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FEATURE8

Divine Creature Template A new template for the Pathfinder game. The Divine Champion is sure to find a place in your games. *By Steven D. Russell*

The Mutah

The mutah is a marine creature that resembles a moray eel, and it can fly! It is sure to amaze and astound for your marine adventures! *By Will Myers*

Grave of the Mad

What do you encounter in the aftermath of a Lahar or Landslide? Creighton provides the answer to that! By Creighton Broadhurst

Sonic Foes

Give your heroes some consternation with foes of an phantomic audio persuasion! by Mike Welham

DEPARTMENTS

Editorial	5
Interview	25
Reviews	30

21

(

12

15

Pathways #22

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DUENTURE



Editorial

by Dave Paul

Yve already written, in a previous editorial, about GMing Paizo's Pathfinder at GenCon. At my tables were kids, mostly over age 9, but a few 6 and 7 year old boys and girls. After the recent escalation of gun violence at an elementary school in the United States, I was reminded of the youngsters at my gaming table and I wanted to take a moment to say a few things about this issue.

I count among my friends people from virtually every walk of life. Included in this huge group are teachers, principles, school aides, bus drivers and others who work with young kids. Also included in this huge group are gun owners, people who refuse to allow guns in their homes, gun advocates, hunters, police, firefighters, nurses, and a tremendous number of parents. Across the spectrum of these people, regardless of their views on this or that hotbutton issue within the context of all of this, everyone has in common a strong desire to keep kids safe and to give kids a great life.

Another way that these topics are related is that the game that we all love and play is, frankly, full of violence. In the game that we played at GenCon, there was a candle that accessed necromantic energies and the only way to put out the candle was for fresh blood to be spilled on the flame. I know that when I was 10 years old I would have thought that was pretty creepy and cool, and I would have been pretty sure my parents wouldn't have liked it, so I would have liked it even more (30+ years later, I now know that my parents wouldn't have minded all that much, especially if the whole thing was orchestrated properly by a responsible adult at the table, as was the case at GenCon).

A centerpiece of the kinds of RPGs that we all play is often the death of a bad guy and the bad guy's minions. Elves, dwarves, halflings and humans gather round to gleefully poke swords, daggers, spears and arrows into the fleshy hides of goblins and orcs and to bash the grinning skulls off of skeletons.

I'm the last person to advocate for some kind of "kinder, gentler" game. I'm not going to argue for an RPG that gets rid of combat, or that eliminates blood or death from the game. From the Laplanders to the Pacific Islanders, from the Inuit to the Aborigines, and everyone in between, human life has always bumped up against death and violence. Puppies, kittens and baby chimps are trained by their mothers and others to fight. Human puppies are also trained to fight. In many of the liberal, constitutional democracies of the world, we've symbolized this and converted the combats away from even the gladiatorial kinds of combats of our predecessors into things like soccer, football, and competitive tae kwon do.

In part, what we do when we invite kids to the game, and offer them a world of good magic and bad magic, healers and necromancers, backstabbing thieves, headbashing dwarves, and everything else, is come to terms, collectively in our little groups, with the mysteries of human life and death. We learn that there are things worth fighting for, we learn that if we work together we can overcome great threats, we learn that everyone at the table has strengths and weaknesses and that we can choose to help one another by sharing our strengths to overcome our weaknesses.

Let's keep in mind, as we again confront the real tragedies that confront us, that all of us, in our own ways, can and do offer all people – and especially children – opportunities to cope with the problems we all face. Role players, as gamers, aren't going to solve the world's problems; we aren't going to significantly shift things like the gun debate in the US, or the issues of the roles of government in helping the mentally ill in societies. But, we aren't helpless, we aren't useless, and we certainly aren't part of the problem. Even sitting around a table full of dice, books, laptops, and funny little miniatures, we're able to be part of the solution.

If you haven't volunteered to lend your expertise to bringing the next generation of gamers into the game, give it some consideration. There are like-minded people online, engaged in debates in various forums, and there will be those, if you seek them, who can help you help others.



The Firemaker

A Pathfinder Roleplaying Game adventure for 4-6 characters of level 1.

Goblins have been raiding the crops and livestock of "Pig's Trotter" for the last few weeks now. Nobody knows where they've come from or what they're doing here but local farmers are sufficiently displeased with their activities to have offered a 200gp reward to have them stopped.

Sounds like a nice little job for a neophyte group of adventurers out for their first taste of fame and glory. "I mean it's just a Goblin-Bash, right? What could possibly go wrong ..."



Four Dollar Dungeons are standalone adventures designed to be logical, entertaining, challenging and balanced, and easily integrated into any campaign world.

Each adventure has enough material to last two to three playing sessions and enough experience to raise four characters of the appropriate level up by one extra level. Treasure is commensurate with the encounter challenges faced. Scaling information is included for adventuring parties of five or six.

Although The Firemaker begins in a small village, most of the action takes place underground.



Divine Champion Creature Template

By Steven D. Russell; Illustrations by WTArnold

Some creatures are not great themselves but serve as vessels for divine power, whether righteous or damnable. When such creatures transform into their avatar form (with the uttering of a magic word or phrase), they reveal themselves to be two separate beings, with different personalities. Otherwise they tend to be ordinary examples of their respective race, culture and ethnicity, though they can be juveniles or elders in their culture. The divine champion's avatar appears to be struck by lightning, engulfed in flames, anointed by sacred light, shrouded in vile darkness, or glow with otherworldly energy. This avatar form tends to looks only slightly like the divine champion's normal form, but is always larger and more awe-inspiring than the divine champion's normal form.

Creating a Divine Champion Creature

"Divine Champion" 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) that can speak a language.

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

Special Note: A divine champion gains none of the modifications below except for the avatar form ability unless it is in its avatar form.

CR: +2

Size and Type: The avatar form increases the divine champion's size by one category (with all the associated penalties and benefits) and changes its creature type to outsider (native)

Senses: The avatar form gains Darkvision 60 ft.

HD: The avatar form's HD change to d12s. Once these hp are rolled, they cannot be rerolled.

Defenses/Qualities: In avatar form the divine champion gains: DR 5/special (see below, increase to 10 if the divine champion's CR is 10 or higher, increase to 15 if the divine champion's CR is 15 or higher); Immune ability drain, ability damage, disease, energy drain, poison, and polymorph; (any of these effects that have taken hold on the divine champion are suppressed while in avatar form); Resist 5 to four of the standard energy types (acid, cold, electricity, fire, or sonic); for every 4 HD it possesses, increase the existing resist by 5, but exchange for complete immunity rather than raising it to resist 25; Weakness vulnerability to special energy the divine champion gains vulnerability to the energy type not selected, and damage dealt by this energy type cannot be regenerated by the divine champion creature.

Speed: In avatar form the divine champion creature gains the supernatural ability to fly at a speed of 30 feet with perfect maneuverability.

Special Abilities: A divine champion gains the special abilities described below.

Avatar Form (Su): Granted the imbued power of his patron, the divine champion can transform itself from its normal form into an avatar of divine might. Taking avatar form is an immediate action, but is always a spectacular affair; the divine champion appears to be struck by lightning, engulfed in flames, anointed by sacred light, shrouded in vile darkness, or glow with otherworldly energy. This automatically ruins any attempt at stealth and invisibility and grants a +20 circumstance bonus to the Perception checks to notice the divine champion. Changing to or from avatar form requires a command word to be spoken, so a gag or a silence effect can prevent it from occurring.

It is always in the prime of life, even if the champion is younger or older, and is obviously virile and powerful. The avatar displays an obvious magical nature, the exact details of which depend on the deity or ethos that created the avatar; the divine champion may crackle with an aura of electricity, or have eyes of flame and skin of steel, or any other mystic appearance. This counts as a polymorph effect, though the avatar's appearance is always the same.

The avatar is almost like a separate character, with its own hit dice, hit points, base attack bonus, base saves, ability scores, hit points, feats, and skills as an outsider except its HD are d12s. Familiars, animal companions, and paladin mounts continue to serve the avatar as they would the champion, as do cohorts and followers gained from the Leadership feat (if both forms possess the feat). The base creature cannot use any of his normal feats or skills when in avatar form. All equipment carried by the base creature changes appearance slightly to match the avatar's overall image and new size.

Damage the creature takes when in avatar form comes from the avatar's hit points, rather than the base creature's own hit points. Likewise, damage suffered while in normal form does not affect the avatar's health. The hit point total for each form "freezes" when the creature switches forms, so that if the avatar is wounded, it will still be wounded the next time the base creature calls on it. If the avatar is reduced to negative hit points, the base creature immediately reverts to normal form (complete with whatever hit point total he had before changing). If the avatar is outright killed, the base creature loses the ability to take avatar form (see below).

The base creature and its avatar must each be healed (and raised or resurrected) separately, but the base creature can choose to mentally direct any healing spell or effect to which it is subject to heal its avatar rather than his normal self. If either form is subject to a healing effect that would heal more hit points



than that form has suffered in damage, the leftover healing may be transferred to the other form.

