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#24, March 2013

# PATE JAY8





## The Horn of Geryon

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

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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.

This adventure starts in Port Salth, continues on a sea voyage aboard The Astrid, and finishes where most of the action takes place on the tropical island of Snakero.



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## 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,



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Editorial By Dave Paul

When I first began playing the predecessor to Pathfinder in the 1970s, my introduction to the game amounted to a series of unrelated, disconnected adventures. My experiences of my character were that he just appeared at the door to a crypt to stairway to a castle's dungeon, and there was no explanation of why he was there or what he had done since the last such experience. This was fine with me at the time—I was interested in my character exploring new places, finding monsters to fight, looting rooms for treasure, dodging traps, swinging on vines over pools of magical, dangerous power. But, after a couple years of playing this way I began to really want to know what was happening to my characters in between their adventures. Were they aging? Did they have homes and families? Were their towns ever in need of defending?

By the mid-80s I had expanded my gaming group to include some people I'd never played with before and one of them had spent a couple years at a faraway college playing in another person's very complex and thorough campaign. He brought the richness and depth of that kind of gaming home with him and my friends and I played in a campaign that had developed nations and kingdoms, schools of magic and thievery, complex political issues between powerful individuals, people who'd made bargains with devils, churches in centuries-old rivalries with one another, and more. I loved it. There was so much to explore. There were times we'd all get together Friday after school and play almost continuously throughout the weekend until Sunday night.

There were also genuine secrets in the campaign, revealed only to those who made certain choices with their characters. I adopted some of this into my own campaigns later. In particular, I had decided that there were only two deities in the world my characters played in who would raise or resurrect anyone. Of those two, only one was widely known to the people of the world. And, this one was dedicated to both wealth and death. Understandably, anyone seeking this church's assistance in restoring a dead friend to life could expect to pay a great deal for the service. Naturally, members of the church received such services for a substantially reduced fee. However, there were plenty of good reasons to reject being a member of this church, not least of which was the initiation. In order to transition to a certain stage in that church's priesthood, the clergy member had to submit himself to being sealed in a coffin, deep in a crypt under one of the church's two principle temples in that world. After the sealing, those who had entrapped the priest would leave the room and not return for a day. Everyone undergoing this experience dies-the oxygen runs out. But, of course, those who are truly worthy will undergo visions and have powerful experiences as the soul remains protected by the deity of death as it remains within the sacred regions of the church.

I had to create content for the visions, I had to create avatars who might reveal bits of themselves to the initiates, but I also had to make sure that the experience itself was both terrifying (being trapped in a sealed coffin cannot be pleasant, slowly dying from lack of oxygen has to be horrible) and, because the person is willing to become a priest of a god of death in a world where death can be overcome, transforming. Of course, the higher priests in the temple break the seal and raise the person the next day. And, as this was a requirement for the character to continue in the religion, I could not punish the player by having this cause damage to the statistics of the character. However, the experience itself had to be kept quiet. So, I would have these short sessions in a sidebar, alone with the player. Afterward, the character gained access to a new language (appropriately called Cryptic-it was learned in a crypt, and, like anything that is cryptic, it cannot be understood by others) that allowed easier and more direct communication with the dead (in this campaign, every dead subject of speak with dead can communicate in Cryptic, giving yet more power to those who worship this particular deity of death). More importantly, this character gained a certain kind of fervent fearlessness about death. The character doesn't become foolhardy or disrespectful of death. Rather, this character now knows what it's like. The character comes to believe that the experience had within that coffin will be like whatever the longer-term afterlife will be like (never mind, of course, that it might not actually turn out that way in the long run, the player didn't need to know that-the player needed to know that the character was supremely confident in his views about death). And, this certitude about something so profound had to show itself in the role playing of that character. But, I never needed to push players with this. Every character that I'd put through this was transformed; and, with that transformation, the player rose to the occasion and produced a more complete and deep character which itself made everyone else's gaming experiences better.

After I'd had a couple of players play characters who worshipped this deity, and the players could themselves share their experience of their characters (even away from the game table), I knew that I'd managed to do something for players that the other GM, years before, had done for me. I'd given my players a truly memorable experience; I'd offered them some feature of this fantasy world that was profound, enjoyable, and, like what happened to their characters, transforming.

I wish you all, players and GMs, transformative gaming experiences. They're wonderful.

## Wings of Twilight

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



Artwork by Rowena Aitken

Hans Cummings

#### Justing Creature Template

by Steven D. Russell, Illustrated by Ian Greenlee

Lust is a sin, and the wicked fiends of damnation have ever rewarded sin. These vile powers transform some creatures who earn their attention though their intense desire for the immaterial into lusting creatures. Lust is most often a sin derived from sexual desire, but it can in fact result from any massive desire for something abstract. Lust for power is quite common, especially amongst malevolent would-be-tyrants. Other lusting creatures have an overwhelming desire for conquest, honor, friendship, respect, and/or forbidden knowledge. Lusting creatures are always supple and attractive, their bodies always seeming to be relaxed and at ease, they always appear as the most attractive specimens of their species or possess incredibly magnetic personalities.

#### Creating a Justing Creature

"Lusting" 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 lusting creature uses all the base creature's statistics and special abilities except as noted here.

#### **CR:** +2

Alignment: Changes to any Evil.

**Defenses/Qualities:** ferocity DR 5/good (increase to 10 if the lusting creature's CR is 10 or higher, increase to 15 if the lusting creature's CR is 15 or higher); Immune fire, mind-affecting, resist cold 10 (increase to (increase to 20 if the lusting creature's CR is 10 or higher, increase to 30 if the lusting creature's CR is 15 or higher);

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

Aura of Lust (Su) A lusting creature radiates an aura of uncontrolled mental energy of 5' for every HD it possesses (Maximum 100' radius). Creatures in the aura must make a successful Will save (DC 10 +1/2 the lusting creature's HD +its Cha modifier with a +2 from its language of longing ability, see below) or become distracted by what they lust for (be that sex, power, conquest, honor, friendship, respect, knowledge, etc.). These creatures suffer a -2 circumstance penalty on AC, attack rolls, CMB, CMD, damage rolls, initiative, saving throws, skill checks, and ability checks. This also distracts the mind of spellcasters, forcing them to make a concentration check (DC 10 + the lusting creature's HD + its Cha modifier) or they fail to cast the spell (though they do not lose the spell). In addition, they cannot cast spells or use any skill, feat, or extraordinary, spelllike, or supernatural ability that uses Intelligence, Wisdom, or Charisma, or has them as prerequisites, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. This is a mind affecting compulsion effect.

**Change Shape (Su)** Once a lusting creature desires a relationship with a particular creature, it can shapechange at will as a free action into a creature of the same species.

**Burning Desire (Su)** A lusting creature's melee and ranged attacks deal an additional 2d6 points of fire damage. Its supernatural, spell, and spell-like ability attacks deal an additional 2d6 points of fire damage upon a failed saving throw (if it has no save, this ability has no effect) a lusting creature can suppress (and activate) this ability as a free action. This otherwise functions as the burn universal monster ability.

**Language of Longing (Su)** A lusting creature's magical nature speaks to creatures in ways that words cannot convey. A lusting creature gains a +2 racial bonus to the DC of all enchantment charm and compulsion supernatural abilities, spells and spell-like abilities. In addition, none of its enchantment spells are considered language-dependent as communication is handled on a more primal level.

**Sire Offspring (Su)** Lusting Creature's are extremely fertile; the coupling of a lusting creature with another living creature always results in viable offspring. The lusting creature can also accelerate the growth of its gestation and its offspring to adulthood within the space of a year and a day. This could result in a half-breed or an amalgam creature (See Advanced Bestiary by Green Ronin Publishing).

**Stripping Gaze (Su):** The lusting creature has a 30' gaze attack unless a subject makes a successful Will save (DC 10 +1/2 the lusting creature's HD + its Cha modifier) the subject becomes cursed and loses all equipment-based bonuses and protections (armor, shield, magic rings, magic cloaks, etc.), except for those acquired from artifacts or divine relics. The subject is, for all intents and purposes, naked. This is a necromantic curse effect and can be removed by any spell or effect that can remove a bestow curse.

**Abilities:** Increase from the base creature as follows: Con +4 (+2 hp per HD, +2 to Fortitude saves, and any of the base creature's Constitution-based DCs), +8 Cha (+4 to Bluff, diplomacy, Disguise, Handle Animal, Intimidate, Perform, and Use Magic Device; attempts to influence others, and Channel Energy DCs, +4 to any of the base creature's Charisma-based DCs).

**Skills:** Lusting creatures gain a +8 racial bonus on Bluff and Diplomacy checks.



#### Kankesa of the Quay XP 9,600

**CR** 12

lusting common rakshasa LE Medium outsider (native, shapechanger) Init +9; Senses darkvision 60 ft.; Perception +14 Aura Aura of Lust 50' DC 24

#### Defense

AC 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

hp 135 (10d10+80)

Fort +11, Ref +12, Will +8

Defensive Abilities ferocity DR 15/good and piercing; Immune fire, mind affecting; Resist cold 20 SR 25

#### Offense

Speed 40 ft.

