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PATHWAYS



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Pathways #27

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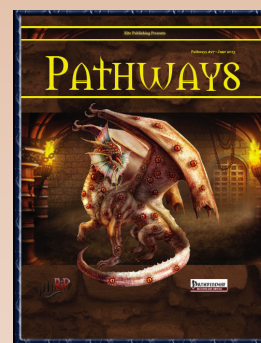
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TORIES

O B O R

SCORCHED LANDS

Editorial

By Dave Paul



As you know, one of the missions of *Pathways* is to keep readers informed of what's available for Pathfinder players; another is to focus attention on Rite Publishing's products. Often enough, thanks to the OGL, a focus on Rite Publishing's products also highlights another publisher's products. One of things I like best about this whole industry is the cooperative competition. It's not just the ENnies at GenCon that brings this out: publishers, writers, artists and other creative individuals in the RPG industry are not only always looking to get an exciting, new product out the door before their competitors, they're also often willing to lend a hand to one another in this process. While this happens more often after something has already been published, it happens throughout the production of material. Many of the short pieces in *Pathways* focus on some Pathfinder compatible product. In this month's issue, we'll see a few more instances of this.

Heroes of the Jade Oath has been rather successful, and one of the hallmarks of a successful product, at least in this business, is spinoff products and articles. And so it is with this month's *Pathways*. In *Heroes of the Jade Oath*, Frank Carr offered Pathfinder players an entire setting and system that really required a skill that wasn't available in the core game. The Feng Shui skill, like the Knowledge skill, is multifaceted. In Thomas LeBlanc's article in this issue of *Pathways*, the Feng Shui skill from *Heroes of the Jade Oath* has been replicated in its entirety so that readers can immediately see the effects of the new feats he offers in his piece.

Elsewhere, others have also produced additional content. For example, at [Necromancers of the Northwest](#), the fine folks there produced material on the creation of Sutra Scrolls, based on the *Sutra Magic* product, itself a portion of the *Heroes of the Jade Oath* system. Remarkably, sutra scrolls can be activated by pretty much anyone capable of reading the writing on the scroll so long as that individual has some inner power to do so (represented by a sufficiently high Wisdom or Charisma score and by ranks in either Knowledge (religion) or Spellcraft); no special ability to use magic (or ability to duplicate that ability) is needed. This offers some great new options to characters, enhancing the flexibility of the game, and stays well within the implied intentions of the system. Someone with sufficient awareness, discernment and confidence

can utilize resources of magic otherwise normally restricted.

Another of Thomas' articles found in this issue focused on yet another publisher's material. After taking a look at Super Genius Games' [The Genius Guide to: Apeiron Staves](#), Thomas was inspired to generate more options for users of that product. From new staves to new feats and a prestige class, LeBlanc gives readers a wealth of options; I'm eager to hear what others think of this contribution.

Finally, while there's more in this issue than I'm previewing here, there is a preview piece within which gives you a sneak peak at the content of our next 101 series feature: *101 Not So Random Encounters: Winter*. This is itself the second of its type, serving as a wonderful successor to *101 Not So Random Encounters: Urban*. In that piece, you were introduced to The Fold, "a criminal cartel whose core membership consists of monsters who fear and loathe the adventures who hunt them." One of the things I like about both of these products is that just the product itself is enough to inspire an entire campaign. I could GM a group of characters from level 1 to 20 (and beyond, if necessary) in just one city with the *Urban* product or in just one, somewhat isolated geographic region with the *Winter* product. Frankly, I'm excited by the prospects of this subset of the 101 series and I really look forward to what's coming next.

Speaking of which, what would you like to see? We welcome feedback and take very seriously what the gaming community wants (admittedly, sometimes what the community wants is to be given something new and cool and that they didn't even know they wanted – and we try to do that too). Whether it's *Heroes* or something in the 101 series, or more content for another Pathfinder compatible product, if you're yearning for something, let us know.

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Watchmen Creature Template

By Steven D. Russell; Illustrated by Keith Seymore

Divine powers create these creatures (or they are the results of dedicated eldritch breeding programs). Regardless, what they create is the ultimate sentry to guard a particular portal or threshold; sometimes, though, they pursue those who have bypassed them through stealth or guile, capturing them and returning them to the other side of the doorway. Watchmen creatures are always bizarrely scaled and covered with a massive number of glaring, orange eyes.

Creating a Watchmen Creature

“Watchmen” is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature).

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

CR: +2

Alignment: Changes to Lawful Neutral. Sometimes the alignment of a creature that becomes a watchmen matches that of the deity that invested it with power. Other times, however, a deity punishes a wayward worshiper or an enemy of the faith by making it a divine guardian. Or a breeder seeks to assimilate an enemy race in a similar fashion.

Armor Class: +4 natural armor bonus.

Speed: A watchmen creature is gifted with incredible speed. Each of its speeds is double the corresponding speed of the base creature. If the base creature flies, the watchmen creature’s maneuverability becomes perfect if it was not already.

Spell-Like Abilities: A watchmen creature retains all the spell-like abilities of the base creature, plus the spell-like as described below. Its caster level is 20th or the base creature’s, whichever is higher:

Continuous - detect magic, true seeing;

At will - quickened dimensional anchor, discern location, greater teleport, planeshift. The save DCs are Charisma-based.

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

All-Around Vision (Ex): A watchmen creature’s eyes allow it to see in all directions. Watchmen creatures gain a +4 racial bonus to Perception checks and cannot be flanked.

Eternal Sentry (Ex): A watchmen does not age or breathe. It does not require food, drink, or sleep.

Eye Rays (Su): Once every four rounds as a standard action, a watchmen creature can make ranged touch attacks against all creatures within 100 ft. (make only one ranged touch attack per creature). The subject takes a penalty to Constitution equal to $1d6 + 1$ per two HD of the base creature (maximum $1d6 + 5$). The subject’s Constitution score cannot drop below 1 from this attack. A successful Fortitude save (DC $10 + 1/2$ the watchmen creature’s HD + its Cha modifier) reduces this penalty by half. This penalty

does not stack with itself. Apply the highest penalty instead.

Revolting Gaze (Su) See below, 30 feet, Fortitude (DC $10 + 1/2$ the watchmen creature’s HD + its Cha modifier) negates or partial, see below. Primary effect lasts for 10 minutes per HD of the base creature; secondary effect lasts for 1 round.

Watchmen's CR	Primary Effect	Secondary Effect
2-4	Sickened	None
5-9	Staggered	Sickened
10-14	Nauseated	Staggered
15+	Comatose*	Nauseated

*The subject falls into a catatonic coma. During this time, it cannot be awakened by any means short of an effect that can remove a curse effect. This is not a sleep effect, and thus elves are not immune to it.

Touch the Intangible (Su): Watchmen creatures can touch, attack, and grapple incorporeal, astral, and ethereal creatures normally.

Unavoidable Gaze (Ex): Due to the eyes all over a watchman creature’s body, a creature that tries to avoid looking directly at it by “averting eyes” has only a 20% chance of doing so successfully, rather than the usual 50%. Further, a watchmen creature can actively gaze as a standard action affecting all creatures within range of its gaze attacks (not just one target). The opponents must attempt a saving throw but can try to avoid it via “averting eyes” as described above or “wearing a blindfold.” Thus, it is possible for an opponent to have to save against a watchmen creature’s gaze twice during the same round, once before the opponent’s action and once during the creature’s turn.

Vulnerability to Gaze Attacks (Ex): A watchmen creature suffers a -4 penalty against all gaze attacks and loses any resistance or immunity it has to the effects of a gaze attack.

Abilities: Increase from the base creature as follows: Con +6 (+3 hp per HD, +3 to Fortitude saves, and any of the base creature’s Constitution-based DCs), Wis +6 (+3 to Will saves, +3 to Heal, Perception, Profession, Sense Motive and Survival checks, add +3 to any of the base creature’s Wisdom-based DCs), Cha +6 (+3 to Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, Perform, and Use Magic Device; attempts to influence others, and Channel Energy DCs, +3 to any of the base creature’s Charisma-based DCs).



