submitting your archetype for inclusion in this series in this series please feel free to contact me: <u>steve@ritepublishing.com</u>

Subject Line: Avant-Garde Archetypes

The Secrets of the Luckbringer introduced a new base class to the Pathfinder roleplaying game, but sometimes you do not want to manipulate the laws of probability in your favor or change the nature of fate sometimes you want to inflict bad luck and misfortune on your adversaries, while you get away with the goods. This is where the new archetype the Black Cat Burglar comes into to play.

Black Cat Burglar

The Black Cat is an iconic image of ill fortune and a dark omen of things to come, the Black Cat Burglar taps into the mystical nature of this icon and can alter the nature of reality with its power.

Moment of Chance Class Feature

Foul Fate (Su): A black cat burglar can cause a reroll of any d20 roll that an opponent within 100 ft. makes, she does not need to be aware of the action to use this ability. She can declare she is forcing a reroll even after the result of the roll is known. She spends 1 moment of chance from her pool to force a reroll of the original d20 roll her opponent takes the lower result of the two rolls. You foe's weapon finds a crack in your armor but fails to sink in as it hits a bit of rock stuck in the crack. This moment of chance ability replaces the fatespin moment of chance ability.

Inflict Woe (Su): Apply a -2 luck penalty to any single d20 roll resulting from an action by an opponent that occurs within 100ft of the black cat burglar. A black cat burglar need not be aware of the action and can declare the use of this ability after the result of the roll is made. An opponent's hand slips slightly on his blade causing the weapon not to sink home. This moment of chance ability replaces the weal or woe moment of chance ability.

Trapfinding (Ex) A black cat burglar adds 1/2 her class level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A black cat burglar can use Disable Device to disarm magic traps. This class feature replaces the narrow escape moment of chance ability.



Improbable Class Feature

Improved Inflict Woe (Su): The black cat burglar increases the penalty of her inflict woe ability to -3. This ability does not use moments of chance though the inflict woe ability still does. A black cat burglar must take this as her first improbable ability at 2nd level.

Highly Improbable Class Feature

Improved Inflict Woe (Su): The black cat burglar increases the penalty of her inflict woe ability to -4. This ability does not use moments of chance though the inflict woe ability still does. She was just thinking about how much she hated the wizard when she ran right into the wizard's cohort, unfortunately, the cohort failed to resist the poison on her blade, unfortunate for the cohort that is. A black cat burglar must take this as her first highly improbable ability at 10th level.

WAY OF THE SAMULRAI

WAY OF THE SAMURAI

Now the enemy is arrayed against us. Now the day is at hand when we shall risk everything for our lord and master! For this we have prepared all the days of our miserable lives. Now you shall learn what it means to be samurai! Fate is in the hands of the gods, our armor is on our breast, success is in our legs! Let us go forward without fear and may our swords find a bloody sheath before we die.

Taira Motomori to his troops at the Battle of the Six Bridges

The Way of the Samurai

by Jonathan McAnulty

A Faction of Kaidan designed for use with the Pathfinder Roleplaying Game

Jonathan McAnulty COMING SOON







Twenty Questions with Timothy "Hawkins" Wallace

By Steven D. Russell

1. Could you tell us a little about yourself?

I am an inventory analyst—read "math geek"—at an online textbook retailer. I just turned 31 years old, and have been married for almost 8 of those years. Also, we have a 5-1/2 month old son, who it is my goal to raise in the geekly traditions. For as long as I have been roleplaying—around 10 years—I have been fiddling with homebrew rules and designing character sheets. Then, about a year and a half ago, I got the chance to help convert large portions of the races, classes, and feats of *Heroes of the Jade Oath*, by Frank Carr, from the *Arcana Evolved* rules set to the PFRPG. Then last August, Steve asked me to submit a product pitch for RP's patrons to vote on (*The Martial Arts Guidebook*), and here we are now.

http://www.indiegogo.com/Martial-Arts-Guidebook-PFRPG?a=240975

2. What is your home game like?

Unfortunately, colliding schedules have not permitted a weekly game for my regular roleplaying group, but every few weeks we play a one-shot of various so our dice do not get too dusty. Mostly we play Pathfinder, but we also enjoy playing BESM 2nd Edition, Old World of Darkness, and Dark Heresy.

3. What is your favorite Paizo product?

Right now, I think I would have to say *Ultimate Magic* or the *Advanced Player's Guide*, but I have a feeling that they will both be blown out of the water by the *Advanced Races Guide*. Races books are some of my favorites.

4. You work a lot with Rite Publishing, how did that start and how would you characterize your relationship with the company today?

Well, it all started when Steven D. Russell the head of Rite Publishing put out an open call to patrons of *Heroes of the Jade Oath* willing to help convert from *Arcana Evovled* to Pathfinder, and I think that I was the one that Steve selected. This eventually lead to the Martial Arts Guidebook and Ben McFarland (*The Breaking of Forstor Nagar, Streets of Zobeck*) being selected by Steve as its Developer. I really enjoy working with Ben McFarland. He has a lot of experience both with Rite Publishing and Open Design, and I do not think that I could complete this project without his help.