Any spell or ability affecting the creature also affects the avatar when it is taken (unless the avatar form is immune to it). The avatar is affected by spells that specifically target or affect native outsiders but the base creature is not (unless it is a native outsider). An anti-magic field suppresses the avatar form as long as the creature remains within, but the avatar form returns if the creature leaves the area.

The divine champion creature may take avatar form for a number of rounds per day equal to 4 + its avatar's Constitution modifier +2 additional rounds for each HD it possesses. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a divine champion can be in avatar form per day. The total number of rounds of avatar form per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. At the end of this period, it reverts back to its normal form, and is fatigued for an amount of time equal to the length of time it held avatar form. The champion can also return to normal form voluntarily as an immediate action, which will naturally shorten the duration of its fatigue.

Avatar's Companion (Su): When the divine champion changes to avatar form, it may choose to transform an animal companion to match its avatar form if the companion is within 30 feet of the divine champion at the time of transformation. The companion gains the divine champion's DR, immune and resist defensive abilities and gains temporary hit points equal to its normal maximum hit points (effectively doubling its hit points). When the divine champion loses its avatar form, the animal companion loses these benefits.

Avatar Weapon (Su): The divine champion creature can cause one of its weapons to change shape along with him when it takes its avatar form. The weapon changes to any one other simple or martial weapon, but keeps all enchantments and is crafted from the same special materials (if possible). The divine champion creature chooses a weapon to be its avatar weapon by meditating on it for 8 hours and deciding what its alternate form will be; once chosen, the weapon can only transform to that single shape. The champion can meditate again to switch the ability to a different weapon or to change the alternate form to that of a different weapon.

If divine champion creature has at least 5 HD, this ability grants its chosen weapon (or natural weapon) a +1 enhancement bonus. For every three HD beyond 5, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20 HD. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any magical weapon properties. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the avatar form are determined when the form is taken and cannot be changed until the avatar form is taken again. The avatar form imparts no bonuses if the weapon is held by anyone other than the divine champion creature but resumes granting those bonuses if returned to the divine champion creature. These bonuses apply to only one end of a double weapon.

Domain: A divine champion creature can select one domain from among those belonging to its deity or ethos. It can select an alignment domain only if its alignment matches that domain. Each domain grants a number of domain powers, depending on the HD of the divine champion creature. It gains access to these powers only in its avatar form, a divine champion creature does not gain the bonus spells listed for each domain, nor does it gain bonus spell slots. The divine champion creature uses its HD as its effective cleric level when determining the power and effect of its domain power.

Explosive Transformation (Su): Choose one form of energy to which the avatar form has resist 10 or greater and does not have vulnerability. All other creatures within 5 feet of the divine champion when it assumes its avatar form take 1d6 points of damage from the chosen form of energy for every HD the base creature possesses. Creatures that are not grappling with the divine champion can make a Reflex save (DC 10 + 1/2 the divine champion's HD + its Constitution modifier) for half damage.

Special Damage Reduction (Ex/Su): Choose a required type of weapon, alignment, and material type appropriate to oppose the divine champion (example: slashing, lawful good, obsidian weapon); only this exact type of weapon can be used to overcome the avatar form's damage reduction. Damage dealt by this weapon cannot be regenerated by the divine champion creature and it takes half again as much (+50%) damage as normal.

Abilities: Increase from the base creature as follows: upon taking the avatar form the divine champion gains 3 ability score points plus 1 additional ability score point for every HD it possesses (to a maximum of 23). Once these scores are assigned, they cannot be reassigned.

Feats: Upon taking the avatar form the divine champion selects all new feats and gains a bonus feat plus one for every 6 HD it possesses (to a maximum of 4 bonus feats). Once these feats are chosen, they cannot be changed.

Skills: Upon taking the avatar form, the divine champion loses all its current skill points and gains skill points based on its HD as an outsider and has the class skills of an outsider. Once these skills are assigned, they cannot be reassigned.

Their Feasting Maw's ChosenCR 5XP 1,600CR 5divine champion (avatar form) ettercapNE Large outsider (native)Init +2; Senses darkvision 60 ft., low-light vision; Perception

+9

Defense

AC 15, touch 11, flat-footed 11 (+2 Dex, +4 natural, -1 size) hp 64 (4d12+38)

Fort +10, Ref +6, Will +6

DR 5/silver, piercing, and good; immune ability drain, ability damage, disease, energy drain, poison, and polymorph; (any of these effects that have taken hold on the divine champion are suppressed while in avatar form); Resist 10 cold, electricity, fire, sonic; Weakness vulnerability to acid and special DR weapon.

Offense

Speed 30 ft., climb 30 ft., fly 30 ft. (perfect)

Melee bite +8 (1d8+6 plus poison) and 2 claws +8 (1d6+6) **Special Attacks** avatar form (12 rounds), avatar weapon, domain (madness), explosive transmutation (4d6 electricity, DC 23) traps, web (+5 ranged, DC 15, hp 4)

Jactics

Before Combat Their Feasting Maw's Chosen prefers to allow its potential prey in its traps (often an ettercap noose).

During Combat It prefers to stealthily get close to its pretty in its non-avatar form, and then use its explosive transformation attack especially on those who are caught in one of its traps. If facing multiple foes, it prefers to bite one opponent, allowing its poison to work, while it claws another.

Morale When outmatched, it flies or climbs away so it can return later using hit and run tactics.

Statistics

Str 22, Dex 15, Con 28, Int 6, Wis 15, Cha 8 Base Atk +4; CMB +11; CMD 23 Feats Ability Focus (explosive transformation), Improved Natural Attack (bite), Improved Natural Attack (claws)
Skills Bluff +5, Craft +6, Intimidate +6, Perception +9, Sense Motive +9, Racial Modifiers +8 on Craft (trapmaking)
Languages Common
SQ spider empathy +7

Ecology

Environment temperate forests Organization solitary, pair, or nest (3–6 plus 2–8 giant spiders) Treasure standard

Special Abilities

Poison (Ex) Bite—injury; save Fort DC 21; frequency 1/round for 10 rounds; effect 1d2 Dex; cure 2 consecutive saves. The save DC is Constitution-based.

Spider Empathy (Ex): This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

Traps (Ex): The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time.

• Ettercap Deadfall: CR 3; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +10 melee (4d6), multiple targets (all targets in a 10-ft. square).

• Ettercap Noose: CR 1; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +15 CMB check (grapple) CMD 35.

• Ettercap Spear Trap: CR 2; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +15 melee (1d6+6).



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The Mutah

by Will Myers; illustrated by Rick Hershey

Your boat rocks slightly as a brightly colored beast breaks the surface of the water and launches into the air, shaking water from its wings and tail.

Mutah

CR 15

XP 51,200 N Huge magical beast Init +2; Senses darkvision 60 ft., low-light vision, Perception +8

Defense

AC 28 (+6 deflection, +2 Dex, +12 natural, size -2) hp 190 (20d10+80) Fort +16, Ref +14, Will +9 **DR** 10/magic; **SR** 25

Offense

Speed 20 ft., fly 60 ft. (average), swim 40 ft. Melee sting +28/+23/+18/+13 (2d6+12 plus poison) Space 20 ft.; Reach 15 ft. Special Attacks poison, poison mist, shining wizard

Statistics

Str 26, Dex 15, Con 18, Int 7, Wis 13, Cha 22 Base Atk +20, CMB 29, CMD Feats Ability Focus (poison), Alertness, Cleave, Flyby Attack, Hover, Improved Natural Armor, Improved Natural Attack (sting), Iron Will, Power Attack (sting), Wingover

Skills Fly +17, Perception +8, Stealth +13, Swim +19 Racial Bonuses Fly +8, Stealth +4, Swim +4 Special Qualities scintillating skin

Ecology Environment any warm water **Organization** solitary or pair Treasure incidental

Special Abilities Poison (Ex): A mutah's stinger is coated in a paralytic poison that it normally uses to catch food, but will also use during combat.

> Type poison, injury Save Fortitude DC 23 Frequency 1/round for 4 rounds Effect 1d6 Con damage and paralyzes for 1 minute; Cure 2 consecutive saves

Poison Mist (Ex): The mutah can use a number of different breath weapons, each of which produces a different colored cloud of poison mist. Each breath



weapon remains in place for two rounds and can be used once every four rounds. This mist is unaffected by light or moderate winds; strong winds disperse the cloud within one round, and severe or stronger winds make using this mist impossible.

The mutah can target an opponent up to 30 ft. away and the mist affects everyone within a 10 ft. radius of the target. The DC for each saving throw is 24. The DC is Constitution-based.

For each color of breath weapon the mutah uses, its face and head turn that particular color. The most common colors of mist and their effects are:

♦ *Blue*: this color of mist can put an enemy to sleep. This functions as the *sleep* spell, but affects one creature of up to 15 HD. Everyone within a 10 ft. radius of the target must make a Will save or be staggered for 1d4 rounds.

♦ *Green*: this color is the most commonly used and deals 2d6 points of acid damage to the target

Pathways Magazine

and causes the target's eyes to burn, temporarily blinding the target. This *blindness* lasts for 2d4 rounds or until washed out with water, which is a full round action that provokes an attack of opportunity. A successful Fortitude save halves the damage and reduces the *blindness* to 1 round. Everyone within a 10 ft. radius of the target takes 2d6 points of acid damage and can make a Reflex save for half damage.