Seyrpalax "The Pale Warden"

CR 19

XP 204,800

Watchmen old male silver dragon

LN Gargantuan dragon (cold)

Init +3; **Senses** detect magic, dragon senses, fog vision, true seeing; **Perception** +37

Aura cold (5 ft., 1d6 cold), frightful presence (240 ft., DC 29)

Defense

AC 36, touch 5, flat-footed 36(-1 Dex, +31 natural, -4 size)

hp 325 (21d12+189)

Fort +21, **Ref** +13, **Will** +23

Defensive Abilities all-around vision, eternal sentry
DR 10/magic; Immune acid, cold, paralysis, sleep; SR 28

Weaknesses vulnerability to fire and gaze attacks

Offensive

Speed 80 ft., fly 500 ft. (perfect); cloudwalking

Melee bite +28 (4d6+15/19-20), 2 claws +27 (2d8+10), tail slap +25 (2d8+15), 2 wings +25 (2d6+5)

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

Special Attacks breath weapon (60-ft. cone, DC 29, 16d8 cold), crush (4d6+15, DC 29), eye rays (all targets 100 ft., ranged touch + 20, DC 29, 1d6+5 Con penalty) paralyzing breath, revolting gaze (comatose 190 min/nauseated 1rd; 30 feet, DC 29 partial), tail sweep (2d6+15, DC 29), touch the intangible, unavoidable gaze
Spell-Like Abilities (CL 21th; concentration +30)

Continuous - detect magic, true seeing;

At will - control winds, detect evil, quickened dimensional anchor, discern location, feather fall, fog cloud, greater teleport, plane shift (DC 21)

Spells Known (CL 11th; concentration +20)

5th (5/day)—*flame strike* (DC 21), *plane shift*

4th (7/day)—*dimension door*, *restoration*, *solid fog*

3rd (7/day)—*cure serious wounds*, *dispel magic*, *hold person* (DC 19), *wind wall*

2nd (8/day)—*augury*, *calm emotions* (DC 18), *cure moderate wounds*, *invisibility*, *web* (DC 18)

1st (8/day)—*alarm*, *bless*, *divine favor*, *shield*, *true strike*

o (at will)—detect magic, flare (DC 16), light, message, prestidigitation, read magic, stabilize, resistance, virtue
Note: Seyrpalax can cast cleric spells as arcane spells

Statistics

Str 31, **Dex** 8, **Con** 29, **Int** 22, **Wis** 29, **Cha** 28

Base Atk +21; **CMB** +35; **CMD** 44 (48 vs. trip)

Feats Critical Focus, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lighting Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +20 (+24 jump), Diplomacy +33, Fly+13, Heal +33, Intimidate +33, Knowledge (arcana, history, local, nobility) +30, Perception +37, Sense Motive +33, Spellcraft +30

Languages Auran, Common, Draconic, Dwarven, Giant, Halfling, Terran

SQ change shape

Special Abilities

Change Shape (Su) Seyrpalax can assume any animal or humanoid form 3/day as if using polymorph.

Cloudwalking (Su) Seyrpalax can tread on clouds or fog as though on solid ground.

Cold Aura (Su) Seyrpalax is surrounded by an aura of cold. All creatures within 5 feet of him take 1d6 points of cold damage at the beginning of his turn. He can suppress or activate this aura at will as a free action.

Fog Vision (Ex) Seyrpalax can see perfectly well in fog and clouds.

Paralyzing Breath (Su) Instead of a cone of cold, Seyrpalax can breathe a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d6 +8 rounds.

Ecology

Environment temperate mountains

Organization solitary

Treasure triple



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Rite Publishing Presents

Heroes of the Jade Oath



PATHFINDER
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By Frank Carr

New Feng Shui Feats

by Thomas LeBlanc

Heroes of the Jade Oath introduces feng shui as a new skill for the Pathfinder RPG. Feng Shui grants a diverse set of benefits: increased recovery, luck bonus, bonus to saving throws, increased *ch'i* (ki) ability DC, sense unseen enemies, or reduce amount of rest needed. Feng Shui can also grant the same bonus to allies of the character making the skill check.

Feng Shui (Wisdom)

Feng Shui means "wind and water." This skill can be used to reduce stress, recover more quickly from injuries, cultivate *ch'i* energy, gain luck, intuit direction, sense unseen and unharmonious forces, and become more resilient against ill fortune. To use this skill the character must come to understand how the flow of energies, like *ch'i* or joss (luck), work and move through an environment. He determines the best place to rest or meditate, the best colors to wear, what numbers are the most fortunate, and how best to be harmonious to the flow of local energies. This skill may be used like Survival to intuit direction.

The list below summarizes tasks that can be accomplished from applying feng shui to rest:

Only one of these tasks may be accomplished per period of rest. This skill can benefit others besides the character with the skill. Add +2 to the DC per each extra character to whom the benefit will apply. If the result is failure, but the character would have succeeded in using the skill at the original DC before adding to it for extra characters, then the check succeeds only for the skill user. Likewise, if it would benefit some, but not all extra characters, then that number of characters may benefit from the character's Feng Shui. For example, if the DC to gain a +1 luck bonus for you and 3 allies is 24, but you only roll a 21, you may still benefit two allies and yourself.

Retry: No. The character will not know if his Feng Shui check was successful until after resting. However, when using Feng Shui to determine direction or to avoid getting lost, the character makes a check whenever the situation calls for one. Retries to avoid getting lost in

Table 4-1: Feng Shui

DC	Task
10	Increase rate of healing when resting by treating the character as if he were 1 level higher than he is.
15	Gain +1 luck bonus to the next die roll made after gaining a full night's rest. Gain bonus to next saving throw against disease, poisons, spells, and spell-like abilities. Add +1 to the save DC of a <i>ch'i</i> ability the next time that ability is used. Reduce the amount of rest needed per day by 1 hour. (The recovery of spell slots still requires 8 hours of rest.)
20	Reduce the amount of rest needed per day by 2 hours. (The recovery of spell slots still requires 8 hours of rest.) Sense the presence of unseen enemies within a 10-foot radius of their exact position (within 60 feet of the character). If an opponent is using Stealth the Feng Shui check is opposed by the relevant Stealth check. Reduce the amount of rest needed per day by 3 hours. (The recovery of spell slots still requires 8 hours of rest.)
30	Reduce the amount of rest needed per day by 4 hours. (The recovery of spell slots still requires 8 hours of rest.)



a specific situation (like being lost in a maze) are not allowed.

1. Ch'i Realignment

Your knowledge of the body's energy allows you to improve your abilities to new heights.

Prerequisites: Feng Shui 1 rank, *ch'i* pool.

Benefit: You can spend 1 *ch'i* point to gain a +2 insight bonus on one ability score check or untrained skill check (that can be attempted untrained). If you have 10 or more ranks in Feng Shui, the bonus increases to +4.

2. Composure in Negotiations

By taking longer to deal with social situations, you are able to properly shape the situation's energy to suit your needs.

Prerequisites: Skill Focus in any Charisma-based skill, Feng Shui 6 ranks.

Benefit: When making a non-combat Charisma-based skill check, you can choose to double the time required to perform the skill to gain a +2 morale bonus to the check.

3. Delicate Bearing in Battle

You have mastered the art of Feng Shui in the middle of combat. You capitalize on your allies' actions to increase your chance of hitting.

Prerequisites: Feng Shui 5 ranks, base attack bonus +5.

Benefit: When you flank an enemy, you gain a +1 circumstance attack bonus for each additional ally threatening the enemy (not counting the ally with whom you are flanking). To gain the attack bonus, you must make a Feng Shui skill check (DC = 10 + the enemies CR) and slightly realign yourself as an immediate action to best take advantage of your enemy.

Special: Failing the Feng Shui skill check inflicts a -2 penalty to AC against that enemy, as you have taken up a posture that leaves you exposed to that enemy.

4. Foreboding Portents

You rely on the ambient energy in an area to warn of traps.

Prerequisites: Feng Shui 3 ranks.