5. What is the Martial Arts Guidebook (PFRPG) and could you tell us a little about it? The *Martial Arts Guidebook* is a way for characters to specialize in a specific fighting style by joining a school and gaining prestige within that school. Each



school comes with its own set of traits, feats, seeds, legendary items, and NPCs, as well as rivalries with other schools.

6. What has been your best moment developing this product so far?

When I was working on developing a school as preview material and I just busted out around 1,000 words in one day.

7. What do you feel is going to be the most ingenious part of that product?

That the GMs and players will have everything they need to participate in a single school or run a competition between schools all in one place.

8. What do you expect will be the most challenging aspect of working on it?

Designing the traits and seeds for each school; I am working on getting a better feel for how they will work best mechanically in relationship to the schools.

9. What have you learned while working on its development so far?

That there is a lot more that goes into roleplaying product design than just the designing of the material itself. Outlines, promotional material, product pitches, art descriptions, preview material, etc. 10. Other than your own work or Rite Publishing products, what is the best Pathfinder Roleplaying Game compatible product out there?

I really like Purple Duck Games' *Legendary* items products.

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

I think what makes a good Pathfinder product is solid design balanced by well-thought-out flavor to make it fun to use.

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

I really like Matt Banach's *Faces of the Tarnished Souk* series.

13. What advice would you give to wouldbe-freelancers?

Keep on designing homebrew; this will help keep your game design "muscles" strong. And when the chance to design something comes along, even for free, jump at it.

14. Who is your favorite Illustrator?

Jason Rainville. I got to see a lot of his work when working on the conversion of *Heroes of the Jade Oath*. My absolute favorite is the monk on the cover of *Monk Archetypes*.

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

In Dark Mistress's–I don't know her real-world name–review of *Archetypes of the Jade Oath*, she states "Most of the stuff in the book is very good." Having read many of her other reviews on the Paizo site, this is pretty high praise.

16. Could you give us an exclusive hint or teaser about the *Martial Arts Guidebook*?

I am really hoping to have the preview school—The School of the Golden Kirin—out soon for everyone to get a taste of what I am capable of.

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

Well, I really hope to work at Paizo someday.

18. Can you talk a bit about factions, and how they will work in the *Martial Arts Guidebook*?

Each faction is a martial arts school. And they work basically in the same way as the factions found in *Pathfinder Chronicles: Faction Guide*, with the addition to the normal array of "resources" available to those faction, you will be able to learn martial arts "techniques" that are signature to each school and its fighting style.



19. What other complications do you face as a freelance game designer?

The biggest obstacle I think that I will have to overcome is time management. Trying to work with developers in time zones 3 hours apart, as well going to work and caring for my son while my wife goes to work and class, is tricky. But I have made it work so far, and I am confident that I can keep on doing it.

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

I am always open to answer questions as I am able. Feel free to drop me a line on the Rite Publishing, Paizo, and Candlekeep forums. My alias on there is Hawkins.

The Breaking of Forstor Magar A Pathfinder adventure for 4 8th levels PCs



Daffyd

Male human NG cleric 8 of Lada Init +3; Senses Perception +10

DEFENSES AC 19 touch 9 flat-footed 19 hp 59 (currently 47) Fort +10, Ref +4, Will +14

OFFENSE

Speed 30

Melee +1 cold iron mace +8/+3 (1d8+2)

- Spells (CL 8, +14 concentration)
- 4th—cure critical wounds, death ward, holy smite, imbue with spell ability
- 3rd—cure serious wounds, dispel magic, magic vestment, protection from energy, searing light

Live Stat Blocks

- 2nd-calm emotions, cures moderate wounds, remove paralysis, restoration, lesser, shield other, spiritual weapon
- 1st—bless, comprehend languages, cure light wounds, cure light wounds, endure elements, obscuring mist, protection from evil
- 0-create water, guidance, light, mending

Domains: community, protection

STATISTICS

Str 13, Dex 8, Con 14, Int 10, Wis 18, Cha 13 Base Atk +6: CMB +16: CMD 7

PRD hyperlinks, player/GM views, online play,



http://ritepublishing.com



The Six Griffons Haunt By Run Amok Games Review by Thilo "Endzeitgeist" Graf 5 out of 5 Stars!

This adventure is 32 pages long, 1 page front cover, 1 page editorial, 1 page SRD, leaving 29 pages for this first adventure by Run Amok Games, the new company of Ron Lundeen, so let's check it out!

This being an adventure review, the following text contains massive SPOILERS, so potential players might want to jump to the conclusion.