Melee +1 kukri +16/+11 (1d4+4/15-20 plus 2d6 fire), claw +10 (1d4+1 plus 2d6 fire), bite +10 (1d6+1 plus 2d6 fire)

Special Attacks burning desire (Ref DC 22 or catch fire), detect thoughts, language of longing, stripping gaze (DC 22)

Spells Known (CL 7th Concentration +14)

3rd (5/day)-lightning bolt (DC 20), suggestion (DC 22)

**2nd** (7/day)—acid arrow, invisibility, minor image

1st (7/day)-charm person (DC 20), mage armor, magic missile, shield, silent image

oth (at will)-dancing lights, detect magic, ghost sound (DC 17), mage hand, mending, message, prestidigitation

#### Tactics

Before Combat Kankesa prefers to cast mage armor, and shield while using her shapechange ability to stay close to the individual she desires to take as her mate.

During Combat Kankesa will use her suggestion spells to keep the one she desires out of harm's way and will deal with other threats in melee combat, allowing her other defenses to protect her, and setting things on fire with her burning desire.

Morale When outmatched, kankesa flees using her invisibility spell and minor image and ghost sound to lead people in the wrong direction. .

#### Statistics

#### Str 16, Dex 20, Con 26, Int 13, Wis 13, Cha 25 Base Atk +10; CMB +13; CMD 29

Feats Combat Expertise, Dodge, Improved Critical (kukri), Improved Initiative, Weapon Finesse

Skills Bluff +28, Diplomacy +28, Disguise +28, Perception +14, Perform+20, Sense Motive +14, Stealth +18; Racial Modifiers +8 Bluff, +8 Diplomacy, +8 Disguise

Languages Common, Infernal, Undercommon SQ change shape (shapechange), sire offspring

#### Ecology

#### Environment any

Organization solitary, pair, or cult (3-12) Treasure double (+1 kukri, other treasure)

#### Special Abilities

Detect Thoughts (Su) A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 22 Will save. The save DC is Charisma-based.



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#### Domain of the Elder Spider (EL 8; XP 4,800)

By Creighton Broadhurst, Publisher at Raging Swan Press Illustration in Public Domain

s the PCs travel through the hills, they wander close to the lair of a gigantic monstrous spider and its children. The spider, along with its children, makes its home in a narrow, deep cleft in the rock. Thick grass hides the cleft from casual sight and unwary travellers may tumble into the spiders' lair! Read:

A narrow, steep sided valley lies below you. Rubble and thick coarse grass cover both sides of the valley.

The cleft is surrounded by boulders and is only 5 ft. wide at the top. Further, thick grass masks its presence; thus a character must make a DC 25 Perception check to notice the cleft. Failure indicates the character falls into the cleft (see "Hidden Cleft" for more information). When the characters look into the cleft, read:

A narrow, long cleft cuts through the valley. Five feet wide at the top, it quickly widens out to 20 feet at its base. A pool fills the bottom of the cleft and many small ledges run along its walls.

If the characters explore the cleft without falling in, the spiders wait until at least one of them reaches the pool before attacking.

#### Jactics

The spiders only emerge from their lair at night to hunt through the surrounding hills. Otherwise, they lurk in the cleft and wait for prey to fall into their domain. Once prey enters their lair (likely by falling in) the spiders move to attack.

The spider swarms do not enter the pool, instead staying on the cleft wall or on one of the many ledges. They mindlessly attack anything that comes close, focusing on the closest target.

The giant spiders emerge from their lairs the round after a creature falls into the pool. They start by using their webs to entangle targets in the pool and then advance to use their poison bites to subdue their foe. Once a foe stops struggling, they drag the creature from the water and deposit it on a nearby ledge.

The ogre spider emerges from its cave two rounds after a creature first enters the cleft. It hurls webs at any opponents nearby and uses its powerful bite to render prey helpless.

#### Hidden Cleft (1,200 XP)

Suddenly you are falling – the thick grass masked a narrow cleft piercing the hill!

Search DC 25 Perception; Type terrain

**Disarm—; Bypass** DC 5 Acrobatics (leap the cleft) **Destroy** –

**Trigger** Location; **Reset** Automatic (the grass returns to its normal position over a day or two)

**Effect** When triggered, the hidden cleft has the following effects:

**Effect (Fall)** The grass covering the cleft gives way; characters failing a DC 25 Reflex check fall 60 ft., suffer 6d6 falling damage and land in a 5 ft. deep pool of water. **Area** Features

**The** area surrounding the cleft has several features of note:

Thick Grass: Thick grass covers the ground.

**Dense Rubble**: Much loose rock litters the ground. It costs 2 squares of movement to enter a square containing dense rubble. The DC of Acrobatics checks increase by 5 and the DC of Stealth checks increases by 2.

Slope (Steep): Steep slopes bound the cleft.

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).

#### Advanced Web-Spinning Giant Spider (3) CR 2 (XP 600)

N Medium vermin

**Init** +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +6 (+10 in webs), Sense Motive +2

**Speed** 30 ft., climb 30 ft.; **ACP** 0; Climb +18, Stealth +9 (+13 in webs)

AC 18, touch 15, flat-footed 13; CMD 19 (31 vs. trip) (+5 Dex, +3 natural)

Immune mind-affecting effects Fort +6, Ref +6, Will +3 hp 22 (3 HD)

#### Space 5 ft.; Base Atk +2; CMB +4

Melee bite +4 (1d6+2 plus poison [freq. 1/round for 4 rounds; effect 1d2 Str damage; cure 1 DC 13 Fortitude save])

#### Ranged Touch web (range 10 ft.) +7 (entangled)

Web (Ex [standard; 8/day]) A Large or smaller creature struck by the spider's hurled web is entangled (DC 14 Escape Artist or Strength check breaks free) in the web (DR -/5; hp 2). A web-spinning spider can also create a sheet of web three times their size. Targets making a DC 20 Perception check spot the web, but others tumble into it and become trapped (as above). Attempts to escape gain a +5 bonus if the trapped creature has something to walk on or grab.

Abilities Str 15, Dex 21, Con 16, Int -, Wis 14, Cha 6 Skills as above

#### Within The Cleft

At ground level, the cleft is barely 5 ft. wide, but as it descends into the hill it grows wider. At its base, it is 20 ft. wide.

The cleft has several features of note:

Illumination: Within the cleft, the level of illumination is one step lower than it is outside.

Slick Rock Walls: The walls of the cleft are of slick natural rock (DC 20 Climb). Cobweb festoons much of the walls (but do not inhibit movement). Toward the top of the cleft, the walls grow close together and here it is easier to scale the rock (DC 10 Climb).

**Dripping Water**: Water constantly drips from above. The constant sound of dripping water increases the DC of hearing-based Perception checks by 2 per 10 ft., not 1.

Deep Pool: A deep pool of rainwater covers the cleft's bottom. Bones litter the bottom of the pool.

The pool is 4 ft. deep and it costs Medium and larger creatures 4 squares of movement to move into a square containing deep pool. Small or smaller creatures must swim (DC 10 Swim). Tumbling is impossible in the pool.

The pool provides cover (+4 AC, +2 Reflex) for Medium or larger creatures and smaller creatures gain improved cover (+8 AC, +4 Reflex).

Spider Caves: The spiders dwell in several small caverns piercing the cleft's walls. Bones litter the floor of these areas (it costs 2 squares of movement to enter such squares) and webs cover the walls (which can entrap unwary explorers as detailed in the spiders' web special ability).

Treasure: Scattered throughout the spiders' lairs and submerged in the pool among the bones of the spiders' victims lie several pieces of treasure:

DC 10 (Lying on a Ledge): A silver punching dagger with a carved ivory pommel shaped as a clenched fist (worth 120 gp).

DC 15 (Giant Spiders' Lair): A mouldering pouch containing 57 gp, 13 pp and four translucent olive green stones (peridots each worth 50 gp [DC 20 Appraise]).

DC 20 (Ogre Spider's Lair): A stained red silk bag contains a translucent purple stone (an amethyst



worth 300 gp [DC 20 Appraise]) and a small packet of fine metallic dust (dust of appearance [faint {DC 17 Knowledge [arcana] conjuration}; DC 20 Spellcraft identifies].

DC 25 (Submerged in the Pool): A slender, blackened wand tipped with a chunk of quartz (a wand of lightning bolts with 6 charges remaining [faint {DC 18 Knowledge [arcana] evocation}; DC 20 Spellcraft identifies]).

#### Ogre Spider (1)

CR5

(XP 1,600)

This immense spider - the size of an elephant - has a black body and huge fangs that drip ichor.

N Huge vermin

Init +2; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +5, Sense Motive +1

Speed 40 ft., climb 40 ft.; ACP 0; Acrobatics +2 (+6 jumping), Climb +29, Stealth -2

AC 18, touch 10, flat-footed 16; CMD 24 (36 vs. trip) (+2 Dex, +8 natural, -2 size)

Immune mind-affecting effects

Fort +8, Ref +4, Will +3 hp 52 (7 HD)

Space 15 ft. (compression); Base Atk +5; CMB +12 Compression (Ex) The spider can move through an

12





**Melee** bite (reach 15 ft.) +8 (2d8+7 plus poison [DC 18 Fort {1 save}; *freq*. 1 rd/6 rds.; *effect* 1d4 Str and 1d4 Dex])

**Ranged Touch** web (range 10 ft.) +5 (entangled) **Web (Ex [standard; 8/day])** A Gargantuan or smaller creature struck by the spider's hurled web is entangled (DC 16 Escape Artist or Strength check breaks free) in the web (DR -/5; hp 7). A web-spinning spider can also create a sheet of web three times its size. Targets making a DC 20 Perception check spot the web, but others tumble into it and become trapped (as above). Attempts to escape gain a +5 bonus if the trapped creature has something to walk on or grab.