Benefit: You can make a Feng Shui skill check in the place of a Perception skill check to notice the presence of a trap within 10 ft.

Special: Failing the Feng Shui skill check to notice the trap inflicts a -2 penalty on your Reflex save and AC to avoid the trap.

5. Grave Portents

You can instinctively notice that an area's aura is off and are able to better detect haunts.

Prerequisites: Feng Shui 3 ranks, Knowledge (religion) 3 ranks.

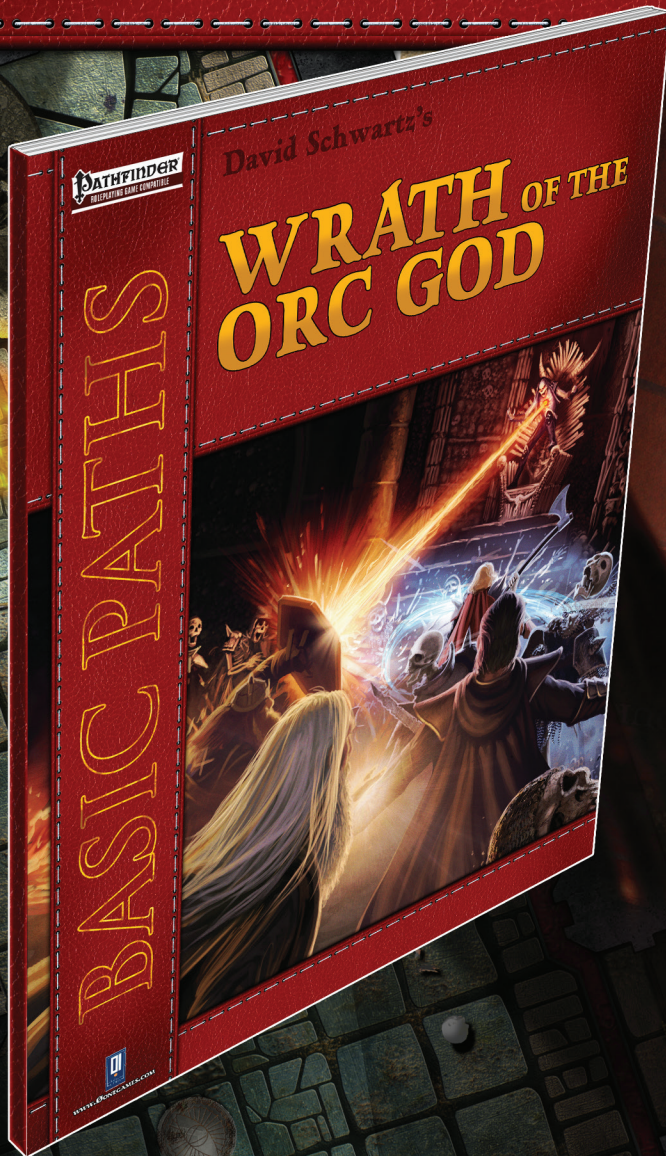
Benefit: You get an automatic Feng Shui skill check (DC = 10 + the haunt's CR) to notice the presence of a haunt when you are within 60 feet and have line of effect to it. On a successful check you know there is a haunt present and automatically act before the haunt in initiative.

Special: On a failed Feng Shui check, you misinterpret the energy of the area and automatically act after the haunt in initiative.



风水

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ALL-STAR TEAM

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Three NPCs

By Creighton Broadhurst

Dimri

Dimri is a rogue who disdains dangerous adventures into the wilderness. Instead, he sells his services—spreading lies and deceit—to the highest bidder. Unscrupulous merchants and noblemen often use him to spread untruths about their business rivals and enemies.

Background: One of eight children, Dimri learnt from an early age that lying was an effective way to get what he wanted. Physically weak, his brothers and sisters often picked on him and such treatment warped his soul. He left home before this 13th birthday, using his wits and burgeoning ability to lie to survive. Over the years, he has hunted down his siblings and ruined them all; telling baseless lies (in most cases) about their business practises or personal proclivities. He regrets nothing.

Personality: Dimri cares for no one but himself. Amoral, self-obsessed and certain of his place at the centre of the universe, Dimri sees nothing wrong with lying and cheating to get what he wants. He loves to gamble—and cheats outrageously, of course—and can often be found in taverns and inns plying both trades simultaneously.

Dimri can be charming when he wants and can get obsessive over a woman he finds attractive. He hounds them mercilessly, though in a flattering way, until he gets what he wants.

Distinguishing Features: A broken nose—a “gift” from his eldest brother—mars Dimri’s otherwise flawless, handsome visage.

Mannerisms: When playing cards or rolling dice, Dimri cracks his knuckles obviously and often.

Dimri CR 8 (XP 4,800)

Slender and handsome, this man is dressed in the latest fashion.

Male human rogue (charlatan) 9

NE Medium humanoid (human)

Init +7; **Senses** Perception +16, Sense Motive +16

Speed 30 ft.; **ACP** 0; **Acrobatics** +15, **Climb** +11, **Escape**

Artist +15, **Stealth** +15 (fast stealth), **Swim** +11

AC 19, **touch** 15, **flat-footed** 19; **CMD** 20; **Mobility**,

improved uncanny dodge, **uncanny dodge**

(+4 **armour** [+1 *studded leather*], +1 **deflection**

[*ring of protection* +1], +3 **Dex**, +1 **dodge** [*Dodge*])

Fort +4, **Ref** +10 (evasion), **Will** +6

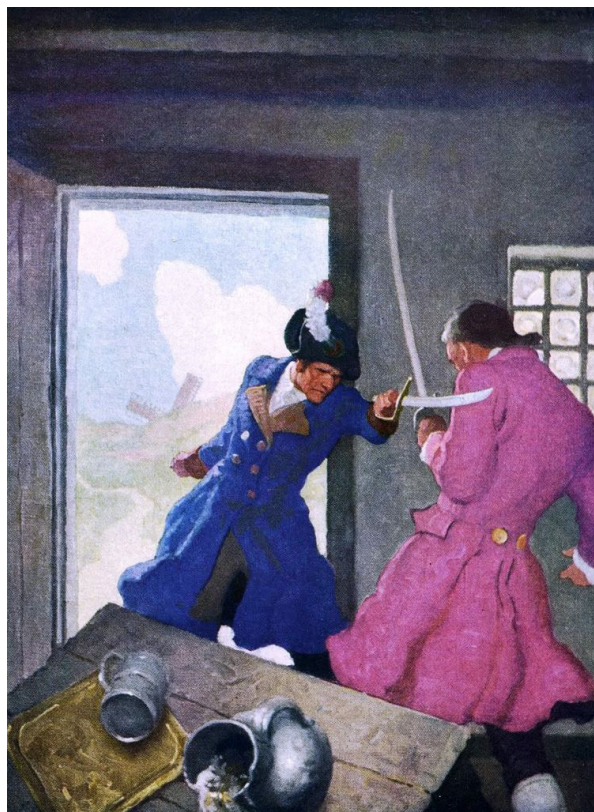
hp 53 (9 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +5

Melee +1 *dagger* +10/+5 (1d4/19-20)

Ranged mwk *dagger* (range 10 ft.) +10 (1d4-1/19-20)

Atk Options sneak attack (+5d6)



Special Actions resiliency (9 hp)

Combat Gear mwk *dagger* (3), *salve of slipperiness*, *potion of cure serious wounds*, *potion of invisibility*

Abilities Str 8, Dex 16, Con 10, Int 12, Wis 14, Cha 16
SQ grand hoax, skilled liar, rogue talents (convincing lie, fast stealth, finesse rogue, resiliency, rumourmonger^B)

Feats Alertness, Deceitful, Dodge, Improved Initiative, Mobility, Skill Focus (Bluff)^B, Weapon Finesse^B

Skills as above plus Bluff +20 (convincing lie, rumourmonger, skilled liar), Disguise +17, Knowledge (local) +14, Profession (gambler) +9, Sleight of Hand +11

Convincing Lie (Ex) When Dimri lies, he creates fabrications so convincing others treat them as truth. When he successfully uses Bluff to convince someone that what he is saying is true, if that individual is questioned later, that person uses Dimri’s Bluff skill modifier to convince the questioner, rather than his own. If his Bluff skill modifier is better than the rogue’s, the individual can use his own modifier and gain a +2 bonus on any check to convince others of the lie. This effect lasts for 7 days.