Still here? Righty right, so essentially we have an investigation of a haunting - the aristocratic, exclusive Six Griffons lodge has seen some hauntings and the PCs stumble across a rather violent manifestation of said haunting. The situation is made more precarious by the fact that the lodge houses a collection of magic/unusual weapons. Before you start sighing and devise ways to deprive the PCs of the stolen weapons, rest assured that they won't waltz out of this adventure with an arsenal of magic weapons

Hired by the butler/resident scholar of the lodge to find the cause of the unrest before a scheduled dinner of lodge members, the events start to escalate pretty fast. People start dying in rather macabre (and potentially lethal ways for the players), but without accumulating an overdue bodycount. The adventure features some rather interesting twists on the classical haunting that are massive SPOILERS: First of all, the culprit is not the classic undead, but instead a new creature called haunting elemental. Even better, they are only the symptom of the true problem and a corrupt member of the lodge tries to steal what is supposed to be a weapon to grant innumerable riches. The weapon that is confused with the silver-creating instrument of destruction is in fact the true culprit - a weapon cursed by its djinn-creators to forever thirst for the blood of evil creatures: If the weapon's thirst is not sated, the deadly elementals start manifesting. Have I mentioned that one character is a djinn in disguise that can act as a savior if the PCs are stuck? While format-wise the investigation is rather open, it also contains a timeline and puts some pressure on the PCs to find out the truth without unnecessary dawdling. It should also be noted that the adventure comes with 4 extensive handouts the PCs should analyze (which are consolidated on two pages for ease of printing out in the end) and a gorgeous 4-page fullcolor map of the lodge. I do have one very minor gripe: The Haunting Elementals. They reminded of of an old Planescape-joke with Berkamentals and guite frankly, could have been other creatures, as they don't feel like elementals to me.

Publisher's Note: Pathways only publishes reviews of other company's products that are 5 out of 5 stars. This is to avoid an appearance of impropriety.



Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to a printer-friendly 2column standard and the pdf comes with excessive bookmarks. The beautiful map and b/w-mugshots of the characters herein help to endear both characters and location to the PCs. This adventure is a rather fast-paced investigation with several fail-safes if the PCs get stuck, moderately difficult encounters and an unique flair - following the tradition of Ron Lundeen's Soldragonn Academy (by Headless Hydra Games), the adventure does feature a rather dark sense of humor that does not devolve into a massacre or truly mature material - indeed, the best way to describe it would be a investigative comedy of manners with a very dark sense of subtle humor. If played right, suspense and smiles at the characters herein go hand in hand, at least they did in my game. My group finished the adventure in one session, meaning that DMs with clever/investigating characters might want to throw in herrings. some additional red This and aforementioned personal preference are the only true gripes I can find, though, resulting in a 5-star verdict well done! Now let's see a more complex one! ;)

Endzeitgeist out.

ANCESTRAL RELIICS

30 ANCESTRAL RELICS

Ancestral relics are powerful magical items, powered by the very souls of a family member. Of near artifact quality, these rare creations become progressively stronger as your honor increases. Likewise, if you suffer a loss of honor, the ancestral relic becomes weaker.

Ancestral relics are priceless, and the secrets to their manufacture were forcibly lost by imperial decree over 600 years ago. At that time, the crafting of Ancestral Relics was the province of the onmyoji wizards, who jealously guarded the secrets of their manufacturing. These wizards would make the Relics for any house which desired one, whether they were noble or commoner. However the price was steep.

It is known that the creation of the relics demand the soul of a prominent member of the household and that the individual was sacrificed in a most gruesome and murderous way. Of some debate is whether the sacrifice was voluntary or not. Regardless, the ancestor's soul is what fuels the item.

#30 Ancestral Relics

by Michael K. Tumey

An Item Book for Kaidan designed for use with the Pathfinder Roleplaying Game









The Secrets of Tactical Archetypes II

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

This Review is based on PDF v2 of the file, is 28 pages long, 1 page front cover, 1 page editorial, 1 page advertisement and 1 page SRD, leaving 24 pages of content for a new selection of complex archetypes, so let's check them out!

After a short list of archetypes by class we immediately jump into the first new archetype, the Aetherurgist, an interesting new archetype for the oracle: The Aetherurgist gets a dual curse (one sans benefits) and the ability to speak to the voices of the (un-)dead and even summon spirits. If you're expecting a boring "summon undead xyz", prepare to be wowed - the archetype gains access to immobile spirits he can summon via his pool of spirit points. These spirits can ward allies, make ranged touch attacks and via 5 new revelations expand them further - e.g. make them arcanavores that can dispel magic at the cost of their evanescent existence. One of the coolest archetypes I've read in quite a while.

The second archetype, the Circle Witch is a neat take on the white witch - her hexes are purely supportive and may not be used offensively and she does not gain a familiar. To offset this major drawback, she can channel positive energy and select from 3 new hexes, one of which e.g. lets her transfer her ward hex to allies via god luck talismans. She is also wreathed in an aura of abjuration that enables anyone inside to use shield other on other allies in the aura as a free action spell-like ability. The archetype focuses on these communal abilities and tricks and at higher levels, she may even astral project and project herself as a kind of guarding spirit onto allies - a return, though, is only possible once she returns to the aura exhibited by her body. First I was rather baffled at the power the aura grants a party, but at the cost of a familiar and offensive hexes, I consider the overall result to be quite worth the effort - an iconic way of granting the witch class a very own identity that feels surprisingly coherent and well-conceived.

After that, we get the Elementalurgist fur the Druidclass. The druid focuses on the elemental building blocks of the universe and can choose an element every day and attune themselves and their allies via a total of 21 different attunements to an element, making e.g. their weapons count as one category larger. While the infusions are interesting and we get an additional feat and 2 spells, the archetype suffers for me personally: While the crunch is neat, I have seen too many elementalists/elemental specialists etc. to consider this particular one interesting. It could be considered a triumph that I don't hate it.