Abilities Str 21, Dex 15, Con 16, Int –, Wis 12, Cha 2 Skills as above

Scaling the Encounter

To modify this encounter, apply the following changes:  $E_{1} = (V_{1} P_{1} P_{2} P_{2} P_{3})$ 

EL 7 (XP 3,200): Remove the ogre spider.

EL 9 (XP 6,400): Add one ogre spider.

**Spider Swarm (2)** CR 1 (XP 400)

**A** veritable carpet of tiny black spiders swarms toward you.

**N** Diminutive vermin (swarm)

**Init** +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4, Sense Motive +0

**Speed** 20 ft., climb 20 ft.; **ACP** 0; Acrobatics +3 (-1 jumping), Climb +11, Stealth +15

AC 17, touch 17, flat-footed 14; CMD – (+4 size, +3 Dex) **Immune** critical hits, flanking, mind-affecting effects, weapon damage; **Weakness** vulnerable to spells or effects with an area (+50% damage)

Fort +3, Ref +0, Will +0

hp 9 (2 HD)

Space 10 ft.; Base Atk +1; CMB -

**Melee** swarm (reach o ft.) (1d6 plus poison [DC 11 {1 save}; *freq*. 1 round for 2 rounds; *effect* 1d2 Str] plus distraction [nauseated {1 round}; DC 11 negates]) **Abilities** Str 1, Dex 17, Con 10, Int –, Wis 10, Cha 2

#### About the Designer

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.

An ENnie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He 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 now releases through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

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## 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.



#### New Universal Monster Rules

by Thomas LeBlanc, Illustrations by Storn Coook, Bruno Baxila, and Ryan Sumo

any creatures have evolved with characteristics which either prevent predators from killing them or aid in their ability to kill their prey. In a fantasy world it is only natural that these characteristics would be even more developed and commonplace. Here are a few new abilities that can be added to creatures to make them unique and challenge players.

#### Emanation

**Emanation (Ex or Su)** A creature with the emanation special ability deals the listed damage to all creatures and objects within the listed range. Damage is dealt to objects on the emanation creature's turn. Other creatures take damage when they enter the listed range and take damage at the beginning of their turn. Some creatures deal a lesser amount of damage at an additional range as indicated.

A creature can voluntarily cease its emanation. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature with emanation lowers its emanation, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's emanation automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

*Format*: ambiance (Su - 3d6 negative energy, 5 ft.); *Location*: Aura.

#### Sputtering Ooze CR 4 (XP 1,200) A puddle of fizzing acid reveals itself to be something

A puddle of fizzing acid reveals itself to be something more, as a sinister pseudopod emerges to lash out. Drops of acid are spit out from pores covering its body. hp 50 (modified gray ooze, Pathfinder RPG Bestiary) SQ emanation (Ex - 1d6 acid, 5 ft./1d3 acid 5 ft.) Notes

Emanation replaces the transparent special quality of the gray ooze.

Sputtering oozes are often created when pools of corrosive black dragon bile dissolve magic items, using the magical energy to grant life to the bile. Others are created when gray oozes consume too much food and expend the excess energy as acidic discharges, before once again regaining their transparency when the extra energy is fully discharged.

#### Radiate

**Radiate (Ex or Su)** A creature that grapples or is grappled by a creature with radiate takes the amount and type of listed damage each round the grapple persists.

*Format*: radiate (Ex - 2d4 fire); *Location*: Special Qualities.

#### Frozen Hound CR 3 (XP 800)

A thin, bushy dog with bluish-white fur, black claws, and ice blue eyes, its bone chilling howl freezes prey in place, allowing it to feast on the flesh of sinners while they suffer in helpless torment. LE Medium outsider (evil, extraplanar, cold, lawful) hp 30 (modified hell hound, Pathfinder RPG Bestiary) Immune cold Weaknesses vulnerability to fire Melee bite +5 (1d8+1 plus grab) Special Attacks breath weapon (10-ft. cone, once every 2d4 rounds, 1d6 cold damage and gains the immobilized condition for 1 round, Reflex DC 14 for half and negates the immobilized condition) SQ radiate (Su - 1d6 cold) Notes A cold based version of the hell hound.

Often found roaming the frozen lakes of the cold hells, the frozen hound tends to hunt solo. When they do gather, the pack leader rushes in first to coat the prey with its icy breath, so the rest of the pack can savage the frozen morsel.

Some ice devils prefer to summon frozen hounds over bone devils, with a 75% chance to summon 8 frozen hounds.

#### Protective Exterior

**Protective Exterior (Ex or Su)** A creature with a protective exterior deals damage to any creature striking it with an unarmed strike or a natural weapon, taking the listed amount and type of damage.

*Format*: protective exterior (Su - 1d3 fire); *Location*: Special Qualities.

#### Prickly Vine CR 3 (XP 600)

This thorn-covered vine, as thick as a heavy rope and bearing delicious berries, creeps along the ground in a jerky crawl.

**hp** 30 (modified assassin vine, *Pathfinder RPG* Bestiary)

SQ camouflage, protective exterior (Ex - 1d3 piercing)

Prickly vines differ from assassin vines in that the berries growing on it tend to look like blueberries or grapes. They prefer to grow vertically up trees and other rising objects to better show prey at a distance their succulent berries. Due to their height preference, prickly vines are less apt to move about than assassin vines, sometimes growing brown and brittle when meals are scarce.





## CHARACTER MANAGEMENT SOFTWARE FOR PLAYERS AND GMS

e <u>V</u> iew <u>P</u> ortfolio <u>C</u> haracter <u>T</u> ools <u>S</u> ettin	gs <u>L</u> icense <u>D</u> evelop <u>H</u> elp			View <u>U</u> pdate
ame Hakkon Truesilver	Human Bbn 4, Clr 3 HP: 95/95 AC: 17 (			
Constant Ability Service Ability Bartanal C   Ability Screens 20 of 20 2	teric Stulls Feats Weapons Armor Magn Attack Bonus: +6/+1 Attack (Melee): +9/+4 Attack (Range): 7/7/2 Combart Maneuvers CM Bonus: +9 CM Defense: 19 / 17F1 Defense: 19 / 17F1 Defenses Fortitude Save: +14 Reflex Save: +14 Reflex Save: +3 Will Save: +9 Armor Class: 17 / 9 Tch / 16F1 Miscellaneous Initiative: +1 Speed: 40 / 30 feet Hit Points: 95/95 Encumbered: 57.82/230lbs, Lgt Medium (5' space, 5' reach)	Gear Other Personal   Basics O   16' +3' Strength I   12' +1 Dexterfly 20' +5' Constitution   10' 11' O Intelligence 11   11 o Intelligence 12   12 +1 Charisma 4 Barbarian   3 Cleric 7   7 Level 35000 XP   95/95 HP 57.82230lbs, Lgt Enct.   17 / 37ch / 16F1 AC +1 Initiative   40 / 30 Speed +6/+1 Attack Bonus   +9/+4 (Melee) +9   18 / 17F1 CMD +14 Fortitude Save   +3 Reflex Save +3 Will Save	Skills +4 Acrobatics +0 Appraise +1 Blufi +7 Climb +6 Diplomacy - Disable Device +1 Disguise 4 Escape Artist -2 Fly +7 Handle Animal +9 Heal +9 Heal +1 Rithidate	

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	Hakkon Ti	ruesilver				
Male Human B Chaotic Good; I Weight: 220lb.;	Deity: Bhrian B	hor; Age: 21;	Height: 6';	FIERO AL		
Ability	Score	Modifier	Temporary			
STR	12	+1		1.00		
DEX	12	+1		199		
CON	16	+3		T		
INT	11	0				
WISDOM	16	+3				
CHARISMA	12	+1				
Saving Throw	Total Base A	bility Resist Mis	c Temp Notes			
(CONSTITUTION)	+12 = +7	+3 +2	2	720		
(DEXTERITY)	+3 = +2	+1				
WILL (WISDOM)	(DEXEMPT)					
AC 19 =	Armor Shield De		flec Dodge Misc	The second		
Touch AC		ooted AC	18	1		
TOUCH AC	BAB		ize Misc	-		
CM Bonus	+7 = +6	+1	• •			
CM Defense		AB Strength	Dexterity Size			
Total	Dar	nage / Current HP				
HP 81						
Base Attack	+6	Initiative	+1	Skil Name Acrobatics		
		Speed	40 / 30 ft	Appraise		
+2	Battleaxe, F	laming, Kee	n	Bluff <sup>♥</sup> Climb		
Mainhand: +9	Climb Craft: Weapons					
Both Hands:	+9/+4, 1d8+	3	1-Hand, S	Diplomacy		
	Unarmed	Strike		Escape Artist		
Mainhand: +7	7/+2, 1d3+1		Crit: 20/x2 Light, B	<sup>₩</sup> Fly Handle Animal		
	Breast	plate		Heal Intimidate		
+6		ax Dex: +3, A ell Fail: 25%, I	Perception			
	Shield, Lig	ht Steel		Sense Motive		
+1			rmor Check: -1 fail: 5%, Shield	Spellcraft <sup>U</sup> Stealth Survival <sup>U</sup> Swim		
1						



CHA (1) WIS (3)

CHA (1) WIS (3) DEX (1) WIS (3) INT (0) DEX (1) WIS (3) STR (1)



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Best Aid or Accessory

#### Stonewarden Gargoyles Bonus Material

By Steven D. Russell; Illustrated by Mark Hyzer

In September of 2011, Rite Publishing brought you *In the Company of Monsters* by T. H. Gulliver, Jonathan McAnulty and Steven D. Russell. *In the Company of Gargoyles* brought you stonewardens of the night who have left behind the evil predations of their brethren. They emanate fear making your foes flee, while still allowing you to soar above it all. This bonus content updates the stonewarden gargoyle race with alternate racial traits and favored class bonuses.