Rumourmonger (Ex [3/week]) Dimri can spread a rumour through a small town or larger settlement

by making a Bluff check. The DC is based on the settlement's size (small town DC 18, large town DC 20, small city DC 25, large city DC 30, metropolis DC 35), and it takes a week for the rumour to propagate through the settlement. If he succeeds, the rumour is practically accepted as fact within the community; succeeding by 5 or more decreases the time it takes the rumour to propagate by 1d4 days. A failed check means the rumour failed to gain traction, while failing by 5 or more causes the opposite of the rumour or some other competing theory involving the rumour's subject to take hold.

Languages Common, Elven

Gear as above plus *cloak of resistance* +1, traveller's gear, 17 sp, 15 gp, 12 pp

Hooks: The PCs could fall foul of Dimri's silvered tongue when they anger someone—perhaps a patron, a nobleman they have slighted or a merchant they have cheated.

The individual hires Dimri to spread vicious and malicious lies about them and their adventures. Depending on how much they have angered the NPC in question, Dimri could follow them from town to town for months, ruining their reputations. Discovering the source of their misfortune could make for an interesting campaign subplot.

This NPC uses information from *Ultimate Combat*.

Sir Eril

Sir Eril cuts a forlorn figure, trudging down the trail leading a pack horse piled high with equipment.

Background: The spoiled third son of a minor nobleman, Sir Eril knew from an early age the honour and prestige of a minor nobleman was not enough. He has had some minor successes as a warrior and recently entered the wilderness in search of a green dragon said to dwell nearby. His companions and horse were killed by marauding bugbears and although he killed his assailants, the lack of a trained warhorse has forced him to retreat to the nearest town.

Personality: Self-serving and self-centred, Sir Eril craves glory, fame and attention. Brave to a fault—but not foolhardy—he relishes battle and never backs down from a challenge. He is quick to anger and loves sparring with worthy opponents. He is surprisingly trustworthy, as long as his companions are doing what they are told. Sir Eril is not an idiot, he knows that to become a famed adventurer and warrior he needs brave boon companions.

Mannerisms: In battle, Sir Eril taunts his opponents, decrying their abilities and harping on about his inevitable victory. Away from the battlefield, he is loud and brash.

Distinguishing Features: A handsome fellow, Sir Eril is fastidious about his appearance and appears clean and well-groomed whenever possible.

Hooks: Sir Eril is keen to attach himself to another adventuring band—one more formidable than his last group. For the first week or two, he is fairly pleasant



to be around, but as he studies his new companions he becomes more and more demanding.

Sir Eril CR 4 (XP 1,200)

This tall warrior would be devastatingly handsome were it not for the perpetual sneer on his mouth.

Male human cavalier (order of the cockatrice) 5
NE Medium humanoid (human)

Init +2; **Senses** Perception -1, Sense Motive +5

Speed 20 ft., base speed 30 ft.; **ACP** -6; **Acrobatics** -3 (-7 jumping), **Ride** +7 (+10 riding mount), **Swim** +5

AC 23, touch 12, flat-footed 21; **CMD** 21

(+9 armour [mwk full plate], +1 Dex, +1 dodge [Dodge], +2 shield [mwk heavy steel])

Fort +5, **Ref** +3, **Will** +0

hp 41 (5 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +9

Melee mwk bastard sword (Power Attack [-2/+4]) +11 (1d10+4/19-20) or

Melee mwk lance (reach 10 ft.; Power Attack [-2/+4]) +10 (1d8+4/x3) or

Melee mwk dagger (Power Attack [-2/+4]) +10 (1d4+4/19-20)

Ranged mwk composite longbow (range 110 ft.) +8 (1d8/x3)

Atk Options cavalier's charge, challenge, tactician (Precise Strike)

Cavalier's Charge (Ex) Eril gains a +4 bonus on melee attack rolls while charging mounted (instead of +2) and suffers no penalty to his AC.

Challenge (Ex [swift; 2/day]) Eril chooses one target within sight to challenge. Against that foe his melee attacks deal +5 damage (plus +2 morale bonus to melee damage if he is the only one threatening the target

[not counting his mount]). He takes a -2 penalty to AC, except against attacks made by the challenge's subject. The challenge remains in effect until the target is dead or unconscious or until combat ends.

Precise Strike (Ex) When allies with this feat flank the same creature, they deal an additional 1d6 precision damage.

Tactician (Ex [standard]) Eril grants use of Precise Strike to all allies within 30 feet who can see and hear him for 4 rounds.

Special Actions Dazzling Display (+12; braggart), banner

Banner (Ex) Eril's banner is a symbol of inspiration to his allies. When it is displayed, all allies within 60 ft. gain a +2 morale bonus on saving throws vs. fear and a +1 morale bonus on attack rolls made as part of a charge.

Braggart (Ex [standard]) Eril extols his battle prowess and gains a +2 morale bonus on melee attacks on demoralized targets.

Combat Gear arrows (20), *potion of cure moderate wounds*, *potion of protection from evil*, *oil of magic weapon* (3)

Abilities Str 18, Dex 14, Con 12, Int 10, Wis 8, Cha 13
SQ expert trainer (+2), mount

Feats Dazzling Display^B, Exotic Weapon Proficiency (bastard sword), Power Attack, Precise Strike^B, Skill Focus (Intimidate), Weapon Focus (bastard sword)

Skills as above plus Bluff +9, Handle Animal +5 (+7 vs. mount), Intimidate +12, Perform (storytelling) +7

Languages Common

Gear as above plus standard adventuring equipment

Warhorse

If Sir Eril manages to gain a new mount, use the statistics below.

Biter (Sir Eril's Warhorse) CR-
This large, muscular horse wears leather barding.

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +9, Sense Motive +1

Speed 50 ft.; **ACP** 0; Acrobatics +2 (+10 jumping)

AC 18, touch 12, flat-footed 15; **CMD** 20

(+2 armour [leather barding], +2 Dex, +1 dodge [Dodge], +4 natural, -1 size)

Fort +6, **Ref** +6 (evasion), **Will** +2

hp 37 (5 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +8

Melee bite +6 (1d4+4) and

2 hooves +1 (1d6+2)

Abilities Str 18, Dex 14, Con 15, Int 2, Wis 12, Cha 6

SQ combat trained

Feats Armour Training (light)^B, Dodge, Improved Initiative, Toughness

Languages link

Vesicwyr

Consumed with anger at the treatment meted out by her siblings, this small dragon is much more dangerous than she looks.

Background: Vesicwyr has always been small for her size; forced to flee her parents' lair after her siblings tried to eat her, she wandered for months before finally discovering a small, uninhabited cave in the depths of the woods. A small tribe of bugbears dwelled nearby and Vesicwyr quickly broke them to her will. Now she rules the tribe with an iron grip, using them as little more than bandits (albeit cruel, cunning bandits). The bugbears lurk in the woods and waylay travellers, bringing their valuables to Vesicwyr. In turn, she aids the bugbears against their enemies and allows their chieftain and his favourites to keep the treasures for which she has no use.

Personality: Cruel, but relatively intelligent, Vesicwyr knows that physically she is not as imposing as her siblings (whom she hates and fears). She loves shiny treasure, but has no need or desire for mans' trinkets such as weapons and armour. Fiercely territorial, she guards her realm jealously. She loves swimming and often launches ambushes from beneath a river or woodland pool.

Although she loves to give herself over to the savage battle lust lurking within her blood, she is pragmatic about her prowess. She loves using her breath weapon on enemies and flees a battle if reduced to half hit points.

Mannerisms: When angry or upset, Vesicwyr snorts loudly. She loves the feel of flesh between her teeth and savagely worries fallen foes.

Distinguishing Features: Vesicwyr is small for her age. This sometimes leads foes to underestimate her—with catastrophic results (for them).