The Wizard gets an iconic archetype indeed - the force commander: Summoning a chess-board of almost



indestructible force representing the environment, foes and similar complications on the board. The battle-map features some pawns representing willing and unwilling characters and creatures and enables the commander to force movements and reposition his enemies and allies - nice take on terrain-controlled wizard.

The Grand Inquisitor is another interesting archetype - while not as complex as some other archetypes, its premise is smart: The grand inquisitors get access to their domain's spells and may add orisons to offensive and defensive spells and while the selection is limited, it wholly changes the flavor of the class. Instead of solo-tactics and teamwork feats, the grand inquisitor gains determinations - 1/day as a free action, he may reroll an attack roll, add +4 to AC against an attack that otherwise would hit or force a foe to reroll an attack against an ally. Additionally, the grand inquisitor may add special effects to spells, one of which essentially quotes the iconic Hellfire-scene from Disney's hunchback - ever wanted to summon the disturbing, grey faceless angels to harass your foes? Now you can add that to your spells! Smart, aptly-written variation on the inquisitor, although I consider the lack of solo-tactics to be more of an incision than the archetype needs power-wise. Better safe than sorry, though - no power-creep is always preferable to power-creep.

The Sorceror gets the Magilith-archetype - born with a powerful conflux of magic energies, the Magilith has a disruptive magical energy aura (granting bonuses to saves) and may empower or dispel spells (on a 1 or 20, respectively). Even more, they can craft their spells into weapons, granting bonuses to equipment or an ally's checks - sacrificing spell-slots powering a lot of abilities. The balance more than makes up for the loss of a bloodline. The most iconic ability, though, is the option to craft spectral chains to cast spells on their chained allies as if touching them, absorbing them harmful spells targeted on them etc. - I LOVE THIS ARCHETYPE. It's iconic, cool and smart.

The Fighter gets the Peltast-archetype, a light armored fighter centered on skirmishing tactics and piercing weapons as well as fining chinks in one opponents defense. Seeing the distinct lack of good light-armored fighter options, I immensely enjoyed this archetype (which also gets more skills etc.) and campaigns in the Sword & Sorcery genre will love this particular class, as there are options to get past DR when they know about an enemy's type/weaknesses. Great class to reward smart fighters. Roy Greenhilt would be proud!

The Pious Sentinels (Cleric) are essentially divinely inspired strategists who can pray for two teamwork feats per day and even extend access to said feats to their allies temporarily via their strategic hegemony. Once again, smart class!

Paladins may now opt to become Purifiers instead: The Purifier, when using Lay on Hands, may call divine retribution on foes attacking them afterwards, sheathing them in searing, holy flames. Even better, they gain limited access to witches hexes! Now I did not see that one coming and to be honest - this is the first incarnation of the healing knight trope I actually WANT to play! Excellent job!

You may think of many things when hearing "tactics", but not barbarian. This may change with the new Savage Tactician: The savage tactician may grant his allies a lesser form of rage and limited access to rage powers and provides a new rage power to learn as well.

Alchemists may now become Spellchymists, who may create spell vials that essentially work as infusions that may spring up on other targets/at range. While not too complex, the archetype is a cool way to make alchemists more about the team.

Umbral Weavers, a variant of the bard allows for control of visibility via mystic shadowy powers to impede foes, create illusions and dwimmerlaik-tricks, which provide ranged touch attacks or the option to entangle foes with shadows. One of the coolest abilities provides for an option to superimpose illusions of allies over them to trick foes into attacking openings that don't truly exist. 4 new spells are part of the deal along a new feat.

Ninjas and Rogues may opt to become Vicious Opportunists now, a truly ingenious alternative: The Opportunist loses sneak attack, but gets a less damaging ability, Opportunities Aplenty, which instead works at range as well. He can also direct his allies to make use of said ability at range, which is rather neat and makes for, once again, a great strategic character. The archetype also features 8 new ninja/rogue tricks/talents and provides a lengthy and comprehensive explanation of the new signature ability and the interactions with similar abilities.

The final new archetype we are introduced to is the War Scholar for the monk gets a clever signature ability called "Rapid Planning", in which the monk may study a given terrain to take in its features and grants a variety of bonuses to his allies - 10 options are detailed for this ability alone. Neat!

Conclusion:

Editing and formatting are very good, while I did notice some minor glitches like double full-stops and lines that should be bold and are not, but I noticed less than 5 glitches and none impeded my understanding of the content. The pdf comes with bookmarks and layout adheres to RiP's full-color, 2column standard. The pieces of stock-art are nice and fit the topics. All right. I'll come out and say it, these archetypes are probably not the most simple ones imaginable. Indeed, almost all of the classes come with at least one VERY interesting, smart ability that offers new ways to help your team-mates. And that's what gaming in a group is about, isn't it? Scoring the deadly hits is cool, but saving all of the group from a TPK, having this tactical idea to turn the tide of battle - that's what this pdf is about: Cooperation. And it covers all Core-classes, APG-classes - while I missed the Magus, one can't have everything, I guess. Well. That's about the criticism I can muster - all of these archetypes have some ability that makes them a cool, viable choice. They a smart, they often provide iconic ways of helping your fellows. This pdf is quite frankly the best archetype-book for PFRPG I've read so far. While I'd detract half a star for the minor glitches, the pdf is just TOO GOOD. Authors Will McCardell and Benjamin Rombeaut have created a stellar book of smart options guaranteed to enrich your games, especially when looking for options to smart fighting. My final verdict will thus be 5 stars and the Endzeitgeist seal of approval.