♦ *Red*: this mist burns its targets. The mutah selects one target and makes a ranged touch attack. If successful, that target takes 2d6 worth of fire damage and everyone within a 10 ft. radius of the initial target takes 1d6 worth of fire damage. This effect is the same as alchemist's fire. A successful saving throw halves the damage.

♦ Yellow: this mist paralyzes an opponent unless a successful Fortitude save is made. Those within the radius of effect must also make a Fortitude save or become *shaken* for 1d4 rounds.

In addition to these colors of mist, once per day, the mutah can use a black mist that causes permanent *blindness* in a single opponent that fails a Fortitude saving throw.

Scintillating Skin (Sp): Due to the rapidly changing colors of its skin, the mutah gains a deflection bonus to its Armor Class equal to its Charisma modifier.

Shining Wizard (Sp): By rapidly shifting its skin colors, the mutah can cast the following spells once per day as if they were maximized by the Maximize Spell metamagic feat (where applicable): *color spray* (DC 17), *hypnotic pattern* (DC 18), *prismatic sphere* (DC 25), *prismatic spray* (DC 23), *prismatic wall* (DC 24), *rainbow pattern* (DC 20).

History of the Mutah

A wandering sage named Kawazoe discovered the first mutah (pronounced myoo-tah) two hundred years ago. He stayed nearby and studied what he initially called an "air-eel," die to its affinity for both swimming in an eellike motion as well as flying. It was only after Kawazoe witnessed the air-eel changing its colors that he choose the name "mutah," due to its mutability of color. Kawazoe continued to study the mutah and one day saw it in battle against a flight of wyverns. Though the mutah was more agile than any single wyvern, the numbers were too much. Just as Kawazoe was beginning to fear for the life of this beautiful creature, the mutah pointed its head straight up and the colors on its body changed more quickly than ever before. The mutah used color itself against the wyverns, scattering them, before returning to the water to heal its wounds. Kawazoe wrote that "it seemed like a wizard, shining brighter than any star." Future academics, in respect of Kawazoe's discovery, named this ability "Shining Wizard."

Physiology of the Mutah

The mutah looks like a large eel or snake with several large crests on its head and two fins that function like small wings. There are usually other fins along the length of the body all the way to the tail, which is tipped with a poison stinger.

The body of the mutah is narrow, but incredibly muscular, with linear organs running through the first half of the body. It generates a lot of body heat, so it spends most of its time in the water, but it must still breathe air, so it comes up to breathe frequently. An average mutah can stay underwater for about five minutes.

The mutah's skin changes color, seemingly at random. The only exception to this is the head and face. Its face, head, and largest crest will turn a color that matches the color of poison mist that the mutah is about to use. The changing of skin color, the poison sting, and the variety of breath weapons are the result of beneficial organisms that live inside the mutah and travel through its blood. The mutah is omnivorous, eating mostly fish and other seafood, but occasionally eating a small land animal, such as a pig or a sheep. It will use its sting to paralyze prey and then carry the food to a safe place to eat. A mutah has no teeth. Instead, it crushes food against bony jaw ridges before muscle action forces the food down the throat. A mutah usually eats six to ten times a day.

An average adult mutah is about 20 ft. long and weighs about 500 pounds.

Combat

In combat against a single foe, the mutah will use its Flyby Attack to sting the opponent, hopefully paralyzing it. If facing a large group, it will try to use poison mist on as many enemies as possible, usually beginning with the green mist. If the green mist does not seem effective, or if there are too many enemies, the mutah will begin using its breath weapon and poison sting liberally, seeking escape.



CHARACTER MANAGEMENT SOFTWARE FOR PLAYERS AND GMS

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	Human Bbn 4, Clr 3 HP: 95/95 AC: 17 (Cleric Skills Feats Weapons Armor Magi	Gear Other Personal		
Ability Scores: 20 of 20 STR 12/16 +1/+3 DEEX 12 +1 CONSTRUCT 16/20 +3/+5 INT 11 0 Wiss 16 +3 CHA 12 +1	Attack Bonus: Attack (Melee): +8/+4 Attack (Range): +7/+2 Combat Manevers CM Bonus: +9 CM Defense: 18/17FI Defense Fortitude Save: +14 Reflex Save: +3 Will Save: +9 Armor Class: 17/9 Tch / 16FI Miscellaneous Initiative: Initiative: 40/30 feet Hit Points: 95/95 Encumbered: 57.82/230lbs, Lgt Medium (5' space, 5' reach)	Basics O 16* +3* Strength 2+1 Dexterify 12*1 Dexterify 20*+5* Constitution 10 0 Intelligence 11 0 Intelligence 12*1 Charisma 4 Barcharian 3 Clenc 7 7. Level 35000 XP 95/95 HP 57.82/230lbs, Lgt Enct. 17/ 9Tch / 16F1 AC +1 Initiative 40/ 30 Speed +6/14 Attack Bonus +9/44 (Melee) +9 +14 Fortitude Save +3 Reflex Save +3 Kelfex Save +3 Kelfex Save	 44 Acrobatics 40 Appraise 41 Bluff 47 Climb 46 Diplomacy 41 Disguise 44 Escape Artist 25 RJy 47 Handle Animal 49 Heal 47 Intimidate 	Feats C Acrobatic Armor (Light) Armor (Madum) Great Fonttude Weapons (All Martia) Shield Proficiency Weapons (All Single) Throw Anything Toughness +7

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Male Human E	Hakkon Tr arbarian 4, Cle	ric 3 - CL7 -	CR 6	HERO
Chaotic Good; Veight: 220Ib.;	Deity: Bhrian Bl Eyes: Blue; Ha	hor; Age: 21 ir: Dark; Ski	; Height: 6'; n: Tan	
Ability	Score	Modifier	Temporary	
STR STRENGTH	12	+1		1.00
DEXTERITY	12	+1		
CON	16	+3		1
	11	0		
WISDOM	16	+3		
CHA	12	+1		
CHARISMA Saving Throw	Total Base A	bility Resist M	fisc Temp Notes	
FORTITUDE (CONSTITUTION)			+2	7
(DEXTERITY)	+3 = +2	+1		A.
(WISDOM)	+7 = +4	+3		1
Total	Armor Shield Dev		Deflec Dodge Misc	-
AC 19 = Touch AC	= +6 +1 +1 11 Flat-F	+1 ooted AC	18	1
CM Bonus	+7 = +6	Strength +1	Size Misc	
CM Defense		AB Strength	Dexterity Size +1 -	
Total	Dam	age / Current HP		
Base Attack	+6	Initiative	+1	Skill Name
Dase Attack		Speed	40 / 30 ft	Acrobatics Appraise
				Bluff
	2 Battleaxe, Fi 9/+4. 1d8+3	laming, Ke	en Crit: 19-20/x3	€Climb
	9/+4, 108+3 +9/+4, 1d8+3	3	1-Hand, S	Craft: Weapons Diplomacy
	Unarmed	Strike		Escape Artist
Mainhand: +	7/+2, 1d3+1		Crit: 20/x2 Light, B	Fly Handle Animal
	Breast	plate		Heal Intimidate
+6			Armor Check: -4 Medium, Slows	Perception
	Shield, Lig	ht Steel		Sense Motive
			Armor Check: -1 Fail: 5%, Shield	Spellcraft [♥] Stealth
+1				Survival [∎] Swim



se	+0	INT (0)	-	
	+1	CHA (1)	-	
)	+5	STR (1)	3	
Weapons	+0	INT (0)	-	
acy	+6	CHA (1)	2	
e Artist	-4	DEX (1)	-	
	-2	DEX (1)	-	
Animal	+7	CHA (1)	3	
	+9	WIS (3)	3	
ate	+7	CHA (1)	3	
tion	+9	WIS (3)	3	
	+7	DEX (1)	3	
Motive	+7	WIS (3)	1	
raft	+5	INT (0)	2	
th	-4	DEX (1)	-	
al	+9	WIS (3)	3	
	+1	STR (1)	2	



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Award Winner

Grave of the Mad (EI4; XP 1,200)

By Creighton Broadhurst of Raging Swan Press Illustrated by Nicole Cardiff

s they journey through a mountainous region, the PCs stumble upon the site of a collapsed cliff face, the results of which block the trail they are using.

The encounter starts when the PCs are 4d6 x 10 ft. from the pile of jumbled rock. Once the PCs see the obstruction, read:

Some distance away, a rock fall smothers the trail upon which you stand. Moss, weeds and a few scrawny bushes grow through the tumbled pile of rocks and boulders.

The rock fall is old – few use this trail – but as fate would have it, the fall did crush and kill a small group of lost travellers. Most of them were killed instantly, but an unlucky few survived the initial rock fall and were buried alive. These unlucky few died slowly of suffocation, unquenchable thirst or from slow blood loss from their shattered bodies. Of these, two had a maniacal, almost unshakeable grip on life, and death could not wholly claim them.

A few days after their death, these two rose again as poltergeists and have lurked in the rock fall's vicinity ever since. They hate the living and the PCs' presence drives them into a wild frenzy of hatred.