Hooks: Vesicwyr's bugbear servants fall upon the PCs. The PCs may chase the survivors back to their lair or discover news of the dragon from a captured warrior. Alternatively, if the party is particularly numerous or obviously powerful, Vesicwyr may aid in the bugbears' attack.

Vesicwyr CR 8 (XP 4,800)

This emerald green dragon has a single horn protruding from its snout.

Female young juvenile green dragon

LE Medium dragon (air)

Init +3; **Senses** blindsense 60 ft., darkvision 120 ft., dragon senses; Perception +16, Sense Motive +11

Dragon Senses (Ex) Vesicwyr sees four times as well as a human in dim light and twice as well in normal light

Speed 40 ft., fly 200 ft. (poor), swim (40 ft.), woodland stride; **ACP** 0; Acrobatics +3 (+7 jumping), Fly +13, Swim +22

Woodland Stride (Ex) Vesicwyr can move through normal foliage at full speed without taking damage or suffering impediment. Foliage affected by magic affects her normally.

AC 26, touch 14, flat-footed 22; **CMD** 29

(+3 Dex, +1 dodge [Dodge], +12 natural [Improved Natural Armour])

Immune acid, sleep, paralysis

Fort +9, **Ref** +10, **Will** +11 **hp** 93 (11 HD)

Space 10 ft. (frightful presence 120 ft.); **Base Atk** +11; **CMB** +15

Frightful Presence (Ex) Creatures within 120 ft. of Vesicwyr with less than 11 HD must make a DC 17 Will save or become shaken (or panicked if it has 4 HD or fewer) for 5d6 rounds if they see her charge or attack. A creature making a successful saving throw is immune to her frightful presence for 24 hours. This is a mind-affecting fear effect.

Melee bite +14 (1d8+6),
2 claws +14 (1d6+4),
2 wings +12 (1d4+2) and
tail slap +14 (1d6+6)

Atk Options Combat Reflexes, Lunge

Special Actions breath weapon (40 ft. cone, 8d6 acid; DC 17 Reflex halves)

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4/day)—*alarm*, *mage armour*

0—*detect magic*, *ghost sound* (DC 12), *mage hand*, *resistance*

Spell-Like Abilities (CL 11th; concentration +13)

At-Will *charm person* (DC 13), *entangle* (DC 13)

Abilities Str 19, Dex 16, Con 15, Int 14, Wis 15, Cha 14

SQ water breathing

Water Breathing (Ex) Vesicwyr can breathe underwater indefinitely and can freely use her breath weapons, spells and other abilities while submerged.

Feats Combat Reflexes, Dodge, Improved Natural

Armour, Iron Will, Lunge, Multi-Attack

Skills as above plus Intimidate +16, Knowledge (arcana) +16, Spellcraft +16, Use Magic Device +16

Languages Common, Draconic, Goblin

Gear hoard total value 10,050 gp

Vesicwyr's Lair

Vesicwyr's lair comprises a small cave network set into an overgrown hillside overlooking a woodland lake. The undergrowth surrounding the lair is wild and dense; several narrow paths wend their way through the tangle.

Within the cave network dwells Vesicwyr's bugbear servants. She has claimed the deepest cavern as her own and an inundated gallery leads to the nearby lake.

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 Expeditionary 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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Apeiron Staves Explored

by Thomas LeBlanc

Recently, Super Genius Games released the *The Genius Guide to: Apeiron Staves* and I was like, “Whoa! A new material called ape-iron.” Turns out apeiron isn’t a metal harvested from the ground bones of apes, but rather a new variety of magical staves. Luckily there is also a blurb in the beginning that correctly tells you how to say apeiron (and it’s not “ah-peer-on” either) and the genesis of the name. I like the notion of magical staves that increase the power of spellcasters without unbalancing the trade-off of a spellcaster with limited daily potential of magic versus the constant power of melee-focused characters. A +5 *holy keen longsword* never runs out of juice and neither does magic armor, why should a magical staff?

The basic rules for apeiron staves are as follows:

- They are command-word items that anyone with a caster level equal to or greater than the staff’s caster level may activate.
- Their power is dependent on the user’s caster level.
- Each staff has 20 charges.
- They recharge 1 charge per day.
- Only 2 augmentations can be used per staff activation (with some exceptions).
- Some staves have a sacrificial power activated by sacrificing a prepared spell or spell slot.

New Apeiron Staves

Flux Field Apeiron Staff

Aura faint transmutation CL 3rd;

Slot none; **Price** 1,300gp; **Weight** 2 lbs.

Description

Crafted from a piece of darkly stained wood and inlaid with numerous 1/2 inch magnets, this 4 foot long staff has abstract curlicues carved into its length.

Effect

You create a single 10-ft. cube of fluctuating gravity for one round. All ranged attacks passing through the area incur a -2 penalty to attack rolls and creatures passing through the field take a -5 penalty to Acrobatics skill checks.

Augmentations

Expansion: Increase the field size by an additional 10-ft. cube. This augmentation can be used a number of times per activation equal to 1/2 the caster level of the staff’s wielder, each increase using an additional charge. (1 charge)

Increased Instability: The penalty to ranged attacks

and Acrobatics checks is increased by 1/2 the ability modifier that determines your bonus spells. (3 charges)

Sacrificial Power

Creatures within or passing through the area take 1d4 force damage/level of the spell sacrificed.

Construction

Requirements: Craft Apeiron Staff, *levitate*; **Cost** 650 gp

Sickly Apeiron Staff

Aura faint necromancy; CL 5th

Slot none; **Price** 3,200gp; **Weight** 5 lbs.

Description

This staff is made from an old, rotted piece of wood wrapped in moldy leather strips smelling of putrescence. Small spores puff out from the wrappings when the staff is activated.

Effect

This staff can be used to make a melee touch attack. Any creature successfully struck by the staff must make a Fort save (DC = 10 + 1/2 the caster level of the staff’s wielder) or be sickened for 1 round.

Augmentations

Only one augmentation can be used per activation.

Ailing Aerosol: The staff can release spores in a 30 ft. cone instead of a melee attack. (3 charges)

Spore Spray: The staff can fire a ray at target a creature at close range (25 ft. + 5 ft./2 caster levels) instead of a melee attack. (1 charge)

Vomitous: Any creature struck by the staff is nauseated for 1 round on a failed save and sickened for 1 round with a successful save. (5 charges)

Sacrificial Power

None.

Construction

Requirements: Craft Apeiron Staff, *contagion*; **Cost** 1,600 gp

Adept of Staves

The adept of staves learns to master the unlimited potential that is inherent in apeiron staves. He learns to unlock their full potential in and out of combat, and twist the strings of reality to empower his magic.

The adept of staves class is nearly useless for non-spellcasters. Apeiron staves function based on the user’s caster level, which ensures only spellcasters become adepts of staves.

Role: Adepts of staves seek to further their power via the use of apeiron staves and come from many different schools of magical thought and usage. Unlike traditional

spellcasters, when they have an apeiron staff in hand, they can use magic more often each day.

Alignment: Any

Hit Die: d6.

Requirements

To qualify to become an adept of staves, a character must fulfill all the following criteria.

Skills: Spellcraft 9 ranks.

Feats: Apeiron Staff Initiate* and Craft Apeiron Staff*.

Class Skills

The adept of staves' class skills (and the key ability for each skill) are Appraise (Int), Perform (Cha), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

Table: Adept of Staves

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Staff fighter	+1 level of existing class
2nd	+1	+1	+1	+1	Attuned display	+1 level of existing class
3rd	+1	+1	+1	+2	Spell well	+1 level of existing class

Class Features

All of the following are Class Features of the adept of staves prestige class.

Weapon and Armor Proficiency: An adept of staves gains proficiency with the club and quarterstaff, but no armor or shields.

Spells per Day/Spells Known: When a new adept of staves level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an adept of staves, he must decide to which class he adds the new level for purposes of determining spells per day.