Endzeitgeist out.

101 Barbarian Feats





So What's That Shiny Thing Tike,

Anyway? By Raging Swan Press Review by Thilo "Endzeitgeist" Graff 5 out of 5 Stars!

This pdf is 21 pages long, 1 page front cover, 1 page advertisement, 2 pages editorial, 1 page ToC/foreword, 1 page SRD and 1 page back cover, leaving 14 pages of tables, but what kind of table exactly?

Essentially, this pdf includes a lot of tables to customize your treasure and add interesting bits of fluff to your campaign that may very well spark adventures in and of themselves. It first starts with a d20-table of backsides of coins, something I have used to an interesting effect in my own campaign, so I encourage you to check this out! A table of 20 forms of strange, inhuman or simply different forms of currency is also presented, ranging from paper notes to ox-hide-shaped copper ingots. VERY cool!

We also get 4 tables of gems of different values, so you'll never have to say "You find gems worth 220 GP" ever again - saying instead: "You find a Moss Agate, a Tiger Eye, a Chrysoberyl, a Chrysoparase and a Sardonyx." The gems come with descriptions, appraise-checks and entries on transparency as well as a fluffy side-box on supposedly magic effects of said purposes. enchantment gems for What about Jewelry? Once again, a plethora of tables, 5 to be specific and, just as with the gems, organized by value, are presented and come with rather interesting forms and shapes, including combs and cloak-clasps.

Not only glittering stuff is valuable, though, and that's why we also get 3 tables of books and scrolls (including titles and short summaries) and 4 tables of uncommon art objects including Dire tigerskin rugs (Dinner for One with giants, anyone?) and even candlesticks made of mithral!

And then there are the 5 tables of miscellaneous objects - If you've read my review of SGG's Genius Guide to What's in my Pocket, you can imagine the weirdness that suffuses some of these entries - in contrast to SGG's book, though, these actually have a value assigned - Take for example the "Orc's Foot Cheese", sought after many a gourmand or a decadent basilisk hide belt with a monstrous buckle!

This installment of the series goes above and beyond, though, and also provides hooks and complications: A table with 20 entries to modify gems, 20 different entries centering on previous owners, 20 secret messages contained somewhere within the item and finally 20 kinds of complications, from apparent agelessness of an antique relic to being a kind of champion's belt for a tribe of orcs!



Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to a 2-column standard and the pdf is fully bookmarked and features a version optimized for use with e-readers. I'll make this short in case my jubilatory tones have not made this abundantly clear - this pdf is awesome. The treasure herein enriches and customizes the adventuring experience of just about any group and the care and cool ideas that have flown into the compilation is stellar. The amount of items and loot herein and their unique properties make it possible to craft one or more truly unique dragon's hoards from these items and the added tables, the complications etc., make for a stellar icing on the cake. Were I to utter any kind of criticism, then it would be that the gems are rather mundane and including some new ones would have been awesome. I would have loved to see more currencies as well, but that is nagging on the top-most level. This is hands-down my favorite installment of the "So what's.."-series and I encourage every DM who is tired of handing out boring mundane rewards to check this out. While not as far-out as SGG's file, they complement each other nicely and I hope for a lot of successors to this stellar pdf. My final verdict will be 5 stars + the Endzeitgeist seal of approval - author Richard Green has done an awesome job.

Endzeitgeist out.

Fold-m-Go Sewer Kit #1

co

Brian Bartlow & Devin Night

All and the second

LONE TREE GAMES

1001 Spells

by Rite Publishing Review by Thilo "Endzeitgeist" Graff 5 out of 5 Stars!

This pdf is 291 pages long, 1 page front cover, 1 page editorial, 1 page ToC, 2 pages of advertisement and 1 page SRD, leaving a whopping 285 pages of content!

The compilation starts off with very extensive lists of the spells - the vast array of excellent spells provided so far by the 101-series. I did reviews for all of them, so my individual scores were:

101 o-level spells:
101 1st-level spells:
101 2nd level spells:
101 3rd level spells:
101 4th level spells:
101 5th level spells:
101 6th level spells:
101 7th level spells:
101 8th level spells:
101 9th level spells:

5 stars 4 stars 4 stars 3.5 stars 4 stars 4 stars 4.5 stars 5 stars 4.5 stars 4.5 stars 5 stars 5 stars 5 stars

Apart from the content from the individual files, we also get additional content: the APG and UM get full support with Alchemist formulae, Inquisitor spells, Summoner spells and Witch spells and yes, even Magus spell-lists, providing a great support for the new classes and making sure they also get their share of the pie.

Conclusion:

Editing and formatting are excellent, I didn't notice any significant amount of hick-ups - quite a feat for a book of this length. Layout adheres to RiP's old, runecovered b/w-2-column standard and the artworks are stock and mostly repeated from the series, although I actually did notice some pieces I couldn't recall encountering in the individual pdfs. The pdf comes with extensive bookmarks, which is a necessity for a book of this length. Content-wise, the vast majority of these spells rocks and the added APGsupport and UM-support as well as the hero-lab support provided make sure that this vast tome retains its usefulness.