Jactics

The poltergeists are bound to the rock fall and cannot venture more than 120 ft. away from their skeletal remains. They lurk invisibly until the intruders have reached the centre of the rock pile. They begin battle by using their telekinesis attack to hurl small rocks at the intruders (dealing between 1d6 and 3d6 damage, depending on the size of the rock).

In the second round of battle one of the two uses its frightener ability to divide the party. In the subsequent round, the other uses its ability. (This may give the PCs the impression they fight only one attacker.)

Because of the poltergeists' rejuvenation ability they do not fear death - it is nothing more than a temporarily reprieve to them - and so they fight until destroyed. Thus, if the PCs travel back this way, they might encounter the poltergeists again if they rejuvenated in time.

Cackling

During battle, the poltergeists moan and scream at their enemies – infuriated by the fact that the PCs are alive while they are dead. Much of their speech is incomprehensible screaming, but occasionally lucid thoughts surface. Use the following phrases to add flavour to the battle:

Hungry...it hurts...hungry... Cold...so cold...death comes... Join us...under...cold Warm flesh...stones...no hope...

Poltergeist (2) XP 600

 CR^2

The ghostly figure of a battered, broken skeleton emerges amid a whirling cyclone of dust and stone chips. **LE Medium undead (incorporeal)**

Init +1; **Senses** darkvision 60 ft.; **Perception** +9, **Sense Motive** +3

Defense

Speed fly 20 ft. (perfect); ACP 0; Fly +9, Stealth +1 (incorporeal, natural invisibility)

AC 12, touch 12, flat-footed 11; CMD – (+1 deflection, +1 Dex)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from ghost touch weapons); nonmagical attacks **Fort** +2, Ref +2, Will +4

Offense

hp 16 (3 HD)

Space 5 ft.; Base Atk +2; CMB –

Special Actions frightener, telekinesis

Frightener (Su [standard; 1/minute]) A poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghost-like humanoid. All creatures within 30 feet when a poltergeist uses this ability must make a DC 14 Will save or become frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the



end of its turn as a free action. A creature that successfully saves is immune to the fear effect of that poltergeist for 24 hours. If the poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect. The save DC is Charisma-based.

Telekinesis (Su [standard]) A poltergeist has no method of attacking apart from telekinesis. This ability functions as the spell *telekinesis* (CL 3rd). A typical poltergeist has a ranged attack roll of +3 when using telekinesis to hurl objects or creatures, and can use the ability on objects or creatures of up to 75 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist the effect with a DC 12 Will save. The save DC is Charisma-based.

Statistics

Abilities Str –, Dex 13, Con –, Int 5, Wis 12, Cha 12 SQ rejuvenation, site bound

Feats Ability Focus (fear), Alertness

Skills as above

Languages Common

Site Bound (Ex) A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

Area Features

The area has several features of note:

Cliff: The cliff next to the trail is 50 ft. high, and it is obvious that the rocks blocking the trail fell from the cliff.

A character requires DC 15 Climb checks to scale the cliff.

Rock Fall: The rock fall completely blocks the path and at its highest point is 25 ft. high. Treat the rock fall as comprising areas of light and dense rubble as well as isolated pockets of shifting rocks (see sidebar).

Rubble (Light): Treat squares on the rock fall's fringe as light rubble. Small rocks are strewn across the ground, increasing the DC of Acrobatic checks by 2.

Rubble (Dense): Treat the main body of the rock fall as dense rubble. Rocks of all sizes cover the ground. It costs 2 squares of movement to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

Mountain Trail: The trail is relatively flat and unimpeded. Except in squares covered by rubble, movement is without penalty.

Slope (Gradual): This slope does not impede movement, but it grants the benefit of higher ground (+1 on melee attacks) to characters fighting opponents below them. **Slope (Steep)**: Characters moving up a steep slope must spend 2 squares of movement to enter each square. Characters running or charging downhill must make a DC 10 Acrobatics check. A character failing this check stumbles and ends its movement 1d2 squares later. A character failing this check by 5 or more falls prone in the square in which it finishes this movement. A steep slope increases the DC of Acrobatics checks by 2. Characters on a slope gain the benefit of higher ground (+1 on melee attacks) against opponents below them.

Bones: The bleached white bones of several travellers, wild beasts and mountain denizens (the poltergeists' victims) lie atop the rubble of the rock fall. A DC 15 Heal check reveals that all have broken and cracked bones and that these injuries were likely the cause of the unfortunates' deaths.

Buried Bodies: Six hours of hard labour spent clearing rocks and a DC 10 Perception check reveals the bodies of those crushed by the original rock fall. All have terrible crush injuries and most of their equipment is broken, mouldering or rusted. Burying the bodies of the fallen away from the rock fall is enough to lay the poltergeists' spirits to rest.

A subsequent Perception check, though, may uncover some undamaged items of value. A successful Perception check uncovers everything found by a lesser check.

DC	Objects Uncovered*
15	A cold iron dagger in a rotted sheath.
20	A dented iron vial holds a clear liquid con- taining gray flecks – a <i>potion of feather fall</i> (faint [DC 16 Knowledge {arcana}]; DC 16 Spellcraft or Perception identifies).
25	A masterwork cold iron longsword with a lion-headed pommel set with two black gems (onyxes) worth 500 gp and a stop- pered bone scroll case containing a thin papyrus scroll inscribed with <i>protection</i> <i>from arrows</i> (CL 3).
30	Mouldering coin purse containing 15 gp, 5 pp and three transparent orange stones (ambers, worth 100 gp each [DC 20 Ap- praise values and identifies]).
	<i>Note</i> that because of the vast quantities of rock in the pile, detect magic fails to locate the buried magical treasures listed above.



Shifting Rocks

Portions of the rock fall are comprised of precariously positioned rocks and are potentially unsafe to characters walking or running on them.

Spot Danger: Each section of unsafe rock fills a single square and a character making a DC 20 Perception check (as a free action) spots the nearest such square. For every 5 by which the character exceeds this check he spots another such area. (A character making this check as a move action gains a +5 modifier to this check).

Movement (Slow): Characters spending three squares of movement to cross the shifting rocks do so without penalty.

Movement (Fast): Characters spending only two squares of movement to cross the shifting rocks must make a DC 15 Acrobatics check to cross safely. Failure means the character must spend a move action regaining his balance. Failure by 5 or more indicates the character falls and slides 1d2 squares down the rock fall and suffers 1d4 damage. [sidebar]

Scaling the Encounter

To modify this encounter, apply the following changes:

EL 3 (XP 800): Remove one poltergeist and apply the advanced creature template (+2 on all rolls [including damage]; AC 16, touch 16, flat-footed 15; hp 22; frightener DC 16; telekinesis DC 14) to the remaining poltergeist.

EL 3 (XP 1,600): Apply the advanced creature template (+2 on all rolls [including damage]; AC 16, touch 16, flat-footed 15; hp 22; frightener DC 16; telekinesis DC 14) to both poltergeists.

About the Designer

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked

with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza, he is an enduring GREYHAWK fan.

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Sonic Foes

By Mike Welham, Illustration from Kirby's Wonderful and Scientific Museum

These thematically linked creatures make terrific opponents, specifically for bards, but they will cause problems for many characters. While their origins differ, they both use the power of sound to wreak havoc on their victims—a screaming C using its powerful screech, and a dischord using its disharmonious tones to drive its victims insane. Fortunately for adventurers, the fairly ubiquitous *silence* spell works quite effectively against both creatures.

GMs: the next time the party's bard gets uppity, wheel out one of these creatures and watch him squirm!

CR6

This hazy woman's face, contorted into a permanent scream, emits a primal cry of anguish.

Screaming XP 2,400

CE Tiny undead (incorporeal)

Init +6; Senses darkvision 60 ft.; Perception +13

Defense

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

hp 68 (8d8+32)

Fort +6, Ref +6, Will +8

Defensive Abilities +2 channel resistance, countersong, incorporeal, rejuvenation; **Immune** undead traits; **Weaknesses** *silence* vulnerability

Offense

Speed fly 40 ft. (perfect) Melee incorporeal touch +10 (2d6 plus stun) Special Attacks scream, stun

Statistics

Str -, **Dex** 15, **Con** -, **Int** 8, **Wis** 15, **Cha** 19 **Base Atk** +6; **CMB** +6; **CMD** 20

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Skill Focus (Perform [sing])

Skills Fly +18, Perception +13, Perform (sing) +18, Stealth +20 (+5 when using scream)

Languages Common (can't speak)

Ecology

Environment any urban **Organization** solitary, pair, or shriek (3–8) **Treasure** none

Special Abilities

Countersong (Su) Once per day, a screaming C can start a countersong as a swift action. The countersong lasts for a total of 12 rounds, and only the screaming C benefits from the countersong. Otherwise, this ability works like a bard's countersong.

Rejuvenation (Su) A screaming C proves to be as difficult to destroy as a ghost; the creature generally reforms itself after a longer period of time—2d6 days—than a ghost does. Righting whatever wrong killed the creature that spawned a screaming C, or using *silence* to deal damage equal to the creature's maximum hit points, will utterly destroy the creature.