Staff Fighter (Ex): At 1st level, an adept of staves may use any magical staff as a melee weapon. A staff

with a length shorter than the character's height is treated as a club and a staff with a length equal to or longer than the character's height is treated as a quarterstaff.

Attuned Display (Sp): At 2nd level, an apeiron staff wielded by an adept of staves may be imbued with magical energy to assist in influencing other creatures. As a swift action, the adept of staves may expend one charge from the apeiron staff to grant a +2 circumstance bonus to the next Charisma-based skill check. The staff must be held by the adept of staves and visible to the creatures the skill check affects. The staff is covered with an intangible display that changes to match the mood the adept of staves is trying to convey.

Spell Well (Sp): At 3rd level, the adept of staves has learned to master the true potential of the apeiron staff. As a free action, the adept may convert charges from the apeiron staff into a spell. The number of charges spent is equal to twice the spell level to be cast. The spell must then be cast using the normal casting time. An adept of staves may only use the staff to cast a spell he had

prepared that day and spontaneous casters can choose any spell they are capable of casting.

New Feats

Apeiron Staff Ability Drain

Prerequisite: Caster level 7

Benefit: Once per day, you can sacrifice 2 points of Constitution to add charges to your apeiron staff; this is an ability drain effect. Your staff gains a number of charges equal to the ability modifier that determines your bonus spells.

Craft Sentient Staff

Prerequisite: Craft Apeiron Staff or Craft Staff, caster level 15

Benefit: When you create an intelligent staff, you may choose to weave pieces of your consciousness into the staff. When doing so, the staff must match your alignment, the ability scores can be increased to match yours for half cost (but may not exceed your ability scores), and the staff can communicate telepathically with you at no additional cost.



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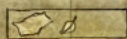
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Preview: 101 Not So Random Encounters: Winter

by Mike Whelham, Illustrations by Eric Quigley and Tyler Bartley

Preview: 101 Not So Random Encounters: Winter

by David J. Paul

Coming soon to your downloads folder is the second product from Rite Publishing in the *101 Not So Random Encounters* series. The first, Steven D. Russell's *101 Not So Random Encounters: Urban*, brought readers dozens upon dozens of NPCs from less than CR 1 to more than CR 20, and provided GMs with countless permutations of encounter options to occur on the streets of Questhaven. This newest installment, by Mike Whelham, offers us similarly many options of encounters over the same broad range of CRs. Though set around the wintry city of Nordhelm, but suitable for any campaign with regions annually locked in ice and snow, *101 Not So Random Encounters: Winter* offers GMs tremendous depth. What GM *doesn't* benefit from 101 fully formed critters, each with a history, aspirations, and descriptions of alliances and enemies? While saving the best for those who obtain the complete product, here in *Pathways* we're offering a preview of a handful of examples.

Unrotten Grott (CR 4)

The ogre Grott belonged to one of the Sisters of Black Ice until the crag linnorm Pongdraxithoss slew it, and the negative energies infusing the northlands brought the ogre's body back to unlife as a frozen corpse creature (use an ogre and apply the frozen corpse creature template). Unable to control the undead creature, the annis hag set the creature out to wander, so it would at least provide some passive defense for the hag. Like many of the recently arisen undead creatures, H'Zule found the ogre and added the creature to the winterwight's growing army. The winterwight uses the ogre much like the hag used it in life, as brute force against weak opponents, which is how the characters will encounter the creature.

Scaling the Encounter: Increase to CR 6, as H'Zule paired Grott with another frozen corpse ogre. Decrease to CR 2, as the tenuous grip of negative energy slips from the creature; it is still animated, but it loses its freezing touch, cold aura, and icewalking ability.

Greeger (CR 6)

Grott's death and return to unlife was not a complete loss for the Sisters of Black Ice. During the frozen corpse ogre's wanderings, it surprised a glacier toad



and unsuccessfully attempted to kill the creature, which managed to escape thanks to its immunity to the corpse creature's supernatural cold. With the toad flushed out, it hopped near the Sisters' home, and one of the annis hags lured the toad in with a shiny bauble. The Sisters charmed the toad and gave it the name Greeger, and it now stands as a more powerful guard than Grott outside the annis hags' lair. The characters will encounter the toad when they travel through the wastes near the Sisters' location.

Scaling the Encounter: Increase to CR 8, as the icy spikes on the toad have enlarged dangerously; add the spined creature template to Greeger. Decrease to CR 4, as Greeger performed its guard duty to drive off an invader, which harmed the toad in the process; the toad has 33 hit points and has the fatigued condition.

Sisters of Black Ice (CR 9)

This trio of annis hag sisters worked independently throughout the northern region and inspired fearful stories in the various northern settlements. The sisters avoided each other, which suited all three spiteful creatures, until Brindlefrost's return heralded the return of mighty creatures and powerful negative energy they could not hope to handle alone. The hags chafe at the fact that the northern settlements fear something other than them. The final affront came when one of the

sister's ogre guardians, Grott, was frozen to death by the crag linnorm Pongdraxithoss in an attempt to goad the hag into attacking the dragon. Grott subsequently returned as a frozen corpse undead but completely beyond the hag's control. The sisters now work together reluctantly as a coven seeking to reassert their power and drive out the interlopers. Characters will encounter the trio as they enact one of their schemes or attempt to lure the PCs to their lair.

Scaling the Encounter: Increase to CR 11, as a stranded night hag works with the sisters to sow terror and find a way back to her home plane. Decrease to CR 8, as one of the hags met her end at the claws of Pongdraxithoss.

Pongdraxithoss (CR 14)

The least of the primal arctic dragons to awaken due to the return of the bitter cold, Pongdraxithoss the crag linnorm stays well clear of the other linnorms in the area and even avoids the white dragon Hidegseggia. The linnorm grows increasingly cranky about the limitations imposed by the more powerful creatures and finding that even a stout band of frost giants can capably rebuff its attacks. As the linnorm's ire grows, it gives more thought to going out in a relative blaze of glory, wherein it can invoke its death curse if it fails to win the battle. Most likely, the characters will encounter the linnorm when it finally decides to act on its death wish.

Scaling the Encounter: Increase to CR 16, as another

crag linnorm has joined Pongdraxithoss, which will join the other crag linnorm in its crazy final stand. Decrease to CR 12, as the linnorm is nursing wounds from a recent battle with a frost giant raiding party; the creature has taken 105 points of damage from cold iron weapons and is fatigued.

Who is Brindlefrost? What more is there to know of Hidegseggia? What else do we know about this stout band of frost giants? If Pongdraxithoss is the least of the primal arctic dragons in this region, there must be others, right? They can't all have a death wish, can they? What about H'Zule the winterwight? Such a creature surely must play a central role in the happenings of such a place.

While *101 Not So Random Encounters: Winter* has 101 specific descriptions of individuals, not all are enemies for PCs to face on the field of combat. Some could serve as allies for the PCs (though of these, some would be generally unwilling, and others would only do so temporarily to face common enemies), some will be acting behind the scenes, affecting one another while the PCs are involved with others, and yet others just might be spying on the PCs (and others!) and making reports to yet other players trapped in the supernatural cold.

Grab a copy of this, spruce up your northlands, and give your players months of rich, memorable encounters.



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Twenty Questions with Bradley Crouch

By Steven D. Russell



1. Could you tell us a little about yourself?

Howdy! The name's Bradley Crouch. I'm originally a chemist turned software

quality assurance professional turned self-employed RPG supplement author living in the cheapest corner of Columbus, OH that I could find. I don't have any professional credits to my name, which is hurting the concept of doing this as a full time gig, but that's not stopping me from flailing at a keyboard whenever an idea strikes me. Interjection Games is a personal venture that seeks to introduce systems, things, characters, and classes that ooze with a sense of being different. They also ooze with a sense of massive jury-rigging at times, but that goes with the territory of taking crazy ideas and running with them. If it's missing in the rules as-is, I'm either trying to fix it or looking for the right two wires to twist together. In other words, I'm not aspiring to be the best and I'm not aspiring to be the most successful. I'm aspiring to be the mad scientist.