However, that's also where a part of my criticism falls: While spell-lists for the new classes are included, the entries of the individual spells don't feature this information (i.e. they only read clr, sor/wiz etc.), which is a pity. While I realize that including this information in the spell-lists would have been a tremendous amount of work, I would have loved to see it nevertheless, as it would have felt like it integrated the support for the new books instead of



adding it via appendices. The additional Hero-lab support, for everyone using the software, is awesome. By the way: If you have purchased all individual 10 101-spells pdfs, you can get this compilation for free by shooting an e-mail @ Rite Publishing - stellar support for the customers! So, how to rate this one? While the minor gripe I had is unfortunate, you still get more than 1000 spells for less than 20 bucks. Now if that is not an awesome bang-for-buck ratio, I don't know what is. Add to that the high individual scores the component pdfs garnered from me and I'll settle for a final verdict of 4.5 stars, rounded up to 5 excellent, almost perfect compendium of spells at an unbeatable price for the vast amount of content provided.

Endzeitgeist out.

Wings of Twilight

Available Now for Kindle and other e-readers at Amazon.com and Smashwords.com



Artwork by Rowena Aitken

Hans Cummings

Joot 4 Jess vol. 10: Fezzes Are Cool!

By Super Genius Games Review by Thilo "Endzeitgeist" Graff 5 out of 5 stars!

The tenth installment of SGG'S "Loot 4 Less"-series is 13 pages long, 2/3 of a page front cover, 1 page editorial/SRD, leaving 11 1/3 pages of content so let's check these out!

As with all of the pdfs in the Loot 4 Less-line, the tenth installment focuses on affordable magic items and this time, anything that can be worn on one's head is fair game - from helmets to masks and more exotic options to cover one's potential bald spots are provided.

The pdf kicks off with two alternate rules to enable characters with Craft (Armorer) and Knowledge (nature)/Survival and the Craft wondrous items feat to craft helmets and masks, respectively, which is nice.

The first item we get is "Bascinet of Turned Blows", which is an adequate rules-representation of one of the iconic jinxs happening to many a low-level character in fiction - this helmet grants you protection, but if the helm deflects a blow, the attack rings of the wearer's head and thus the person incurs a -4 penalty to sound-based perception-checks. Cool and makes for some nice roleplaying.

While we're at iconic: Domino Mask is a kind of minor hat of disguise that enables you to take one specific disguise specified when you first don the mask - great for super-hero style secret identities and assassins with a small budget.

The Fez of Escape is actually an elaborate bluff: Once you fall unconscious, paralyzed etc., the wearer turns invisible! Of course, the fez proudly displays it's capabilities of being a "Fez of Escape" in several languages to fool attackers...hopefully! While we're at fezzes - the fez of storing is another item that makes for hilarious hi-jinxs - With a sleight of hand, you can put and retrieve items from the hat and pull them out of "thin air".

Rules-wise, there are also some rather exciting things that haven't been done before herein, take for example the Grotesque: After doing a dance, you temporarily count as a magical beast or a monstrous humanoid for spell and effect purposes - great idea that opens up a bunch of neat strategies.

While we're at it: The hat of many uses can be made a chakram (007 watching you...), buckets etc. by punching holes in the hat that stitch themselves back together - GOLD.

There's also the Tarboosh of subjective gravity that helps planar adventurers and no exploration of e.g. the realms of dream should be without one.



The Turban spike of Jade enables you to wrap up to 3 cloaks around it, wear them on your hat-slot and switch between using them. Awesome!

Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to SGG's 3-column standard and the pdf has no bookmarks. Well. What can I say. The only negative response I had to reading this innovative, cool and concisely-written installment of the series is that I would have loved a whole installment devoted to Fezzes, Tarbooshs, Masks and TURBAN SPIKES each! Don't get me wrong, not all of the items herein made me smile or yell "Hell yeah!", but A LOT of them did - I absolutely enjoyed more than half of the items herein, which is practically unheard of for cynical, jaded moi. This pdf officially now constitutes my favorite installment of the Loot 4 Less-line and thus my final verdict will be 5 stars + Endzeitgeist seal of approval! Great job!

Endzeitgeist out.



Book Of Donster Gemplates

HEROES

Bv: S. ven D. Russell

D2D



Faces of the Jarnished Souk: Khufusiris, the Crooked Sleuth of Unfathered Sin

by Rite Publishing Review by Thilo "Endzeitgeist" Graff 4 out of 5 Stars.

This installment of the FoTS-series is 13 pages long, 1 page front cover, 1 page editorial, 2 pages of advertisements and 1 page SRD, leaving 8 pages for the 3 incarnations of Khufusiris, so let's check them out!

As with my other recent reviews in the series, I'm gonna start at the back and move forwards towards the high-CR-incarnation.

Khufusiris begins play as an advanced criosphinx with the primordial simple template (CR +1) applied and CR 9.