Scream (Su) As a standard action, a screaming C lets out a savage shriek that deals 4d6 sonic damage and deafens creatures in a 30-foot cone. A DC 18 Fortitude saving throw halves the damage and negates the deafness. The save DC is Charisma-based.

Silence Vulnerability (Su) If a character targets a screaming C with *silence*, the screaming C takes damage equal to 1d6 per caster level (Will save for half). The *silence* is then dispelled. A screaming C that starts its turn in an area of *silence* takes 1d4 points of damage unless it succeeds at a Will save. A screaming C that fails its Will save for either interaction with *silence* cannot benefit from its countersong, use its scream, or affect a creature with stun.

Stun (Su) A target struck by a screaming C's incorporeal touch attack must succeed at a DC 18 Fortitude saving throw or become dazed for 1 round. If the target fails the save by more than 5, he is instead stunned for 1d4 rounds. The save DC is Charisma-based.

Sometimes, when a gifted bard or other performer dies a sudden, unjust death, she creates a note of pure anguish that outlives her and seeks to inflict the pain of her demise on others. A screaming C stalks the streets of metropolitan areas and looses a soul-chilling screech that stuns or outright kills those who hear it. The creature looks like a hazy vision of the former living person but with its face permanently contorted into a scream.

20



While a screaming C's overriding desire is to inflict pain on any and all it encounters, the creature is savvy enough to go into hiding once characters start flinging *silence* spells around. Many powerful undead creatures employ screaming Cs for defense of their lairs, and banshees are particularly fond of congregating with what they see as kindred spirits.

When this creature reveals itself, it appears to be a random collection of broken musical notes floating in the air.

Dischord

XP 6,400

NE Tiny aberration (incorporeal) Init +9; Senses darkvision 60 ft.; Perception +25 Aura disharmony

Defense

AC 22, touch 22, flat-footed 17 (+5 deflection, +5 Dex, +2 size) hp 105 (14d8+42)

Fort +7, Ref +11, Will +13 Defensive Abilities incorporeal Weaknesses *silence* vulnerability

Offense

Speed fly 50 ft. (perfect) Melee incorporeal touch +17 (3d6 plus bodily discord) Special Attacks bodily discord, wordwarp Spell-Like Abilities (CL 14th; concentration +19) Constant—*invisibility* At will—*sound burst* (DC 17) 1/day—*word of chaos* (DC 22)

Statistics

Str –, **Dex** 20, **Con** 17, **Int** 17, **Wis** 18, **Cha** 21 **Base Atk** +10; **CMB** +13; **CMD** 28

Feats Alertness, Flyby Attack, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Perform [sing]), Skill Focus (Spellcraft)

Skills Bluff +17, Fly +25, Intimidate +17, Knowledge (arcana) +20, Perception +25, Perform (sing) +25, Sense Motive +18, Spellcraft +23, Stealth +22

Languages Abyssal, Aklo, Auran, Common, Undercommon

Ecology

CR9

Environment any

Organization solitary, pair, or disharmonic wave (3–12)

Treasure none

Special Abilities

Aura of Disharmony (Su) A creature that begins its turn in the dischord's 20-foot-radius aura of disharmony must succeed at a DC 20 Fortitude save or take 1d2 Wisdom damage. The save DC is Constitution-based.

Bodily Discord (Su) When a dischord hits a target with its incorporeal touch, its destructive sonic waves cause muscle or bone damage as well. If the target fails a DC 20 Fortitude save, it takes 1d4 Dexterity or Strength damage (dischord's choice).

Silence Vulnerability (Su) If a character targets a dischord with *silence*, the dischord takes damage equal to 1d6 per caster level (Will save for half). The *silence* is then dispelled. A dischord that starts its turn in an area of *silence* takes 1d4 points of damage unless it succeeds at a Will save. A dischord that fails its Will save for either interaction with *silence* cannot use its aura of disharmony, bodily discord, spell-like abilities or wordwarp until its next turn.

Wordwarp (Su) Once per day, as an immediate action, a dischord can make a Perform (sing) check to affect a spell with a verbal component that a character casts within 60 feet of the dischord. If the check succeeds against a DC equal to 20 plus twice the spell level, the dischord causes the spell to work in an unexpected fashion. Ranged spells center themselves where the dischord chooses, targeted spells target a creature of the dischord's choice, and spells that heal or restore instead inflict damage equal to the amount healed or restored. If the spell does not fall into the above categories, it is merely countered.

The successful use of countersong or a botched performance occasionally spawns an aberration known as a dischord. Broken notes or otherwise disrupted sounds coalesce into a creature that delights in spreading chaos wherever it travels. When the creature is present, all creatures with the capacity to hear can detect a collection of sour notes, as if someone played an instrument or sung wildly off-key.

Somewhat powerful in its own right, a dischord often finds itself in the employ of even more powerful creatures that promise ample opportunity for the creature to inflict chaos. A dischord typically acts as a guardian in a chaotic creature's lair or softens up opponents in advance of its employer's attack.



Twenty Questions with Daron Woodson

Interview by Steven D. Russell

Could you tell us a little about yourself?

My fascination with tabletop gaming began at a very young age with the second edition of the World's Oldest Roleplaying Game. In fact, I've effectively been an aspiring game designer my whole life. Remember when you wanted to be a cop, or a firefighter, or an astronaut, or whatever? I wanted to design games. I was raised with a sort of motto - "the family that plays together, stays together." My family, and my mother in particular, introduced me to and taught me to play all kinds of tabletop games. Growing up, games served to entertain, to facilitate family time, to teach, and to exercise the mind. My love for the Pathfinder Roleplaying Game in particular began as many fans did - when my players and I decided to make the switch from the fourth-and-latest incarnation of the World's Oldest Roleplaying Game to the Pathfinder Roleplaying Game. I played so much that I learned the game inside and out, and my natural fascination with game design eventually inspired me to take the plunge and try my hand as a developer.

Presently, I ride a desk for a living. I've been involved in the tabletop world as a consumer since I was about eleven years old. I've recently made a real breakthrough in the world of tabletop gaming vis-a-vis the Paizo consignment store. Now I sell PFRPG-Compatible PDFs through the webstore. Believe me when I say that this most recent development has been the equivalent of my childhood dream realized.

What is your home game like?

Presently, I'm finally digging into the wild world of modules. Although I've been a tabletop gamer (and an aspiring game designer) since I was about twelve years old, I'd never before run a module until just about six months ago. I always had the idea that modules were too limited – too scripted – and until recently I'd never given them a chance. Then one day I just sort of caved in and gave *Kingmaker* a try. The premise intrigued me and Abandoned Arts had just started to take off, meaning that I had less and less time to prepare for my home games. My group and I had such a blast that I've been running nothing *but* modules, recently. Most notably, my brandnew *Rise of the Runelords Anniversary Edition*. I've been reading through a third-party module lately that I'm even



more excited to run, but I'll save my breath for question number ten...

What is your favorite Paizo product and why?

Easily the Advanced Player's Guide. So let me drop some supremely nerdy analogies on you. I compare the Core Rulebook and the Advanced Player's Guide to Batman Begins and The Dark Knight, respectively. Batman Begins needed to introduce viewers to Christopher Nolan's version of Batman, both the character and the story, and – and the film did a great job - but with that out of the way, The Dark Knight really allowed Nolan go in his own direction and tell his own stories. The Core Rulebook, similarly, had to cover the basic classes, races, rules, and game elements that players associated with the World's Oldest Roleplaying Game. Paizo did a phenomenal job re-inventing the third-and-a-half edition of the game, but the Advanced Player's Guide was its very own creature. For the first time, we were treated to concepts and elements that were entirely Paizo's. In my opinion, the new base classes were absolutely the volume's show-stealers. The alchemist, cavalier, oracle, inquisitor, summoner, and witch were Paizo-built from the ground up, with no previous edition setting established or obligatory precedents. The entire volume was a demonstration of the Paizo team's creative powers, and it really wowed me. If I hadn't been sold on the switch to Pathfinder (I was), the *Advanced Player's Guide* most certainly would have convinced me.

You are currently the head of Abandoned Arts, how did that start and how would you characterize the company today?

It started, very literally, when I woke up one day and asked myself why I hadn't started yet. I'd had pages of notes and ideas on PCs and flash drives, and I was just sitting on them. A bare minimum of research made it evident to me that Paizo made it very, very easy for "little guys" to get started... so I asked a friend to help me out with a logo, I decided on a trade name, and I went into business for myself. There's really no story here, the Paizo made the whole process as encouragingly-painless as can be. Something any aspiring designers out there should reflect on!

As for the character of the company, my thoughts come down to this: genius is not enough and being one of the "little guys" does not excuse a product line that looks or reads like something one of the "little guys" threw together. Abandoned Arts prides itself on clean presentation and quality authorship. You can do a lot with a little – it doesn't take a large art budget or expensive software to create a clean-looking product.

Which Pathfinder Compatible product you worked on is your favorite and could you tell us a little about it?