2. What is your home game like?

My home game is presently in the middle of *The Slumbering Tsar* of Frog God Games. Though it's getting a bit tedious at the moment; this is entirely the fault of us having a distractible GM, who also dislikes mental math, running an encounter involving two hundred zombies. Generally, it's a lax atmosphere, making it a great testing ground for "Alright, how much does THIS break the game?" The tinker, the herbalist, and a rather wonderful Puddling who simply must be the iconic character for the race have all been tested in that little crucible.

3. What is your favorite Paizo product?

I've actually never purchased a Paizo product. Think of me as an old 3.5 player who really doesn't care what people call 3.5 nowadays so long as people play it. Generally, if I want something for myself, I tend to make it myself. The creation process is more than half the fun, after all.

The only thing I ever purchased for 3.5 was *The Eberron Campaign Setting*. The setting as a whole is fun, flavorful, and not something I would have cooked up myself. In short, buy it. On the other hand, the *Tome of Magic*'s magnificent sense of flavor and its willingness to take crazy ideas head-on and make something out of them, though not the mechanics for the last 2/3 of the book, is precisely the way I want myself to be viewed as once everything is said and done.

4. You are currently the owner/operator of Interjection Games, how did that start and how would you characterize the company today?

Have you ever looked around at a particularly cluttered room and wondered how a garage sale would fare? It was rather like that, but with ideas. Today, Interjection Games is all I have between me and the crushing realization that I've quit my job and my bank account is doomed. As such, it's rather important to me. My motivation to work, like a machine as some have stated, is the motivation of a man who knows what it's like to have been in this boat before.



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

That's difficult, really. As it is, I tend to draw the most fun out of designing base classes. When I go out there and produce a new class, it has to do three things. First, it has to be fun. Second, it has to be different. Third, there needs to be enough support for the class within the primary product such that it wouldn't look stupid as 1/3 of a new *Tome of Magic* (the greatest 3.5 publication EVER, by the way).

Let's take *The Herbalist Base Class* as an example. My inspiration for the class was this old game published by Games Workshop called *Warhammer Quest*. It's this rather delightful game of random tables and incredibly polite monsters that divide attacks evenly and queue in line should the room fill with enemies. But that's the point. It's random. It's hilarious. The wizard, that jerk, is responsible for absolutely everyone's deaths because he rolls the power die that causes enemies to burst out of the shadows and begin to (politely) devour everyone! The one downside of *Warhammer Quest* is that the mathematics tend to break down by midlevel and suddenly everyone is one-shotting massive enemies or killing hordes of smaller mooks simply because the mechanics would cause them to nearly drop the party if they got a turn of their own. Quite simply, I had to

transplant this idea of random hilarity into a system with better mathematics.

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

I had initially thought that a deck of cards would be required for herb organization, then I thought of the organizational tables that are now 1/3 of the product. Simply roll on one table that randomly generates herbs, then make tally marks on this little summary sheet that has all of the biome's herbs in alphabetical order with a description of most everything the herb does! It quite literally took 75% of the class's complexity and boiled it down to something that was less complicated than a wizard's spellbook! And that's the key right there, massive complexity that I am responsible for distilled down to a form that is easy and fun to use in practice. It was an utterly fantastic revelation to have, but the 12 hours of table-generating work that came afterward was not fun at all.

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

Consider the issue of a random spell generation system. If the list of spells is too narrow, you're playing a weaker sorcerer. If the list of spells is too wide, nobody in their right mind will ever play the class because there's too much memorization involved. The solution was to break the world down into biomes, each of which has a selection of about 17 herbs. This way, everything the herbalist needs to know fits on about five pages, which is less than what people have to know for playing a midlevel caster. This compartmentalizes the herbs, however, so I also had to devise three supporting systems that link into the primary herbs by biome system. First, many herbs are shared between biomes, decreasing the absolute number of herbs and increasing the herbalist's competence and familiarity with the class as time goes on by putting "old friends" into a new biome. Secondly, the herbalist has a bunch of potted plants and the like that allow her to carry her favorite plants with her so she can never get "herb screwed," as it were. If she wants superpoison X on her every day, she can have superpoison X, though it may require a feat. She can also store a small number of herbs from day to day, thus banking against there not being any in the future. Third, the herbalist learns Recipes, which take herbs and cook them down into new, sometimes vastly different, concoctions. All of these work together to make the herbalist a fun and varied experience that has its grounding in heavy random generation with certain safeguards in place to stop the system from utterly shafting the player.

9. Did you learn anything while working on it?

If you make a bunch of tables for a product, it vastly increases the price given the time input, but it also scares away prospective buyers with that very price. Knowing what I do now, I'd have cut out the archetypes

and charged less for the product, then released expansions for it later. I also learned to never, ever, ever, EVER release just the spellbook for such a crazy concept to a bunch of people who want to look at it, as 13 people will suddenly have 27 suggestions and none of them link into what you actually envisioned with the class. Have your vision clearly stated in any document that you send out as a preview or your brain will want to strangle the part that thought this was a good idea. We nerds may not be experimental with our money, but we are with pretty much everything else.

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

I'm a sucker for massive feats of engineering. Just go over to the Frog God and demand each product that is heavy enough to crush a full grown housecat. You can't go wrong.

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

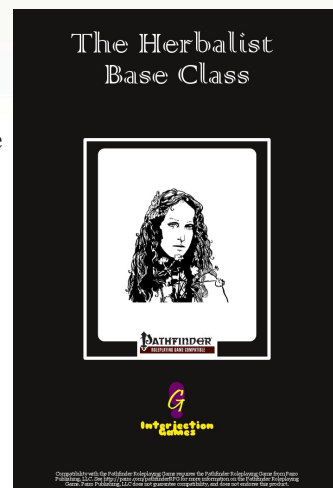
I like to think of the 3pp design space as a community effort that does two things. First, it fills in the holes and mistakes that the Paizo developers produce whenever they make their own work. Secondly, it addresses things that the primary developers either don't want to touch or haven't touched. A good 3pp product should attempt to fix something. A great 3pp product should dance around like Gene Wilder and promise "a world of pure imagination."

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

I've seen a number of people out there who can do crunch, but not story, and other individuals who can do story, but you'd be an idiot to ever use their crunch. Owen K. C. Stevens can do both. What's more, the man also knows how to sell himself.

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

If you're getting into this for fun, go for it. If you're getting into this for money, it's a bad idea. The entire system is built in a credentialist fashion. You need to have sold products to sell products, in short. We're nerds. We're eccentric and willing to put up with weird



personalities, but few of us are willing to experiment when it comes to putting down the money we don't have enough of. This is one of the reasons why I experiment so heavily. A raised eyebrow is the first step to closing a sale!

14. Who is your favorite tabletop RPG Illustrator?

I have no experience with RPG illustrators, as I don't have the money to afford them and I don't pay attention to who drew the dwarf on page 117. My focus is on the crunch and I actually begrudge anything that gets in the way of another feat being added to the document. Now, if that Steve Prescott fellow who drew all of those fantastic elementals and elves for the Lorwyn block of Magic: The Gathering works in RPGs, too, then this immediately goes to him. Excellent work.

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

"Shut up and take my gold pieces!" - Marc S. regarding *The Tinker: Master of Modular Mechanical Mayhem*.

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

Given I'm a rather exuberant fellow when it comes to sharing my ideas, I'm afraid that those people who have bought anything from me ever tend to get inundated with a good deal of my idea spam from there on out. One thing I haven't gushed about yet is a little something called *One Bling to Rule Them All*. This product attempts to overcome one of the fundamental problems with the wealth-by-level curve, which is this: should the party get loot that isn't wanted, the curve is broken by the action of selling it at half price. Indeed, selling one expensive item can very well derail the party for a level or more, even if the GM is cognizant of such a problem and works to fix it in a way that doesn't scream Monty Hall.

One Bling to Rule Them All seeks to rectify this by introducing a system of socketed magic items. The premise is really quite simple, if one member of the party outgrows a particular socket, he can pass it around to the rest of the party, whose items can cause vastly different things to happen. A total of 3 crystals and 1 Nexus Crystal (more on that later) can be socketed into any particular item at one time. Here's an example of a low level socket in early development.