#### Stonewarden Gargoyle

#### Alternate Racial Traits

**Earth Affinity**: Stonewarden gargoyle sorcerers with the elemental (earth) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Stonewarden gargoyle clerics and inquisitors with the Earth domain use their domain powers and spells at +1 caster level. This replaces the stonewarden stubbornness racial trait.

**Hunter-seeker:** Some stonewarden gargoyles are known for their superior tracking skills, especially when hunting urban criminals. Stonewarden gargoyles with this racial trait receive a +2 racial bonus on Diplomacy (gather information) and Survival (tracking) checks. This replaces the recognize gargoyle racial trait.

**Lifewarden**: A few stonewarden gargoyles are known to be some of the best bodyguards in the world. Stonewarden gargoyles with this racial trait gain the bodyguard feat as a bonus feat even if they do not meet the prerequisites. This replaces the freeze and long sleep racial traits.

**Magic Resistant:** Some of the stonewarden gargoyle lines are particularly resistant to magic. Stonewarden gargoyle lines with this racial trait gain spell resistance equal to 5 + their character level. This resistance can be lowered for 1 round as a standard action. Stonewardens with this racial trait take a -2 penalty on all concentration checks made in relation to arcane spells. This racial trait replaces the natural armor racial trait.

**Sky Fighter:** Stonewarden gargoyles often enjoy fighting other flying opponents. Stonewarden gargoyles with this racial trait receive a +1 bonus on attack rolls against creatures that are flying. This replaces the



stonewarden stubbornness racial trait.

**Stoneskin**: When a stonewarden gargoyle reaches 7th level in any combination of classes, he gains *stoneskin* (self only) as a spell-like ability usable once per day. A stonewarden's caster level is equal to his total Hit Dice. This replaces the long sleep and stonewarden stubbornness racial traits.

**Truth-seeker**: Stonewarden gargoyles often value truth over all else and have an innate ability to find it. Stonewarden gargoyles with this racial trait receive a +2 racial bonus on Sense Motive skill checks. This replaces the stonewarden stubbornness racial trait.

**Watcher Traits:** Some stonewarden gargoyles used to be dwarves transformed by a divine ritual. While they give up their former lives, some do hold on to some of their previous racial traits. Stonewarden ability score modifier can be replaced by dwarven ability score modifier traits. Stonewarden stubbornness can be replaced by the hatred and hardy racial traits. Normal speed can be replaced by the slow and steady racial trait. Natural armor can be replaced by the defensive training and weapon familiarity racial traits, recognize gargoyle

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can be replaced by the greed racial trait, long sleep can be replaced by the stonecunning racial trait.

**Waterwarden**: Some stonewarden gargoyles are closely related to kapoacinth gargoyles. Stonewardens with this racial trait gain the aquatic subtype and amphibious special quality. This racial trait replaces the long sleep racial trait.

Stonewarden Gargoyle Favored Class Bonuses

A stonewarden gargoyle with any of the watcher racial traits can use the favored class bonuses of a dwarf.

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create. (Add +1 for every two times you select this option.)

Armiger: Grant DR +1/3/magic to any ally to whom you are giving a cover bonus. (DR 1/magic for every three times you select this option. See *The Genius Guide to the Armiger* by Super Genius Games.)

**Barbarian**: Add +1 to the barbarian's total number of rage rounds per day.

**Cleric**: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power. (Add +1 for every two times you select this option.)

**Divine Channeler:** Add +1/2 to damage when using the combat channeling effect of the earth domain. (Add +1 for every two times you select this option. See *The Secrets of Adventuring* by Rite Publishing.)

**Gladiator:** Add +1/2 to the gladiator's reputation score. (Add +1 for every two times you select this option. See *Paths of Power* by 4 Winds Fantasy Gaming/Purple Duck Games.)

**Inquisitor:** Add a +1/2 bonus on Intimidate checks to demoralize humanoids. (Add +1 for every two times you select this option.)

**Ranger**: Add +1/4 to the natural armor bonus of the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains this bonus. (Add +1 for every four times you select this option.)

**Shadow** Assassin: Add a +1/2 to damage rolls with deadly focus. (Add +1 for every two times you select this option. See *The Genius Guide to the Shadow* Assassin by Super Genius Games.)

**Sorcerer**: Add +1/2 to acid and earth spell or spelllike ability damage. (Add +1 for every two times you select this option.)

> **Stonewarden Paragon:** Choose a natural weapon from the following list: claws, bite, or gore. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4), when you reach the maximum you may choose another natural weapon from the list. This bonus does not stack with Critical Focus. (Add +1 for every two times you select this option.)

> > **Time Thief:** +1/2 mote/day. (One additional mote for every two times you select this option. See *The Genius Guide to the Time Thief* by Super Genius Games.)

War Master: +1/2 to all Intimidate and Knowledge (Nobility) checks. (Add +1 to these checks for every two times you select this option. See *The Genius Guide to the War Master* by Super Genius Games.)

**Witch Hunter:** Add +1/6 of a devotee talent. (One additional devotee talent for every six times you select this option. See *The Genius Guide to the Witch Hunter* by Super Genius Games.)

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## **DUENTURE** QUARTERLY

DUENTURE

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DUENTURE



#### Twenty Questions with Jouis Porter Jr.

By Steven D. Russell



#### 1. Could you tell us a little about yourself?

The official line is Louis Porter Jr. is the owner of Louis Porter Jr. Design Inc., an independent entertainment and game publishing company created in 1997, currently located in Cooper City, Florida. I have been dedicated to game publishing specializing in the development of highenergy action and hyper-kinetic adventure settings. My first successful role playing venture was *Haven: City of Violence*. I have been selling RPGs in PDF format since 2002 and my most recent gaming line is *NeoExodus: A House Divided* RPG setting for the Pathfinder RPG.

In my personal life I am a graphic designer with over 20 years experience working for such companies as Macy's and Ethan Allen and I am currently working for a local Florida credit union. I am married to the love of my life and have one wonderful son.

#### 2. What is your home game like?

Actually, with a wife with cancer and a 2 year son, my home gaming is virtually non-existent. What I like to do of late is actually watch people play RPG online at YouTube. That gives me a different understanding of what is really going on during a game session.

#### 3. What is your favorite Paizo product and why?

I am a simple kind of guy and the product that really got me interested in a game designer were the caravan rules. I like mini-games and that really came across to me as a player AND a game developer.

#### 4. You own and operate Louis Porter Jr. Design, how did that start and how would you characterize it today?

Simply put, I wanted to create an RPG like TSR's *Top Secret*. I loved that game and wanted to make a game that was its inspirational sequel. I am a HUGE fan of the modern espionage genre and for me *Top Secret* was the greatest espionage game ever made. That game was called *Point Blank* and it over time morphed into *Haven*: *City of Violence*. From there I got the campaign book into gaming stores, and then I attempted to sell PDF copies of the book. Now this was pre-RPGNow (2000 – 2001) so we built a reputation off of *Haven* and then RPGNow. com came along and the rest is history.



#### 5. What is your favorite Pathfinder Roleplaying Game compatible product you developed; could you tell us a little about it?

For me it is *NeoExodus* because it is a fantasy setting that is NOT a fantasy setting. Personally I look at the setting like Arthur C. Clarke's statement: "Any sufficiently advanced technology is indistinguishable from magic." And that is how I see the setting. It is a science fiction (NOT sci-fi) that I have "covered" in fantasy. The statement of how I describe *NeoExodus* really states it best, "It's *Game of Thrones* meets *Babylon 5.*"

#### 6. What was your best moment working on a product?

When I finished work on *Haven: City of Violence* I really never thought I would ever finish that book. That book is so much of me at 24 to 29 years old. All aggression, all attitude, all rage at anyone or anything that pissed me off. It was the concept of the angry black youth on paper. I love that book, but now at 43, I laugh every time I open it up and ready my copy on my book shelf. That book is so angry.



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

Without a doubt, the hand-to-hand combat system. I created an updated version of the original *Top Secret* hand-tohand combat systems. The system was and is amazing. You can play any movie-based fight scene, punch for punch, kick for kick,

grappling, MMA; if you can imagine it in hand-to-hand combat, you can do it in the system. The system was so solid and game useful that AEG used the system as a basis of the car chases for the Spycraft RPG; Adamant Entertainment used Spycraft rules for a basis of their chase rules; and Paizo was inspired by Adamant's chase interesting work and you can always learn something from what he does.

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

Whether the product you like is actually useful to your game. I don't mean in the sense of, "I got a cool feat that makes me kick even more ass." I mean something that makes the game as a whole more interesting. That is why I like mini games in RPGs that usually do something that help move the game in a direction that you normally don't see, like the caravan rules from Paizo Jade Regent adventure Path.

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

I don't have one person as a favorite. There are a lot of people doing all kinds of good work and a lot of them are small writers and games designers that most people have never heard of. Personally I like any designer who takes something that has not been done a million times and goes out and takes a risk. I mean how interesting is

#### "I don't have one person as a favorite. There are a lot of people doing all kinds of good work and a lot of them are small writers and games designers that most people have never heard of."

rules for their chase rules. All those people, impressed by the simple *Top Secret* RPG system...

#### 8. What was the most challenging aspect of developing it?

Making it work punch for punch in hand-to-hand combat. I used the last big fight on the roof in Jackie Chan's *Who Am I* as the real judge of the system. Go Google or YouTube the fight scene from the movie if you have never seen it to see how crazy that scene is. Every move in that last fight scene is possible and can be done with the hand-to-hand system I built move by move. Once I knew we could do that, I knew the system worked.