Boy, that's a tough question. Abandoned Arts is young, and still establishing a baseline of traditional content. A big part of that baseline – the *Class Acts* product line – has everything to do with class options. I've really had to dig into the nuts and bolts of every core and base class to wrap up my first-and-most-famous product line, and I definitely fell in love with my favorite classes all over again, as well as with certain classes that I'd never cared much for before (the gunslinger comes to mind). This question, for me, pretty much amounts to "which is your favorite class," and to that I'll have to say: *Class Acts: Witches*. To date, new witch hexes have been among the most enjoyable pieces of content I've had the opportunity to write.

Class Acts: Gunslingers is a close second. There are so many cool Western tropes to draw from! This product ended up having less to do with firearms and more to



do with the pure, unadulterated badassery of the pulp Western antihero. I was really, really pleased with the way this product turned out.

What was your best moment working on that product? When I finished it, and showed it to my friends and playtesters. The witch is a very distinct class in terms of the way it looks and feels on paper and in play, and I knew I'd hit my mark when my assorted cohorts and playtesters (and, soon after, my fans and reviewers) ate it up. This product was one of the first I'd released, and the reception that it got in review and playtest alone was positively encouraging.

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

Certain hexes really stood out to me. Bewitch, Dance with the Dead, Evil Presence, Last Laugh, and Promise of Power all turned out wonderfully, but one of my favorite pieces to date has got to be the Abeyance hex. It's a great and archetypical plot device that I haven't really seen penned before.

What was the most challenging aspect of working on it?

One of my personal rules is "don't author anything that wouldn't get a second look if it were to cross Sean K. Reynolds' desk." Not only have I attempted to match Paizo's quality, but the *Class Acts* product line does its damndest to match the tone and spirit of Paizo's class content; to really and wholly espouse the concept of *compatibility*. In order to maintain the spirit and the tone of Paizo's hexes, *Class Acts Witches*' content had to be equal parts "mechanical option" and "evocative plot device." Every hex had to be both something you'd like your character to be able to do, and also something that a GM could build a story around. That made this product both a real challenge and a real pleasure to author.

Did you learn anything while working on it?

Yeah – that I could sell quite a lot of copies of it. This product was a part of the second set of releases that I produced, and around the time that I was elbow-deep in *Class Acts: Witches* I'd really started to see some serious

25

sales. A word of encouragement to aspiring developers: if you've got truly good ideas, your fan-base *is* out there.

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

For my money, that'd be a hefty little module called Rappan Athuk – maybe you've heard of it? By all the Frog Gods, I'm so in love with this module. There's a lot of really great third-party stuff out there, but I'm a sucker for a good old-fashioned megadungeon. I haven't run it yet, but I'm really, really looking forward to it. What really stands out about this product is not the incredible difficulty of the module itself, nor the sheer size of the product, nor the originality of the rooms and encounters that – despite its size – comprise this super-megadungeon. No, the real achievement is the perfectly, heartbreakingly "old school" tone that the authors over at Frog God Games manage to achieve on every page. TSR, eat your heart out.

Oh, and don't. Go down. The well.

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

Compatibility. I know that sounds like a smartmouthed answer, but what a lot of designers fail to recognize is that compatibility doesn't begin and end with the mechanics. You can meet the prerequisites required to slap the PFRPG-Compatible logo on your product and still fall short of what it means to create a Pathfinder Roleplaying Game compatible product. If the quality of your content isn't up to snuff; if the spirit and tone of your work doesn't synch up with the content its meant to be compatible with; if the language your product uses expresses existing concepts in confusing new ways... then your product is falling short of compatibility.

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

Mm, that's a tough one. Rappan Athuk has inspired me to become more familiar with Frog God Games, but at this time I'd have to say that I'm most impressed with Raging Swan Press. Their product lines have really carved a niche out of a niche, and the content of every PDF that I purchase is spectacular. As far as game aids go, Raging Swan just can't seem to go wrong. And, gosh am I jealous of their product covers. Gorgeous.

What advice would you give to would-be-freelancers?

Take your shot. Paizo makes it easy. Seriously – get your stuff together, give your products, your brand, your logo, and your name some deadly-serious thought, get



your ideas down on paper, proof it half a dozen times, make sure it looks as good as it can possibly look, and just take your shot. Getting into the business isn't hard – it really isn't. Succeeding is hard. Actually making money at the third-party game – *that's* hard. But taking your shot? That's as easy as lining up your sights and pulling the trigger. Paizo Publishing *really* does a tremendous job of facilitating and encouraging the third-party market. If you've got the talent, go for it. Take your shot.

Who is your favorite illustrator?

Jason Chan. Google "Apocalypse Hydra," if you need justification.

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

Last September, we hosted a giveaway on the forums to promote some of our products. This experience was my first real interaction with my fan base, and it felt really strange to have fans. *Fans*. Of me. Fans are things that important and successful people have, and here I was with a double-handful of them. My fan-base is in the hundreds now, and staggers me. Abandoned Arts is still a relatively new enterprise (with a digital-only product lineup), so I haven't attended any conventions or had the pleasure of fielding more than a handful of fan correspondence pieces – but seeing old fans turn out at the giveaway (and new fans come back just to tell me how much they enjoyed my product) was certainly memorable for me.

Could you give us an exclusive hint or teaser about an upcoming product you are working on?

Yep; new base classes! I haven't talked about these much because I can't pin down a release date (other than to say that I be releasing the first one "relatively soon"), but I'm *very* excited about these. We'll be releasing two base classes (the royal and the engineer) in the very near future, with plans for at least four more. The royal is a truly novel take on the idea of a "noble" class. The mechanics behind the royal are really stellar: it's a system of social-and-intellectual influence (called, quite simply, influence) which can be accumulated on a creatureto-creature basis, and then expended to one effect or another. And don't worry – the royal won't step on the bard's toes. There will be every reason in the world to put a bard and a royal together in the same party.

The engineer is a little farther off (though there's a possibility that it'll see release before the royal does, as there are somewhat fewer playtest considerations to consider with this one). The engineer is not just another take on the artificer – this guy is 100% mundane. A fantastical, wondrous, non-magical machinist.

Do you have any goals as a publisher that you have yet to obtain?

To quote a certain professor: *oh my*, yes. I've "yet to obtain" more goals than not. A less-than-laughable art budget. Expansion into short modules and pre-generated NPCs and encounter packs. An original campaign setting. Alternate rules systems. Bestiaries. I could go on.

With the aforementioned base classes on the "more finished than not" side of the development schedule, I hope to be breaking away from our base product lines and into less-travelled territory in the very near future. At the very least, I can sleep easily at night secure in the knowledge that I won't be running out of ideas any time soon! I'll be dead before all my goals as a publisher have been met, I'd wager.

Can you talk a bit about your new Spell Power product line ?

Of course! These products introduce a new type of feat – the spell power feat – each of which allows a caster to modify one specific spell or group of spells in new ways. The bulk of each Spell Power product, however, is tied up in plot hooks and new creatures, items, and game elements closely related to the featured spell or spells. Each product is full of content designed as much for GM (or even developer!) use as much as for PC use. Also: this particular product line features the first Abandoned Arts PDFs to sport original artwork! The inclusion of monster

art by artist Cristal Lance lends a lot to these products, I think.

Have you had a positive experience in establishing yourself as a designer and becoming a part of the Pathfinder community?

The Paizo staff – Liz Courts in particular – has been tremendously patient and helpful, as has Scott Holden over at DriveThruRPG (who sent me a very tasty Christmas gift). John Reyst of the d2opfsrd has proven a great contact and a terribly nice guy. I'd like to let anyone who doesn't know already – the d2opfsrd has recently implemented a webstore of its own, and you'll find Abandoned Arts' entire body of work for sale there! Ryan Costello (of the Know Direction podcast) was kind enough to feature a review of one of my earliest products, and personally paid me one of the most meaningful professional compliments that I've received to date. All in all, the peripheral Paizo community has been a pleasure to work with.

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

Yes! We've got facebook (https://www.facebook.com/ abandonedarts), tumblr (http://www.abandonedarts. tumblr.com/), and twitter (https://twitter.com/ abandonedarts) feeds that you should be following! Keep an eye on us; big things are coming!



Rite Publishing Presents Ioliseum Morpheuon: Anthology of Preams

Edited by David Paul With short stories by Matt Banach, Jess Carson, Ewan Cummins, T.H. Gulliver. L. Jagi Loop bte. Rob tanning

Jonatha McAnry John C. Nook, Steven E. Schend, and Neil Spicer

Reviews

Illustrations by David Rabbitte and Jason Rainville

The Baleful Coven (Jandscape)

Publisher: Legendary Games by Thilo G

This pdf is 25 pages long, 1 page front cover, 1 page editorial, 1 page ToC, 1 page how-to-use, 1 page authorbios, 1 page SRD, 1 page back cover, leaving us with 18 pages of content, so let's check this out!

This being an adventure-review, the following contains SPOILERS. potential players should jump to the conclusion.

Still here? All right! Intended to be used for 6th level characters between installment 2 and 3 of the Jade regent-AP, this pdf kicks off rather starightforwardly - by stranding the PC's caravan in a specifically-crafted demiplane sans escape - a place where the mastermind villains can exact their vengeance. When the PCs are faced by weird dreams seeking to drive them mad and make them see how their actions justify their punishment (in the villain's twisted logic), they'll sooner or later understand that in order to escape this weird place, they'll have to find their tormentors and deal with them. The originators of the dreamplane-prison is an uncommon coven consisting of an annis hag, a winter witch and a white-haired witch, with each of the 3 members having their own section of the dreamplane and its own dangers.