His mid-level incarnation is CR 13 and further adds the riven magic template (CR+2, included as well) and becomes able to break magic items , drain spells and be immune to magic. Ouch!

Finally, his CR 17 high-level incarnation also gets the betrayer-template (CR +1). The write-up of the template in this pdf unfortunately lacks the CR-information, though. I found the CR+1 in the excellent Book of Monster Templates by RiP.

An uncommon combat power-house, Khufursis, the dopey-smiling sphinx actually turns out to be a paranoid, delusional creature in its one-page fluff-write up and as always, the sphinx comes with full information for dreamburning as per the rules introduced in CM.

Additional content is provided as well - 3 spells (one enhancing stealth, a phantasmal pit and the high-level illusion treacherous phantasm, which can't even be broken by true seeing, as it clouds the mid of the victim. Oh, and there are feats: A lot of them: 7 feats are included in the deal and make the sphinx and interesting combatant to say the least - a combination of combat and monster feats makes sure that the creature can bluff and power attack like crazy and subvert the defenses of its unwitting allies.

My favorite piece of original content, though, would be the huntsmen's Sigil: Auberyon and his best artists created this tattoo and it shows: Apart from some rather devious abilities, the sigil also makes it VERY HARD to land a killing blow against its bearer - an uncommon, cool and innovative legacy item that makes for an awesome price, should its bearer ever be vanquished.

Conclusion:

Editing and formatting are very good, apart from the missing CR-information in one template, I didn't notice any glitches. The pdf adheres to RiP's old runebordered layout and comes with full bookmarks. The



b/w-artworks are fitting. The authors Steven D. Russell and Matt Banach (Justin Sluder for the first time not being part of this installment) have created a rather interesting installment of the series - while the creature is interesting, it features no class-levels and all its power stems from distinct templates, items and feats, which is nice to see for a change. In fact, the feats and the sigil per se make up for the truly interesting components of the creature. Khufusiris does what he sets out to do, but nevertheless a distinct feeling of unrealized potential constantly gnawed at me and after careful consideration, I realized what it was: The motivation. The sphinx is a betrayer and survivor, yeah, but with some modification of the background, perhaps some additional pieces of information, the sphinx could have become a truly multi-facetted being, whereas the status-quo makes the beast feel rather one-dimensional and offers no true possibility of redemption/trauma that would explain its opportunistic paranoia. Thus, due to this and the minor hick-up in the table, I'll settle for a solid verdict of 4 stars - a good installment of the series, but not one of its admittedly mind-boggling peak-performances.

Endzeitgeist out.



Jords of Gossamer and Shadow

Patronage Project Powered by Erick Wujcik's Diceless Roleplaying

This world is but one of untold many, a flux of chance caught between shadow and light. It is a world poised between great powers that shape and define all matter, one of many battlegrounds in an epic struggle between form and cacophony. The lords and knights in this battle move between realms with impunity: they are the creators, shapers, and destroyers of worlds.

In *Lords of Gossamer and Shadow*, the player-characters are agents caught up in this immense, multi-dimensional struggle. Born into it, their birthright is one of unimaginable power... and with it great danger! They will bear unique and idiosyncratic magical artifacts, command legions drawn from the myriad of otherworlds, and wield incredible powers that alter the very substance of reality. They are players in a Machiavellian conspiracy with the greatest of stakes, and arrayed against them are the deadliest of foes... each other!

The *Lords of Gossamer and Shadow* patronage project is an original sourcebook and roleplaying game using Erick Wujcik's diceless rules system. Lords of Gossamer and Shadow will be a standalone product, but is fully compatible with the existing rules system and can be readily used in new and existing campaigns.

> Lead Designer: Jason Durall (Amber Diceless Role-Playing, Shadow Knight, A Game of Thrones RPG, Supernatural RPG)



Illustrator: Jason Rainville





Book of Beats: Monsters of the Shadow Plane

by Jon Brazer Enterprises Review by Dark Mistress 5 out of 5 stars!

This product is 52 pages long. It starts with a cover, ToC, OGL, and credits. (4 pages)

Monsters (39 pages)

It starts off with a list of monsters from the 3 Pathfinder Bestiary's that also fit the plane of shadow. There is 57 new monsters in this book so no way I can list them all. They range in CR from ¹/₄ to 21, and they seem to be fairly evenly spaced out in CR ranges over that range. This includes the first four appendix's which included several types of shadows 5, skeletons 6, zombies 6 and a new Darkened Template with 4 monsters having it applied to them already. Below is a few of my personal favorites.

Darkling – evil fey that look wicked cool and are wicked cool. They can self heal by licking blood from their fey axe.

Deathand – think of them like soul stealing grim reapers.

Dull Mite – I love them just for one of their special abilities. Color steal, yes they drain the color from stuff and do Chr dmg. Gnomes of Pathfinder shake with fear.

Elemental Shadows – Something needed. Great Dodo – It's a giant Dodo being shown eating a man, what more need I say?

Monkeybat – it is a monkeybat that flings ... filth... your players will HATE them.

Nightstalker – a Shadow undead lion thing, that causes desecration and fear.

Onyx Ooze – A ooze long ago trapped on the plane of shadow and transformed and spawned a new race. Phantasm Swarm – tiny undead swarm, one of the coolest monsters in the book.