#### 9. Did you learn anything while developing it?

Developing anything takes twice as long as you expect and three times as long if you want it to be any good.

#### 10. Other than a Louis Porter Jr. Design product, what is the best Pathfinder Roleplaying Game compatible product out there?

That is a tough question because the quality of 3PP is MUCH better than the majority of material produced by the 3PP of OGL. The one that I love the most, even though it is not made any more and that is a shame is *Kobold Quarterly*. Lots of cool little things in there for everyone, player, GM or publisher. Wolfgang Baur always does a new feat, spell or elf race to the game? Devise a way to make a chase deck that handles ship-to-ship combat on the high seas. Or build me a mini game system with cards that deals with lockpicking and makes it exciting. Those are the people that excite me as a game designer.

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

Want to be a great freelancer? Work at it every day and always remember there is someone just waiting in the wings to take you position and do it twice as good and for half the price. Always remember that you are the underdog and hard work is the only thing that will make you successful. Thinking like that will keep you sharp and always ready to work hard.

#### 14. Who is your favorite RPG illustrator?

Wayne A. Reynolds. Nothing more needs to be said about that.

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

When a person on RPG.net told me I was going to Hell for putting out the sourcebook, *Choice and Blood*, because we talk about abortion in a d20 Modern campaign. No other product I did was more controversial than that one; I got a few death threats on that one. The comment about my Roleplaying Cougars April's Fools Day joke wasn't



half as bad as the responses I got about *Choice and Blood*. Best thing still, *Choice and Blood* earned two 3-star and one 5-star reviews.

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

Adventure Path Iconics for Pathfinder. The name really kind of spells it out. If you have done an adventure path, either Paizo or 3PP, we are going to make an Adventure Path Iconics series for it. The next big thing, of course, is to finish up Obsidian Apocalypse, our Dark Sun / Ravenloft inspired mash-up of post-apocalyptic survival horror Pathfinder campaign setting.

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

I have not done a product on a topic that has made other 3PP say: "Forget it. I am not even going to try to compete in that area." Like what Dreamscarred Press has done in psionics. That is a very powerful feat to pull off. I would love to pull that off one day in some specific product.

#### 18. Why do you keep doing Kickstarters?

The whole concept of Kickstarter appeals to me on every level as a business person and entrepreneur. It is the most fair business situation you can ask for. If the product is good and people get interested, you will get your product made. If people LOVE the idea, you will make even more money. If people don't like the product, then it doesn't get made. What is more democratic than that? Our current Kickstarter Free RPG Day 2013 NeoExodus Adventures has been successful, so we are going to make it and the Pathfinder fans get more fun and exciting stuff to play.

#### 19. What inspires you and your visions?

Two things inspire me. Number One: I want to do projects that people talk about. I am inspired by pushing the envelope. I want people to take risks and stop resting on their laurels. It is easy when you are successful to play it safe and do only the little things you need to to keep on top. Try something people would not expect from you. I have been working on a webcomic, Grand Theft Exodus, for nearly a year that shows a different part of the world of the NeoExodus campaign setting. There are not many RPG companies that are doing a webcomic also. I am pushing myself in a field that I love (comic books) while at the same time taking a chance on doing a fantasy webcomic in an area where fantasy comics NEVER have a good track record. I have spent a lot of time and money on something that may not turn out well at all. But to me, this is what I live for. This is what makes life worth living. Number Two: Always making my son proud of me and letting him know I love him by the work I do. My son inspires me to be the father I think my own father is to me.

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

We at LPJ Design only want to work with people that want to work with us. Those are the best people to work with. They will be there through the good times and the bad times. So if you like what we are doing, there is a very good chance we can find a place for you working with us. Don't let the fear stop you from doing what you dream about. Live your dreams. I do.





#### Reviews

By Thilo G.

## Meditations of the Imperial Mystics (Portrait)

**Publisher:** Legendary Games **Rating:** 5 out of 5 stars! by Thilo G.

This pdf is 21 pages long, 1 page front cover, 1 page editorial, 1 page ToC, 1 page How-to-use AP-plug-ins, 1 page author-bios, 1 page SRD, 1 page back cover, leaving us with 14 pages of content, so let's take a look!

Pioneered in Legendary Games' "Tomes of Arcane Knowledge", this book contains new items, which, akin to grimoires, allow for the learning and access of new feats, spells and the like as well as coming with interesting forms and backgrounds. Taking from their "The Way of Ki"-book, they also offer a very interesting feat for WuXia-style campaigns: Ki Meditation allows you to gain a point of ki, even if your class usually has no access to ki. Also, you choose one skill, for which you gain a +2 insight bonus while thus having the ki-point and the option to spend said point for a bonus of +4. Ki determined by non-wis-mod sources are covered as well. This is vital for the book, since many of the items herein grant access/use ki-abilities - but onwards to the respective items!

"Body outside Body" a tome of vellum, loosely bound by sinew and twine with jade bookmark is the first of the books herein and yes. Yes. The writing of t5he fluff made me salivate a little. Let me give you a short excerpt, if I may:

"This text within is an exploratory narrative plumbing

the auras that permeate the silent twilight sea between heart and mind, both the mystic emptiness within each individual's spiritual space as well as the conjoined communion that links dreamers and the dream of reality itself."(MotIM landscape version, pg 7)

If all rpg-prose was written in such an evocative, eloquent manner, I could retire from checking fluff ever again. And yes, the writing remains consistently on this level. But back to the book: In contrast to other books, this one grants access to the option to learn new ki-feats beyond the benefits that having it in one's possession entails. These ki-feats are not simple reprints of Legendary Games' "Way of Ki"-supplement, instead being completely original: Absorb Aura allows you a degree of protection versus alignment-based spells and effects and allows you to infect other with alignment-auras as well as providing a way to use ki to break curses or reverse magical alignment change. Dream-Travel allows you to enter a dream-state and take others with you on your journeys through the realm of dream in a modification of shadow walking: Better yet, upon reaching your destination, wherever that may be, your bodies fade to come out where

your dream-selves have gone to. Especially awesome when also combined with dreamplane-supplements like Rite Publishing's Coliseum Morpheuon/Tarnished Soukseries. Mindlink allows you to make connections between people and keep track of them as per status and if you like that idea, take Fatelink: Expanding on the mechanics of mindlink, fatelink allows



for shield other to be used, even on unwilling targets, and also allow the participants to absorb e.g. the other's ability drain, poisons etc. VERY cool and a worthy "rare" fate to make questing for this grimoire a worthwhile endeavor! Object reading, detecting thoughts, modified arcane sights - the feats in this book make it interesting, fit in a thematically concise way together and make for a great read to further expand your ki-options. There are also 2 new spells, especially the latter, Paradox, which allows you to rewind one round of your actions, should make this even more desirable for any character really to get his/her/its hands/claws/pseudopods on.

The necromantic instructions of Yin-blood allow the user to gain the option to cast certain spells via using ki - if you pay the price in permanent ki or the sacrifice of sentient life.When turned upside-down, this scroll instead becomes the Instructions of Thundering Yang, which works in an analogue version, but themed for different elements, granting access to other spells, feats and abilities. Glorious idea and nice to see duality and un-dichotomous morality being used this way.

The Prayer of Empty Flesh and Undying Ki is a banned, heretical text that not only allows you access to a variety of different, otherwise restricted class options, the stalwart defender prestige class, new uses for ki and even 4 rare clerical spells - I you can avoid succumbing to the suicidal addiction that studying this prayer wheel. Again, a gloriously uncommon grimoire.

The final item makes up the cover and represents probably the most uncommon of "tomes" herein - the 7 Ghost Needles, is a tome that requires acupuncture needles to properly benefit from its contents, enhancing your heal-skill as well as granting access to 8 special ki-feats that include the option to temporarily disable ki-abilities of foes, heal faster (or cause pain), gaining enhanced senses (deathwatch and blindsense) in a limited fashion, reduce ability scores via touch attacks, delay the onset of a couple of negative conditions, restore the blockage of ki-flow and exhibit a mastery over death and life: Finish or save, heal and restore or bleed out -

Pathways Magazine

the choice is yours. There also is a feat that allows you to center into 3 different ways, making you resistant and less susceptible to different classes of attacks/spells.

#### Conclusion:

Editing and formatting are very good, though not perfect. I did notice a minor typo/punctuation glitch here and there, but nothing serious and still on paizocomparable levels. Layout adheres to Legendary Games' drop-dead-gorgeous 2-column landscape presentation and the pdf comes with extensive bookmarks. It should be noted that people who don't like the landscape-format may opt to purchase portrait instead. I happen to have both versions and they both are of an equal quality. Frank Hessefort's STELLAR artworks are on paizo-level, perhaps even beyond a couple of their offerings, so artaficionados: Each grimoire gets a tantalizingly-awesome rendition. Two thumbs up!

I've never made a secret out of my love for Legendary games' stellar idea of introducing grimoires to PFRPG, that is books that do something beyond teaching spells and which are characters, objects of legend of their own. This book now blends these cool concepts with their vastly expanded ki-options for an offering that should turn out to be extremely useful for any type of class, with new options, adventure- and dare I say, campaign hooks, galore. These meditations should be required and the questing goal of many an enlightened scholar and once I run Jade Regent or send my players to the lands of Heroes of the Jade Oath or Kaidan, they'll encounter at least one, probably all of these - for weal and woe.