The annis lords over an ice-cold hall in which a jarl and its thanes invite the PCs to partake in their celebrations - while drinking the poisonous mead will seem unwise at first, at least it will keep the undead from attacking them by keeping the rules of hospitability intact. The Winter Witch's demesne is no less exciting, featuring the new CR 4 Arctic Harpspider-monster as well as exciting locales that truly influence the battles.

Finally, the white-haired witch's demesne is set in a lost village, complete with its own pagoda and shadow mastiff-guardians.

Conclusion:

Editing and formatting are top-notch, I didn't notice a single glitch. the pdf adheres to Legendary Games' dropdead gorgeous 2-column landscpae standard and the pdf comes with a backgroundless version. The pdf is also available as a portrait-version. The maps. O. M. G. The maps. so beautiful they make the eyes water, the domain's map being one of the finest ever. Each area comes with drop-dead-level paizo-qualityplus gorgeous making maps, me regret that we don't get them as highmap-packs, res but even when printing out the pdf and handing this to your players, their jaws will drop. seriously. The pdf is extensively bookmarked and



the artworks are of paizo-level-plus quality with all mayor antagonists getting beautiful, original pieces of artwork and the same holds true for the new creature. And then there also are mood-piece-artworks. WOW.

This sidetrek/plug-in has a simple structure - but it's fluff is glorious! Exciting! Weird! Dream-like! Seriously - even if you don't run the Jade Regent-AP, get this! It's that good! It's a short, sweet adventure brimming with superior production values, cool ideas and a very distinct "fairy-tale gone horribly wrong"-vibe. Final verdict? Easily given 5 stars + seal of approval - this would be worth the price for the maps alone!

Endzeitgeist out.

Rating: 5 of 5 Stars!

Faces of the Tarnished Souk: Jubal D'tirn,

The Fool's Champion (PFRPG) **Publisher:** Rite Publishing by Thilo G.

This installment of the FoTS-series is 15 pages long, 1 page front cover, 1 page editorial, 2 pages of advertisement, 1 page SRD, leaving us with 10 pages of content, so let's check this out!

Following my format for the series, I'll first take a look at the supplemental crunch introduced in the pdf: We get 3 different simple templates, the Giant Creature (CR +1), the Enraged (CR +1) and the Combat Clairvoyant creature (CR +1).

Now Jubal is a Jotun, a race that is infused with elemental blood of the giants and unleashes, over the levels said power, growing further and further. A cool class that first premiered in "In the Company of Giants" and which can be found in its revised version in RiP's latest compendium "In the Company of Monsters", though all the pieces of information to run Jibal are in here. There are 3 new feats included in the deal, granting "Aspect of Air", which represents Jotun-powers stemming from cloud or storm giants, "Crushing Volley" allows you to use combat maneuvers a limited amount of times per day to make combat maneuvers with thrown stones, while "Power Throw" allows you to use your Strmod instead of Dex with thrown weapons.

There also are new magic items in this pdf, for example the triple-toss dagger, a throwing dagger that turns into multiple weapons when thrown and adds a couple of different properties upon throwing, a class of cloaks that duplicates beast shape-effects, a ring made of a vast array of other rings (with their powers) and a new artifact, the Fool's Blade. It is said blade that can enlarge and enrage (as per the templates) the wielder and, while a powerful blade, it also carries a curse...

We also get a new archetype, the Primagus- which is rather awesome - a spontaneous version of the magusclass, this rather complex archetype also gains limited access to some barbarian-like rage abilities, which is a rather cool addition to an already useful and cool archetype. Better yet, the archetype comes with alternate rules that make it even more versatile, allowing you to trade in some of its powers for bloodline abilities or oracle mysteries, making this archetype even more versatile and one of the best I've seen for the magus. If you're rather an adherent of SGG's spontaneous gish-class by Marc Radle, the excellent Vanguard, you should still check this out, as it features some neat ideas to potentially modify this class.

Now, Jubal D'tirn starts as a Jotun Paragon 6/primagus 1 (CR 7) and becomes a Jotun Paragon 6/Primagus 6 (CR 12) and his final CR 20 incarnation adds further 6 Primagus levels as well as the combat clairvoyanttemplate.

Now Jubal is a character that should come off as not necessarily an opposition to the PCs - dreaming of glory in the amphitheatre and a triumphant return home, the Jotun taxidermist is on full route to becoming the next champion of the amphitheatre and comes with a plethora of hooks as well as dreamburning information.

Conclusion:

Editing and formatting are very good, though not perfect:

I noticed some minor glitches. Layout adheres RiP's to old, runebordered two-column b/w-standard and the piece of cover-artwork is neat. The pdf comes with nested bookmarks. Jubal D'tirn is an interesting character in that it finally provides а gladiator-champion for the PCs to encounter as an ally, though an unreliable one out for



his own glory. The Primagus-archetype is one of the best anywhere for the magus-class and its extremely modularity should ensure that it alone is worth the low asking price. Jubal as a character is more straightforward and less far-out than e.g. my all-time favorite, Nameless Nil, but he still is an interesting build, though perhaps not as complex as I'm accustomed to by the FoTS-series. This, combined with the minor glitch here and there, make me settle for a final verdict of 4 stars for Jubal.

Endzeitgeist out.

Rating: 4 of 5 Stars!

Book of Beasts: War on Yuletide

Publisher: Jon Brazer Enterprises by Joshua G.

OK...let's begin with the statement that I am not a fan of humor in my game material. I know, I know, how very grinch like of me, but there it is. That being said, а product that is in fact a humorous product is not



quite the same, now is it? I knew the second I saw the cover that what I had in my hands was a tongue in cheek collection of creatures...something for those looking to inject some holiday humor into their gametop...what I was not expecting was the solid design behind the creatures.

Yeah, I said it, solidly designed critters. Now, granted, their are a few here that will probably only ever exist in a game meant for laughs, such as the Gingerbread Golem, Eggnog Pudding, or even the Aberrant Fruitcake...but their designs are still logical and solid enough to field them, with effectiveness. That spoke through, loud and clear.

Taking a step towards the undead side of things I have got to say the Dirge Caroler is hands down my favorite creature in this collection, and oddly invokes some nostalgia for classic Doctor Who in me...not sure if it was just the feel of the creature or if there was something similar in an episode, regardless they are a cool concept. Leading a "caroling choir" of well dressed zombies, the dirge carolers enchant and devour to their heart's content within communities, adding a serious level of creepy to those annoying folks wandering around singing.

And the Dreidel Swarm, now that is an interesting concept, and a well executed one at that. That is easily something I can see getting some mileage at a gametable, showing up perhaps in the lair of a demented toymaker....hmmm, excuse me, need to make a few notes....

Point being, if you are looking for a cool little collection of holiday inspired creatures, you've found them, period. There's something in here for any play style, and then some.

Now, did I have issues with a few things? Yeah...the art is all over the place, some pieces being extremely cartoony, perhaps even childish...but for what this collection is, that oddly added to the charm of the product. Which brings me to my only true complaint in regards to design, and that is the Clockwork Nutcracker having no form of bite attack. It seems an almost given that there would be some special linked with that gaping maw of his.

All in all though, as I stated, the creatures here are a good collection of holiday inspired weirdness, ready to bring a few smiles to the table as you roll some dice with friends under the tree.

A 5 star rating for a rather unique collection of oddities.

Rating: 5 of 5 Stars!

Pathways #21 Publisher: Rite Publishing By Thilo G.

The latest installment of Rite Publishing's Pathways e-zine is 33 pages long, 1 page front cover, 1 page editorial/ ToC, 1 pages SRD and 9 pages of advertisement, leaving

Pathways Magazine

us with 21 pages of content, so let's check this out!

After David Paul talks about changes in climate and implications on fantasy settings (can be used similar events), for we are introduced to Steven D. Russell's template of the month, this time being the Soulfire-template. The template increases CR



by +2, changes alignment to good, grants gaze attacks, a breath weapon that affects neutral and evil beings and comes with one of the most beautiful artworks Pathways has featured so far - Lucilla Lischetti has done a great job illustrating Rapture's Remains, a CR 13 dragon who comes with full stats.

The grandmaster of PFRPG-crunch, SGG-legend Owen K.C. Stephens also contributes to this issue of Pathways - a simple, easy to use wealth by level system that GETS RID OF MAGIC ITEM SELLING! Yes! Thank you so much! While surely not appropriate for ALL kinds of games, it is great for low/rare magic games. Why? Because it awards vouchers, which have an equivalent of a certain value for a slot - add some fluff and we actually get a system that bases items on defeated foes. All in one page. I really like it!

Creighton Broadhurst, overlord of Raging Swan Press continues his tradition of contributions to Pathways by providing us with the "Reavers of the Bloody Tears", orcs led by an antipaladin and an evoker. A nice encounter in the vein of RSP, i.e. detailed, all the stats are there and you can practically run it from the pages.