Vampiric Tree – despite it's name it is just a tree that eats living things.

Appendix 5-8 (8 pages)

Appendix 5 is a copy of the universal monster rules. Six is copies of feats used by the monster within this book. Seven is a new subtype of monster the shadow subtype and Eight lists the the creatures by CR groups.

It ends with a ads and back cover. (3 page)



Closing thoughts.

DATHEINDER

The art work is black and white and range from meh to pretty good. Editing and layout is very good. I didn't notice any errors at all. It is well bookmarked which is a big plus for a PDF this size. There is a whole host of varied and well done monsters, with new and interesting abilities, how they fit into the plane of shadow ecology, etc. While not all the monsters where great, there was very few bad ones and the vast majority where very good to outstanding. If this is the type of product we can expect from the rest of the line I really can't wait for it. I should note I am somewhat biased. I love the plane of shadow and have been looking forward to this book and the rest in the series since I heard about it. Plus I live there, so I am curious to see how well mere mortals get it right. So what's my rating? I am giving this a 5 star review. If you want monsters for the Plane of Shadows or more options from that plane then pick it up. You won't regret it.

Trust me, I'm a Succubus.



www.RitePublishing.com

101 Pirate and Privateer Traits

By Rite Publishing Review of Joshua "KTFish7" Gullion 5 out of 5 Stars!

Weighing in at 18 pages, the latest installment in the 101 series tackles the traits of Pirates and Privateers with an absolute stroke of genius, not only in the design of the traits themselves, but in many of the names. How can one not love a product filled with traits by such names as Bloodthirsty Pirate, or Crack Jenny's Tea Cup, and of course Fight Like a Pirate.

Pushing the concept of what is a trait further than the same old same old, Steven D. Russell really delivers with this collection. Presenting a collection of traits that will rely upon GM's with a brain, this is not a collection of +1 to whatever traits you might be used to, but rather story based traits, that will bring a new level of depth to the characters they are applied to. Design of this nature is one of the reasons Rite Publishing stands on the frontlines when it comes to 3PP's.

A few choice examples would be Brethren of the Coast, loyalty to your own rings through. Face Death With Dignity, leaves a survivor of a crew of pirates with a new outlook on fear, as long as he kept his cool the first time around. Fight Like a Pirate, demands to be mentioned again, lol, whereas it is in fact a +1 type of trait, it still comes with a great concept, and one that fits the concept of a pirate so well.

Captain's Compact struck me as a great trait to really show off the vast difference in this collection of traits to the majority of what I've seen up to this point when it comes to traits in the Pathfinder system. With Captain's Compact your character has, at some point, cut a deal with a pirate captain. The details are to be worked out between you and your GM (and several options are given), but the benefits of this trait are sheer gold, you essentially get to swap skills x amount of times per week, when you're facing a skill check. Why? Because the pirate captain becomes a resource, that you can tap for information and such. And that folks, is brillaint. Steven could of easily wrote the name of the trait, and the words swap skill in skill check x times/week, and called it a day. But instead he gave us, oh so subtly, an entire hook for further adventures, disguised as a trait. By giving players and GM's traits that are this thought provoking, what he has done is pulled out a few gray crayons from the box, and slipped in a few more colorful ones. He's provided tools to tell a little bit better of a story, before you even get started playing.

I did find myself at a loss over one of the better traits in the book however as far as sheer comical genius goes, Parrot Voice. As it reads, brings to mind the classic wise cracking stereotypical pirate parrot, but how does one use it, when it says whatever it wants, when it wants? And am I just having a truly empty



moment, as the wording regarding the monkey totally lost me as to what it meant.

Obviously, this collection of traits is geared toward a certain style of player, and character, now that's not saying that without a few tweaks here or there several of them could not be applied to other character concepts. But, to truly appreciate this collection, I can't help but think that going with using it as it was intended would be the way to go.

Formatting wise, the layout follows the dual column approach, with artwork embedded throughout. I found no grave errors with grammar. The art follows the theme for many of Rite's books, and brings with it very old world feel that works especially well in this PDF. Alas, no bookmarks once again.

And, for my fellow Hero Lab users out there, the files installed without a problem, and yes, it is kind of cool to finally see a massive amount of options when you click the trait tab. This product continues what I am hoping is a growing trend, as I love seeing 3PP's embrace the Hero Lab community, and show us some love. If I could find a negative to say, it would be that nowhere within the book could I find even a mention of what minimum data pack requirements Hero Lab users needed to worry about before trying to load the .HL file. I know the concept of remembering something of that nature is new, but it is an important thing, as not every Hero Lab user has purchased all of the data packs, and they need to know if they can load custom packs or not.

So, final tally... Am going to go with a 4.5, as the entire Hero Lab issue hits home for me, and Parrot Voice really is worded confusingly. So, rounding up, cause this product deserves it, we're going with a 5 star rating on this one.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

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

associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

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

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Come Content chall ration all wights.

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, fiction, 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, 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.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim

Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. **The Book of Fiends**, © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Pathways #13 Copyright 2011 Steven D. Russell;

Rite Publishing Presents

The Secrets of Tactical Archetypes II



by Will McCardell and Benjamin Rombeaut