My final verdict will be yet another at this point unsurprising final verdict of 5 stars + seal of approval for the all-star-team of Legendary Games.

Endzeitgeist out.

#### 101 Legendary Curses

**Publisher:** Rite Publishing **Rating:** 5 out of 5 stars! by Thilo G.

This pdf is 36 pages long, 1 page front cover, 1 page editorial, 1 page SRD, 2 pages of advertisement, leaving us with 31 pages of content - quite a bunch, so let's check this out!

I hate curses in Pathfinder, at least the standard ones. Why? Because they SUCK. I come from the Ravenloftcamp, where curses have MASSIVE consequences, are next to impossible to break



and fit the crime, not just impose some debuff on your

xenophobic inquisitor shouts at the top of her lungs at the torch-wielding mob as the pyre's flames engulf her. They are a mother's solemn cry for vengeance after having see her children slaughtered in a pogrom. They are the essence of love betrayed, of divine taboos broken, of suffering worse than death, of a chance for redemption – and NOT just some lame spell that can easily be removed by moderately capable clerics. PFRPG handles curses slightly better than 3.X, but imho not by much - as part of the core-rules, they still suck and got the shortest end of the affliction-stick. Curses, to me, also should have either the component

player. They are what the gypsy that is lynched by the

of malevolence or karmic justice - with poetic justice and hereditary sins making for EXCELLENT PC-motivations to go out adventuring. In my current campaign, we have a Godefroy-telepath. For those not familiar with the setting: Godefroys are a stinking rich family cursed with the ability to see ghosts and in danger of becoming one themselves upon death, damning them to an eternity of unlife. This character joined the church to escape the fate of eternal damnation, while using his gifts - his pisonic powers being explained as manifestations of the remains of souls e.g. throwing foes around, spirits that died in fire making up his elemental blasts, spectral hands carrying him when he's flying etc. The character's whole development is about coming to grips with his curse (or gift, as the family calls it) and his divided loyalties. THAT is what curses CAN be. Not just penalties, but motors of plot-, campaign- and character-development.

"But wait", you say. "I have Rite's 1001 Spells and there are better curse-spells in there." You would be correct, but for me, that still doesn't go far enough. Back to the file after this tangent: What are Legendary Curses? They are not balanced. They are not fair. Their DCs are ridiculously high. And they, for once, DESERVE to be called CURSE. The curses herein are not just penalties or deadly, they are versatile to the extreme: The first one, "Accomplishment's Malediction" being a good example for one of the less high-concept curses herein - This curse, appropriate for e.g. grave-robbers or blasphemers/ enemies of the hells prevents the bonus gained from any feat.

Yes. Any feat. It is here I'd like to comment on one component of these curses - they are not easily broken, but all come with a background (that can be used for an adventure in and of itself or just remain lore - knowledge DCs, rules for creating legendary curses etc. are btw. also provided in the pdf) and, also importantly, with a CURE. This cure, much like curses in literature, allowing for relatively easy breaking of what otherwise would be deitylevel curses with a +20 bonus to the check. Reflecting concepts like "only those pure of heart", "only the scions of bloodline xyz", "only the seventh son of a seventh son" etc. add a layer of depth and uniqueness to the respective curses and also serve to make removing them well within the capabilities of adventurers - if they chose to embark on adventures/actions that allow them to do so. Thus we have an adventure-motor, flair and more rolled up in one

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#### neat bundle.

But, granted, the sample curse I chose ranks among the less exciting ones herein: "Accursed Settlement" for example, curses a whole town to go berserk killers each sundown, resurrecting on the following day until the dark secret, being a lynching or some other buried secret that lies on the collective consciousness of the complicit townsfolk has been revealed. Any DM can make an adventure from this, where the kind, neat settlement suddenly turns all ugly - now it's up to th players to find out why - and live to see another day! Or take a curse that lets you lose any valuables, let's you drop weapons that could be used as weapons. Or take a curse that slowly kills you for the sin of slaying dragons and also transforms the cursed into a colossal avatar of draconic power, essentially making him/her into a disaster-level force of destruction. There is also a curse that lets a dark personality, a kind of Mr. Hyde-like being emerge from your psyche and take control for short intervals (1 round per HD) on failed saves, while another has you transformed into swarms of vermin, marks you as an escaped sacrifice of a dark ceremony or turn everyone against the party.

Or what about Auberyon's Curse that disfigures those hit by slashing or piercing weapons with disfiguring scars to show clearly the character as one who lashed out versus the hopeless and helpless. On the relatively mild side of curses, uttering a ruler's name sans permission may inflict you with a relatively easily redeemable weakness that shows itself as you being susceptible to massive damage death when hit, incurring a penalty on fort-saves and objects breaking. From curses prohibiting evasion, rage powers etc. to polymorphs into all kinds of shapes and forms, a curse that attracts unwanted lovers that do destructive and obsessive things to have the curse's recipient all for themselves and one that transforms any alcohol near the character into clean water - the variety is interesting indeed. Oh, and just think what the dwarves will say if their kegs now contain only water? How the character will be run out of any tavern? Or what about a curse that kills any creature a character becomes romantically attached to? Exile from one's home-soil? Inability to perceive a creature type or to hide from it? Being unable to heal critical hit damage? Expanding the critical failure range to 1-5? A curse that erases a whole town from collective memory? Eating a harm-spell every time you defeat a foe, resulting in all your victories being pyrrhic victories?

Other curses sicken you every time you are healed via positive energy, regressing to a savage Int 2-state, suffering from colonial hubris etc. Some curses may even seem like boons at first, like the "Plague of Good Fortune" which lets you roll 2 d20 whenever you or your actions might be mistaken and take the better result. One day, though, all the accumulated benefits come crashing down: Hard. Speaking of hard: There's also a curse that prevents any healing but natural one.Also rather evil: Every time you suffer damage, you turn to FRAGILE glass for one round when suffering from "Shattering Sacrilege": Worse for you: Upon shattering, you do not die, but can be put back together - now where did that piece of the face go again? Among the more disturbing curses, there's is a curse uttered by slaves that may take the eyes, nose, mouth and ears of a creature away - disturbing (and if no-one can cut a breathing hole, also potentially deadly!) and another one creates two duplicates of the character, one's alignment being in complete opposition, while the other's is one step away on each axis of alignment - Great storytelling mechanic - what if the kind paladin is in truth just a curse-created duplicate of a neutral man with a troubled past? I love conundrums like this!

Or what if the character gets a terrible, wis-damaging beauty, Helen-of-troy-style that may incite even wars? There is yet another curse that erases knowledge about the existence of a group from all but them, alienating them from everyone, one that prevents you from lying, forces you to spend all time counting your wealth and even become incapable of dealing ANY kind of damage.

The pdf also features a feat to allow players to pronounce legendary curses (though still, of course, subject to DM-approval) with her/his curse-spells.

#### Conclusion:

Editing and formatting are very good, I didn't notice any significant glitches. Layout adheres to RiP'S 2-column full-color standard and the artworks are stock, but fitting to the theme. The pdf is bookmarked by alphabetical order and can be considered relatively printer-friendly.

Steven D. Russell has spent more than 3 months creating these legendary curses and it shows - once in a while, the 101-series provides us with an installment that is innovative, extremely usable and could spark whole modules. I'm happy to report, that at least for me, 101 Legendary Curses falls in line with the best of installments of the series - by succeeding in making curses a) matter mechanically, b) matter in the flow of a narrative and c) spawn ideas and options galore. Now if there would be anything to nitpick, then it would be that there are quite a few curses that transform the recipient, slightly more than I would have liked. It should also be noted that DMs should take care of not spamming these left and right, but if handled with proper foresight and care, these can rock hard and change your gaming experience for the better.

The fact that each curse comes with a short utterance (often in poem-form: Great callback, since in Ravenloft, rhyming curses had a higher chance to succeed) that evokes the curse (and often hints at the way with which to lift it!) is only the icing on a cake that is great and which I hope will be expanded in future publications - whether by Rite Publishing or some other company. Finally, lifting curses is not necessarily just a trip to the local clergy away and closer to the mythological realms from which we know them.

If you always felt that curses are lacking and fall short of what they were supposed to be, then this pdf is a godsend for you and if you don't -there still are MANY great ideas for adventures contained in these curses, so even as a form of inspiration, this should provide ample fodder. Better yet, the majority of the curses,

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while hampering, crippling even, don't take control away from the player, which makes these options that can be used sans excluding afflicted character. This is not true for all of them, but I can see turning into a venomous, large scorpion when trying to cheat others as a great roleplaying opportunity - whether for PCs or NPCs. My final verdict will thus clock in at 5 stars + seal of approval.

Endzeitgeist out.

Book of Heroic Races: Seedlings [PFRPG] Publisher: Jon Brazer Enterprises Rating: 5 stars out of 5 stars! by Thilo G.

This pdf is 26 pages long, 1 page front cover, 1 page editorial, 1 page ToC/ introduction, 1 page SRD, 1 page back cover, leaving us with 21 pages of content, so let's take a look!

Kicking off with incharacter journal entries that depict the life of one of the race of seedlings, thois book introduces us to the new race called Seedling: These beings get +2 to Con,

+2 to Wis, -2 to Dex, low-light vision, +1 natural AC, +2 to con to avoid suffocation, drowning and starvation as they can draw sustenance from photosynthesis, can as a standard-action treeshape (and gain tremorsense 30 ft.), +2 to saves versus mind-affecting effects and paralysis, and 1/ day speak with plants. As you may notcie, seedlings get the distinct fluff of being plant-like creatures and appropriate benefits wthout succumbing to gaining the subtype and its associated benefits, going thus a similar route as RiP's Ironborn did for constructs. If you want more alien plant-beings, I'd point you to Purple Duck Games' Fehr's Ethnology: Xhesa.