Will Myers introduces us to a disturbing new creature as well that should be gold for anyone into old world-style beings, shadow fey or the Shadowsfall-setting: The Sigbin, or shadow drinker, which can kill you by grappling your shadow and comes with multiple neat signature abilities. Two thumbs up!

After that, Kobold Press mastermind and designlegend Wolfgang Baur answers twenty questions in this issue's interview and has made me grin: A fellow adherent of Pact Magic is always great - especially if that means that potentially the is a teeny-tiny remote chance of seeing Pact Magic in Midgard. I don't know anything, mind you - that's just my hope!

Finally, as always, we close the issue with reviews by yours truly and KTFish7.

Conclusion:

Editing and formatting are very good, I didn't notice any significant typos or glitches. Layout adheres to RiP's two column standard and the pdf comes not only with the easier to read new layout, but also again with bookmarks, making this e-zine easy to navigate. The file is 43 mb large, not as small as its direct predecessor, but still ok. Top-notch content - all for free. I love Pathways and in this issue, Will Myers takes the cake for me with his cool, uncommon aberration. I also loved the other contributions, but that one would be my favorite! My final verdict will thus be 5 stars + seal of approval - dl this, it's free and worth every mb of space on your HD.

Endzeitgeist out.

Rating: 5 out of 5 stars!

Ultimate Options: Bardic Masterpieces Publisher: Super Genius Games

by Thilo G. [Verified Purchaser]

This pdf is 15 pages long, 1 page front cover/ToC, 1 page editorial/SRD, leaving us with 13 pages of content, so let's check this out!

I love bardic masterpieces. For a feat or spell, they grant the bard something unique, something distinct from all the other classes, marrying uniqueness in benefits with nice fluff and I always wondered why there have not been more 3pps adding to the concept. However, they are hard to balance and live from more than just their crunch, they also need some fluff. So let's check out what these masterpieces do, shall we?

But before we do, I feel the need to tell you about a particular thing I REALLY liked about this pdf: This is actually one of the rare SGG-books with fluff! Yes, ladies and gentlemen, we actually get aptly-written prose for each of the masterpieces, which is something I'd love to see for all of the more complex options SGG presents, but I digress.

These are the masterpieces:

Call of the Crossroads: Call planar allies at crossroads. YEAH! Iconic, cool, mystic and makes the masterpiece feel MAGICAL, drawing on a lengthy tradition of folklore. Two thumbs up!

◊ Drums of War: Burn spells to grant allies access to teamwork-feats other allies in range have. Iconic, WIN!

♦ Divine Glorification: Add level 1-6 spells of a domain of your patron deity to your spell-roster.

Galliard of
 Blades: Spend
 massive amounts
 of bardic
 performance for
 +4 to Str, Dex,
 Con and AC, +5 to
 ref-saves as well as
 the ability to add
 your dex-mod to
 damage with light
 weapons and full
 BAB, but at the
 cost of spellcasting



while performing the masterpiece. A musical Tenser's Transformation-style effect? Yes, please! Genre Genesis: +4 to cha-based skill-checks against anyone with perform-ranks and allows you to use perform instead of another skill from a list. I'm usually not into skill-substitution, but this one does it for me. Nice!

♦ Heartbeat of the Wild: Gain an animal

companion. Ok, I guess, but the first one I wasn't blown away by.

 Inhuman Harmony: Select a creature-type. You may affect said creature-type with bard spells that could usually not effect it.

♦ Irresistible Dirge: Play for the Dead to ask them questions. Rules-wise perhaps not too exciting, but the imagery is AWESOME.

◇ -Lexicon of Expressions: Allows you to send messages via bluff sans skill-checks and bluff via expression alone, sans relying on audio. Could be VERY cool and I already know how I'd use it.

♦ Lament's Furious Refrain: Affected characters are prohibited from using some skills, but may reroll vs. emotion-effects and gets a bonus against new effects like that imposed on them. Cool one indeed - I have Antimatter's "Leaving Eden" in my head right now.

 Maestro of Cultures: Allows you to save escalating situations and make fast diplomacy with otherwise unhelpful or even hostile characters and creatures.

♦ Maestro of Faces: Allows you to determine starting attitude, law/chaos and good/evil-axis of an other by observation. Not a big fan of abilities like that, but the DM rolling this in secret saves it for me.

Satire of Unrelenting Truths: Use Horace's concept of a satire to grant atonement to teh satirized target. Genius!

♦ Undulation of Enticements: Strike a deal via the promise of applied seduction.

 Unearthly Aria: Grant allies access to a class feature one level above their current one or +4 on caster level checks. This buff effin' rules!

Writ of Bardic Immunity: Diplomatic Immunity!
 À la Dandelion in the Witcher-books, only better!
 HELL, EFFIN, YEAH!

Better yet, the pdf suggests using the luminary's abilities as masterpieces as well and provides basic guidelines in a box.

Conclusion:

Editing and formatting are top-notch, I didn't notice a single glitch. Layout adheres to SGG's 3-column landscape presentation and especially the ToC is a nice addition I hope to see in all future guides. The pdf's bookmarks are also something I've been hoping for and make using it even easier.

Ok. Let me spell this out now. Does your campaign have bards? Any bards? Player characters or NPCs? Yes? Then you have to buy this! Expertly-written fluff. Iconic masterpieces, not a single one of which I'd consider problematic. Not gripes, no glitches and actually actively excited about the offering - that's not something that happens too often anymore and I'll savor it while I can. Pdfs like this are what made Owen K.C. Stephens the crunch-legend he is and the nice narrations add more value to this excellent offering. Final verdict? 5 stars and seal of approval. This is a clear must-buy-file.

Endzeitgeist out.

Rating: 5 of 5 Stars!

Anachronistic Adventurers: The Luminary Publisher: Super Genius Games

by Thilo G.

The latest offering of SGG's Anachronistic Adventurersline is 19 pages long, 2/3 of a page front cover, 1 page SRD/editorial, leaving us with 17 1/3 pages of content, so let's check this out!

Mechanics-wise, the Luminary-class provides us with d8 HD, 5+Int skills per level, 3/4 BAB-progression, good will-saves, proficiency with simple weapons and those according to progress level and of course, the Anachronistic Adventurer-line's further modifications via archetypes, but before I get to them, let me first describe the Influence-ability: Luminaries, as manipulators and motivators, gain a pool of Cha-mod influence-uses per day that increases by 1 at 5th level and once every 4 levels



thereafter. Creatures too dumb Int<2 are not affected. Luminaries may prompt rerolls from opponents, grant increasingly useful action types (first swift actions or +1 AoO, later even move actions and standard actions), allow allies to reroll select rolls and distarct others with their charms if they fail a save. Neat abilities!

Furthermore, they get so-called luminary-talents at 3rd level and every 4 levels thereafter and may select from a pool of them that mostly can be considered rather complex, allowing luminaries to e.g prompt a catharsis of multiple emotions, extrude an aura of calmness that allows allies better skill checks and even taking 10, gain additional class skills or bonus feats, discern the motivations of others and even convince others to not use a certain weapon for some time by laughing at an enemy's choice of armament etc. They also gain an array of limited talents which have a more limited selection as well as a superbly love/help-at-first-sight capstone ability.

As with all Anachronistic Adventurers-pdfs, we also get modular archetypes for the class, the Celebrity gaining 6 additional talents to chose from that include making "frenemies" (BOY I hate this word!), working a crowd and rumor mongering. Headliners gain more class skills, bonuses to perform and 7 exclusive talents (including stage magic and animal companions). The Fixer gains better contacts for fewer bucks, better chances of finding an item, the option to talk down violence and access to talents from other Anachronistic Adventurers classes as well as rogue talents.

33

Now additional system-wise, the pdf also has a neat idea and presents us mechanics to run diplomacy versus groups and tracking a group's general response towards presented ideas, including time based on settlement sizes and DC-modifiers as well as rules for cheering, debating and heckling of ideas in public spaces/group relations. Above and beyond that, we also get advice on different ways of getting the attention of such significant groups.

As with all pdfs of the series, we also get information on progress levels and proficiencies.

Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to SGG's 3-column standard and the pdf's stock art is very appropriate of the theme. The pdf unfortunately has no bookmarks, which is a major flaw by now in my book.

The Luminary continues the trend of SGG's excellent, top-notch Anachronistic Adventurers-line with yet another stellar, interesting class that provides options galore - though, for the first time, I am not at all sold on the additional mechanics provided. While the rules for influencing large bodies of people per se are well-written and concise, they also suffer from a lack of space devoted to them - a topic as complex as social interaction would in my opinion demand a more complex, more extensive system to allow for political machinations. That being said, unless you're like me and feature oftentimes extremely complex political debates (I've crafted my own system for this, based loosely on Dynasties & Demagogues social combat), you should still consider the system enough to represent your needs. While for me the system falls flat of e.g. the research-system for the Investigator, I can't hold this solely against this pdf. Since the talents etc. and the class are balanced, I'll still stick to a top verdict, clocking in at 4.5 stars, rounded up to 5 for the purpose of this platform due to aforementioned personal preference of a more complex take on social interactions with groups and the lack of bookmarks.

Endzeitgeist out.

Rating: 5 of 5 Stars!



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