The race is extremely detailed and up to current rules-developments: From favored class options, alternate racial traits (which include resistance to fire and electricity, having thorns, hailing from the underdark with darkvision and burrow speed and resistance to disease and poison) to favored class options, all niches are covered. Better yte, I don't have anything to complain about!

In stark contrast to many race-supplements, we get quite extensive pieces of information on seedling-culturelore and land and of course, also on their takes regarding other races and classes - two thumbs up for these avidly and well-written pieces that make the race stand out and feel integrated into a campaign world, not just some addition. The race also gets two racial archetypes, with



the first being the Switcher, a fighter that uses the new weapon of the seedlings, the signature switch whip (which is essentially their hair) and allows it to be used to inflict bleeding damage, ooze a poison that makes its victims flat-footed, grow razor-sharp leaves on the head etc. VERY COOL! The second archetype, the tree spirit druid, is extremely adapt at scrying via trees by focusing senses into trees - again, very cool!

The race also gets an exclusive PrC, the negotiator. The PrC gets d8, 6+Int skills per level, 3/4 BAB and medium will-saves as well as a gamut of abilities that allow them to form binding agreements and make them superb "face"style negotiators. Nice! The 9 new feats allow seedlings to further expand their switch whip powers and also do some interesting things via their rooting-ability, allowing them to better weather assaults and also increase their healing/photosynthesis.

Beyond aforementioned switch whips, we also get a new armor, glow moss and a serum the seedlings use for ritual scarring and healing. Beyond these crunchy bits, we also get a massive genesis-story told in captivating prose, a write-up of their 4 deities (with appropriate domains, subdomains and mysteries - nice indeed!) and 4 cool new spells, themed for plants and seedling flavor and anatomy. Among the new magic items we get explosive seeds, the dread aurora pendant, heartwood, two iconic artifacts (one of which can grow a forest - over night!) and even more:

5 fluff-only community-write-ups (I.e. no settlementblocks, but ideas galore) provide further ideas for GMS and players alike to capitalize on and the write-up also features extensive advice for DMs to fit this race into a campaign.

Finally, the pdf includes 4 sample seedling characters, using the content herein, all ready to be dropped into your game and spanning CR 1/2 to Cr 14.

#### Conclusion:

Editing and formatting are impressive, I didn't notice any glitches. Layout adheres to a printer-friendly b/w-no-frills 2-column standard and the pdf comes with extensive nested bookmarks. The pdf also features gorgeous b/w-artworks, all of which are original and up to the cover's excellent quality - two thumbs up! Finally, we also get herolab-files for the seedlings.

If you're following my reviews on a regular basis, the you know that races are a hard sell on me: I require interesting cultures, solid, well-balanced rules and a place and reason to exist in a given world for a race to be even considered for making an appearance in my game. Seedlings did it. This race is interesting and feels alive, with their unique cultural items, the great prose and the balanced, well-crafted rules, we have an excellent supplement for a great new race that is perhaps one of the best takes of a floral playable race I've seen so far. Iconic, full of details and cultural tidbits, this supplement misses nothing and is a joy to read as well. Congratulations to author Marie Small for a thoroughly enjoyable, wellmade race. My final verdict is rarely seen upon race-pdfs, but here it is justified - with every little component feeling balanced and like it brings something to the table, I feel justified in giving this 5 stars + my seal of approval.

Endzeitgeist out.

#### Faces of the Tarnished Souk: Zara, the Girl Who Died Dreaming (PFRPG)

**Publisher:** Rite Publishing **Rating:** 5 out of 5 stars! by Thilo G.

This installment of the FoTSseries is 26 pages long, 1 page front cover, 1 page editorial, 2 pages advertisement, 1 page SRD, leaving us with 21 pages of content, so let's check this character out!

Following my format for FoTS-reviews, I'll kick this review off by mentioning what exactly is featured templatewise in the creation of the three iterations of the character:

First of the templates would be the phalanx-creature (at CR +1 or CR+2), which makes it possible for the creature to share mental characteristics with other members of the phalanx-creature's collective mind and telepathic bond. The Dreamwalker-template (CR +1 to +3) reflects creatures stranded in the plane of dreams that have mastered the multiple morphological peculiarities that can be found in the plane of dreams. My favorite template, though, would be the Dread Vampire-template (CR +3): Essentially the REAL vampire-template, this template reflects vampires that are not as wimpy as regular ones, coming closer to the iconic vampires in literature regarding their power-level, updated to PFRPG from green Ronin's epic 3.5-book. Two thumbs up for that one! The Betrayer-creature template from the Book of Monster Templates (at CR +1) also makes an appearance, as does the simple accelerated creature template (CR+1) from 101 Not so simple monster templates.

A total of 10 different magical items (though no artifact this time around) and 7 armor and weapon enhancements also feature in the creation of Zara. Two dream-related traits that make use of Coliseum Morpheuon's dreamburning mechanics as are 10 feats: Among these feats, you might know some of them from Way of the Wicked V: The Devil, My Only Master by Fire Mountain Games - in said part of the critically acclaimed evil AP, we get a rules-representation for playable vampire-PCs, the gradual transformation into undead being handled via a succession of feats. All these feats used in the build of



Br Matt Banach and Justin Sluder

Zara as well as some to enhance malefactor-powers are part of the pdf.

Malefactor? Yes, for Zara is a build based on TPK Games' best-selling, excellent malefactor-base-class. If you're not familiar with these walking harbingers of ill luck, check them out now. (I've btw. also written a review of this one, so feel free to take a look at that as well.) All right, so her least incarnation (At CR 6) has Zara already is already a dreamwalker, phalanx human malefactor (who counts as undead due to aforementioned feats) malefactor. Her mid-level incarnation has her levels upgraded and made her a full-fledged vampire and her epic final incarnation becomes a dread vampire dreamwalker phalanx malefactor 17 that clocks in at a frightening CR 22.

Now astute readers may have noticed that Zara's build lacks some of the templates introduced - that because this essentially is two creatures in one FoTS: Zara is never seen without her teddybear - unmoving, unblinking, staring at the marvels of dream with unflinching black buttoneyes. This bear, Mr.Bear, is the one she communicates with via her phalanx-template, often talking aloud to an unresponsive bear. The teddy, in fact, is an imp - one slightly insane imp who genuinely cares for the lost girl Zara and who is fanatically devoted to maintaining the facade of just being an inanimate teddybear, though both know the truth. In a twisted way, this relationship is rather intriguing and the 3 builds for mister bear are of the trademark complexity. And come on, swearing that this inanimate bear has moved and getting a glimpse of a blinking knife in a plushy paw should be nightmarish indeed.

But what about Zara's personality? Essentially, this child once ventured into dream to find her longlost brother (who turns out to be the Po'Kesteros - the series' luckbringer and rival of Z.Z. Grimshanks). Dream, though is a scary place and when Zara died, she turned into something different - now it is the time of the nightmares in dream to be afraid - of a harmless-looking girl selling matches and her bear, for this face of lost innocence is the nightmare of nightmares. Woe betide any who have to face her weapons, Pokey and Twang... Dreamburning information, notes on how to use her etc, are also, of course, part of the deal. Now what happens if this harbinger of misfortune and her extremely lucky brother meet up again?

#### Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to RiP's 2-column, b/w rune-bordered old standard and the artwork of Zara by Juan Diego Dianderas is glorious, showing at once a nice little girl, but conveying a distinct sense of creepiness via her gaze that has almost certainly seen too much. The pdf comes with nested, extensive bookmarks.

All right, I'll come right out and say it: I'm a huge fan of the Malefactor-class. I love it. TPK Games has created a class that actually awards crappy luck (and we all have a player whose dice seem like they're cursed, don't we?) and offers a gleeful, nasty, cool class that works differently from any other class out there. I also love vampires and all things creepy. So all awesome? Yes... and no. On a personal level, I really, really don't like the feat-based vampire-take b Fire Mountain Games. It takes the iconicity out of the transformation. The metaphysical change. The mystic feeling of the willful change into a bloodsucker is replaced by a selection of feats, making it feel, at least to me, wrong.

That being said, the build of Zara also uses a template to add bits and pieces to her and her companion is absolutely glorious! My gripe with the feats to turn vampire remain completely personal and won't fracture into the final verdict - especially since character-wise, Zara stands out as one of the best in the whole series, though not being able to topple my all-time favorite Nameless Nil.

My final verdict for yet another glorious, grand addition to the series will be 5 stars, omitting my seal of approval only since it reflects more than the verdict my personal taste.

Endzeitgeist out.

#### Adventures in Awesfur - The Dark Totem pt.1: The Chantry Keep (PFRPG)

**Publisher:** Rocks Fall Games L.L.C. **Rating:** 5 stars out of 5 stars! **by** Thilo G.

The revised edition of "The Dark Totem" clocks in at 37 pages (more than double the content we got before), with 1 page front cover, 1 page editorial, 1 page ToC, 1 page SRD, leaving us with 33 pages of content, so let's check this out!

From the Get-go, if the page-count was not clue enough, we realize that this has not that much to do with its first iteration



- designed for the Awesfur setting, the module should nevertheless make for an easy plug and play module into just about any campaign. To help the DM with the respective fluff, we are first introduced to the basics of the setting – essentially, the backdrop of this module, the city of Varatolo, is located in the Wyldelands, a kind of river kingdomesque collection of fiefdoms and small kingdoms, with dangers lurking everywhere. Varatolo as a town stands out due to housing a rather famous Wizard Academy and is also governed by the academy's prime wizard – a meritocratic magocracy, if you will. (If



Speaking of gnome toss – the adventure kicks off in gnome toss-night, when a distraught farmer interrupts the hijinxs – his son, inexplicably fascinated with a ruined chantry, has gone missing and he needs someone to enter the notorious place and rescue his boy. Once a bastion of the good faith of Galayne, this keep houses a totem, in which a dread demonic entity lingers, watching and waiting – it once almost succeeded in going free, when it tempted a twisted man called Caleb Sutter to murder the clergy after posing as a man in need. Ever since then, its vile siren-call sought to enthrall those nearby, but the overnight haunting has left it isolated – until a boy with a spark of evil in his soul answered the call...

10 miles from town, the keep awaits the PC's exploration and OH BOY. The outside of the keep is now studded with collapsed ankheg-tunnels, lending a sense of desolation to the keep and when in a small shack outside the PCs may find the remains of a bum tortured to death (again, with skill-check DCs to determine more information), it should become apparent that they are in for a dangerous endeavor. The keep now also features a full-color map and exploring the decayed keep with its evidence of violence and all the details and pieces of information (even the privy yields hints!) is interesting and can actually be quite tense. Caleb, now turned undead ghouls rogue with his small pack stalks the halls and while he may show up in his room, he and his mates react dynamically to e.g. PCs trying to operate the keep's now ruined pumping system, making the encounters stand out as much more dynamic and believable, but they are not the only threats to be found in this place - a hobgoblin priest of the god of tyrants (also, like Galayne, featured as a brief write-up) acts an agent for a force far worse and while neither he, nor the bugbear brothers that also lair in the place have managed to breach the vault that contains the totem until the PCs enter, they do guard a pit in which little Kristof can be found. Inside the safe, the dread totem prison waits and will feature in the modules to come. Have I by the way mentioned the extremely cool haunt that can be found in the keep's smithy?

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Beyond that, we get the cleric's spell-selection relevant for battle in the appendix, making the skipping of books unnecessary as well as a cool handout, excerpts from Caleb Sutter's increasingly maddening diary – VERY cool! Even better, we get 5 pages of blown-up maps for use with miniatures, in full color, that cover each of the combats in the module. Again, two thumbs up!

#### Conclusion:

Editing and formatting are very good, I didn't notice any significant glitches. Layout deserves special mentioning - whereas the first iteration of this module suffered from the worst layout I've ever seen, it actually now is rather pretty and functional - a brownish background, red headers etc. make this easy to read, with relevant skill-checks in bold print, an easy-to-read font and both village statblocks, haunts and stats coming in the required format. The pdf is also bookmarked for your convenience and comes in two versions - the second one being background-less and easier to print out. The maps, while not stellar, cover the locale in full color and the blown-up versions are a great bonus indeed – in any way vastly superior to the first iteration of maps. If I had to complain about one thing, it would be that there's no number-less version of the overview map and as a second, lesser gripe that the pdfs are rather big - clocking in at approximately 50 mb each. But these both are minor concerns.

WOW. You rarely see me non-plussed anymore these days. In a way similar to the first offerings of Adventureaweek.com and TPK Games, Rocks Fall Games has improved, but honestly, I wouldn't have deemed it possible to see them improve THIS MUCH, for, to be honest, in contrast to AaW and TPK Games, they at first had NOTHING going for them. There literally was NOTHING I would have considered good about their first offerings.

Whereas the original version of this adventure was inept and amateurish, abysmally bad even, this revision of the module can be accused as neither of these. Learning from their mistakes at a staggering pace, the crew from Rocks Fall Games has: 1. Revised layout so it doesn't suck anymore. 2. Added bookmarks, serviceable maps and a printer-friendly version. 3. Expanded the content. And it is here the pdf shines. Whereas in the first version, the module was generic and static, it now feels organic, alive, sports a level of detail almost on par with Raging Swan Press-offerings, a hand-out even. Where in the original, the adversaries were generic, name-less blocks of numbers, they now come alive, the chantry keep breathing its own brand of decaying splendor and tragedies long past. While here and there, especially in the setting-introduction, the writing still falters a bit, overall it has improved to a point where I almost felt it hard to believe that the same persons are responsible for the module. Comparing both versions back to back,

I almost got whiplash, so pronounced is the jump in quality.

Now don't get me wrong, the structure of the module, its narrative may not be reinventing the wheel – but it doesn't have to. With the Blind Basilisk as a cool backdrop, cool pieces of local color and a pronounced attention to detail, all for a VERY fair price of \$2.50, this module is a great buy, if perhaps a tad bit on the easy side for level 3 PCs – my group could manage to clear this place at 1st level – but then again my players are insane veterans.

One sentence perhaps describes it best – "From Zero to Hero" – if this is the quality we can from now on expect from Rocks Fall Games, then I'm looking forward to reading their future offerings and I encourage you to give them a chance, for their revised quality standard indeed deserves it. My final verdict for the revised edition of Dark Totem part I will clock in at 4.5 stars, rounded up to 5 due to the low price.

Endzeitgeist out.

Fantastic Maps - Iconic Island **Publisher:** Rite Publishing **Rating:** 4 out of 5 Stars! by Thilo G.

This installment of the Fantastic Maps-series by Jonathan Roberts is rather different from the other installments of the series in that it does not come as a pdf and depicts another type of map:

Whereas the series usually depicts some area with grids to use as combat/environment maps in the small scale, this instead takes one massive island as you'd depict it on a detailed



treasure map from a bird's eye's view and provides an overview of an island.

Beyond the high-res jpeg of the island per se, we also get one version with icons. Icons? Yes, 16 .png icons are part of the deal: The brown icons range from anchor, axes, caves, 2 city-icons, 2 keep-icons, a ruin, a flag, a serpent, a skull, a sword, a wreck and icons for temples, towns and villages.

These icons are present on the 3 alternate versions of the high-res jpegs of the island - there is one sans any grid with the icons, one that also sports hexes in addition to the icons and a b/w-version of the map with the hexes and icons.

#### Conclusion:

The map provided by Jonathan Roberts depicts a beautiful island rife for the population by the DM, be it with or without icons. In any exploration/nautical context, this map should come handy, whether it is for skull & shackles, razor coast or journeys to the west - this place should be interesting for you. However, I also have something to complain about: What if the Dm wants to print out the map of the island, treasure map-style (you know, glue it together, give it the coffee-treatment, go all the way), there is no way to do that. In contrast to other Fantastic Maps-installments, there is no blown up version of the map. While I get how that is usually intended for use with miniatures, I think a hex-studded version of the map, blown up (perhaps so its entirety spans 4-8 pages) and made into a massive, real treasure map would have greatly expanded the usefulness of the installment. Due to the lack of said feature, I'll only settle for a final verdict of 4 stars for this installment.

Endzeitgeist out.

#### #1 With a Bullet Point: 8 Death Knight Feats

**Publisher:** Super Genius Games **Rating:** five stars out of five stars! **by** Thilo G.

This pdf is 4 pages long, 1 page front cover, 1 page SRD, 2 pages of content for 8 feats for the Death Knightclass, so let's take a look! The feats are:

The feats are.

-Beyond the Pale Gate: 1/day declare a creature

you've killed as being killed by death magic, making bringing back the being harder.

-Death Dealer: Coup-de-grâce as a standard action and don't provoke AoOs. Also add half your level to the DC foes get to survive your coup-de-grâce.

-Death Lord: Effective character level +2 when casting death-descriptor spells. When you're also evil, grant undead you create via spells or spell-like ability +2 to Str or Cha. When being of good alignment, undead suffer a -1 penalty to saves against your spells. This feat is VERY weird, since the base death knight-class (of which you need 4 levels to take the feat) is restricted to not allow good characters. This feat (or the base-class) needs revision.



EDIT: Ignore this rant - the pdf specifies that nonedeath knight characters may also take these feats in the introduction paragraph. I must have skipped that one.

-Death Resistance: 1/day reroll a save versus death effects, spells, energy drain, level drain or negative energy. The reroll gets a +4 bonus.

-Deathly Wounds: 3+Int/Wis or Cha-mod times per day declare wounds you inflict as "deadly". These wounds heal at half the natural speed and require a caster level check of 11+your level to heal via magic. Nice!

-Grave's Embrace: Don't provoke AoOs when grappling (counts as Dex 13 and improved grapple for purpose of other feats) and allows you to suffocate those you pin. If you also have another feat, you may even suffocate undead, drawing the negative energy out of them.

-Lingering Spirit: 1/day when you die, apply the skeletal champion template sans the additional hit dice. Your existence as an undead is temporary and you don't count as having been undead for purposes of returning to life. Interesting feat indeed.

-Reaper: When wielding a weapon with a critmodifier of x3 or higher and not scoring a crit, you deal an additional die of damage and half the base-weapon's damage. E.g. d12 -> d6, d8 -> d4 etc., 2d4 -> 1d2 etc. Interesting approach.

#### Conclusion:

Editing and formatting are very good, though not perfect. Layout adheres to SGG's 3-column landscape standard and the pdf has no bookmarks, but needs none at this length. The feats herein are interesting and use mechanics in uncommon ways, adding signature abilities and unique tricks to the Death Knight's arsenal though honestly, I would have liked the feats to modify/ do interesting things with the class abilities of the death knight as well.

Edit: Final verdict of 4.5 stars, rounded up to 5 due to the low price.

Endzeitgeist out.

Pathways Magazine

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