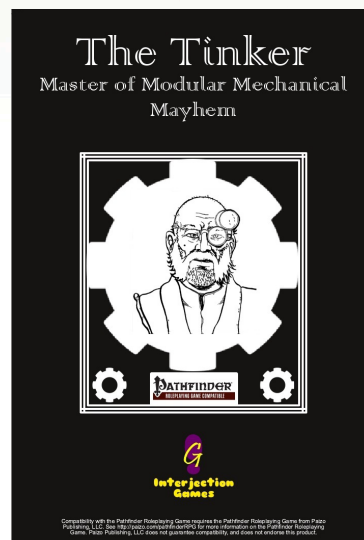
Cerulean

Aura Faint conjuration; CL 3rd
Slot Lesser; Price 2,400 gp
Emotion Malice; Weight –

This pale crystal twinkles invitingly despite the cold it radiates.

Baton

Once per day, the wielder can conjure a massive icicle that sticks to the end of the baton. This icicle persists for one hour and behaves as a masterwork rapier that deals an additional point of cold damage. Upon any hit, the wielder may choose to snap the icicle off in the body of the struck creature, dealing a point of bleed damage. The icicle has 2 hit points and hardness 2.



Crown

Once per day, the wearer can shoot a pair of *rays of frost*, one from each crystal, at a single target. That creature receives -1 to its attack rolls and -5 ft. to its base speed for the next 1d3 rounds for each ray that deals damage to it.

Weapon

Once per day, the wielder can coat his weapon in magical rime as a standard action. This rime digs into whatever the weapon strikes and quickly spreads, freezing flesh, blood, sap, and metal. For the next minute, the wielder deals an additional 1d3 cold damage to creatures subject to critical hits.

As you can see, there are three categories of items present in *One Bling to Rule Them All*: the baton, which takes most of the sockets and converts them into use per day spell-like abilities; the crown (or other accessory), which takes most of the sockets and converts them into defensive and support abilities, some of which are passive; and the weapon, which finds new and interesting ways to beat something's face in.

The central focus of *One Bling to Rule Them All* is not helping to balance the wealth-by-level curve, though it is a happy side effect. The goal is to bring WONDER back into magic items. Pathfinder, and D&D before it, are games of swords and sorcery. Any sufficiently analyzed magic is indistinguishable from science, etc. etc. This isn't like that. All the players have to go by is the *color* of the gem, as listed above, and the *emotion* of the gem. It's red and it's angry. What does it do? Plug it in and let's see. For small sockets, this makes for a rather amusing round of experimentation whenever a new crystal is discovered. After all, each category of item behaves differently.

The difficult part is the Nexus Crystals. Nexus

Crystals are special, massive, and require a hefty Spellcraft check to install onto an item. If you fail, there's a chance you lose the crystal. This means stack the skill or hire an NPC. The effects are typically quite enormous, granting the recipient a number of bonuses and one nasty penalty. You only get one chance at it, too; Nexus Crystals fall apart if ripped from any item to which they have been painstakingly attuned. As it's a crystal, you only know its general emotion, color, and maybe the schools of magic it embodies. This makes for some rather tense decision making given how much of the party's wealth the first, and even second, Nexus Crystals represent. Here's an example of a Nexus Crystal in early development.

Heart of the Honorable Thief (red)

Aura strong transmutation; CL 13th

Slot Nexus; Price 25,500 gp

Emotion Compassion; Weight 2 lbs.

This large chunk of red crystal beats gently in your hand.

All

The wielder of the item attuned to this Nexus Crystal is treated as though he has Evasion whenever he rolls a natural 20 on his Reflex saves. Further, he gets a +2 bonus to hit enemies that are denied their Dexterity bonus to AC. Finally, he also deals 1d6 points of precision damage with all of the restrictions of a rogue's sneak attack. Unlike typical precision damage, this also applies to touch spells.

Drawback

The Heart of the Honorable Thief compels its wielder to risk himself for the sake of his compatriots. When in a combat situation, the wielder cannot fall back or retreat unless all of his allies, including both party members and apparent allies, have already fallen back. A DC 20 Will save negates this drawback for 1 minute. Once failed, this Will save cannot be attempted again for 24 hours.

One thing I really want to do is throw together a random Nexus Crystal generator, likely some tables, just so memorizing players never, ever, ever are totally sure what they have.



17. Do you have any goals for Interjection Games that you have yet to obtain or overcome?

Absolutely. Endgame is to make enough money to not need to acquire another job. As it is, I'm getting closer to that goal with every month, 40% for the month of May, but nowhere near as quickly as I'd like. If my calculations hold true, this system will finally stabilize by next March. The system assumes I can pump out \$25 in content per month, something I've gotten close to, but haven't met as of yet, and sell 100 units of each item per year, something I'm presently above expectations for. Of course, this goal still sets me at the poverty level, but at least this job doesn't stress me out so much that I have swelling inside the spinal column!

18. Can you talk a bit about the tinker and why you believe it is so popular?

I'm really not all that sure myself why the tinker is so popular. I suppose it's doing well in large part because Endzeitgeist gushed about it, but that still doesn't explain how it was my first product to ever break the top 15 over at RPGnow.com and stay there. People just like the idea of ordering around an army of loyal mechas, I suppose.

19. What is the biggest problem facing Interjection Games?

Maps. I can't find a program that can draw them in a way I like. Dundjinni doesn't do it for me. CC3 doesn't do it for me. If anyone has a suggestion for a program, PLEASE send it my way at interjectiongames@yahoo.com. I have three adventures and a campaign I'd love to publish, but can't for this very reason.

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

Absolutely! I'm always looking to fill in the work that's here, there, and everywhere, but I really cannot expect myself to find all of those gaps on my own. To that end, I'm more than happy to take on requests for what you feel is a glaring hole at interjectiongames@yahoo.com. To date, five of my products have been written to satisfy such a request and two more requests are in the works. Perhaps yours will, too!



Rite Publishing Presents

The Secrets of Adventuring

By Steven D. Russell, Jonathan McAnulty,
Will McCardell, and Benjamin Rombeaut



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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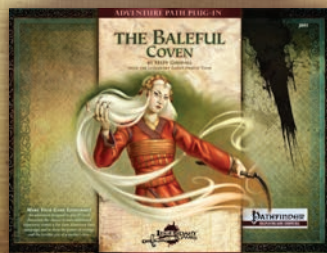
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Reviews

Book of Multifarious Munitions: Vehicles of War (PFRPG)



Publisher: Jon Brazer Enterprises
by Thilo G. [Verified Purchaser]
Rating: 5 of 5 Stars!

An Endzeitgeist.com review

This pdf is 12 pages long, 1 page front cover, 1 page editorial/SRD, 1 page ToC/introduction, 1 page back cover, leaving us with 8 pages of content, so let's take a look, shall we?

All right, first of all: I LOVE that we get new vehicles - they feature heavily in my campaign, make combat more dynamic and bring whole new tactical options and cinematic flair to a game. That being said, not a whole lot of books have tackled the subject so far, in spite of the existence of these rules since ultimate combat. Enter Jon Brazer Enterprises' second Book of Multifarious Munitions and we thankfully get some new fodder to battle on and travel with - but does the vehicle-book hold up to its potential?

Well, the first of the vehicles is rather basic - a crescent-shaped hovering board, which, while based on magic, should also put a smile on the faces of any sci-fi aficionados that would enjoy some hover-board battles. By the way - an aquatic, no-current relying board is also part of the deal - something rather relevant for fans of Alluria Publishing's great Cerulean Seas Campaign Setting. The fast and mobile halfling frigates may be small, but fierce indeed and multiple of these could take down larger vessels...

Speaking of small, but fierce: Kobolds get an AWESOME tool: AN alchemical, extremely painful flamethrower that should put the fear of these little critters into your players - put one of these in your kobold warrens and watch the PCs squirm when the little kobolds douse them in concentrated, searing death.

Now if you're more of a fan of the Harry Potter-franchise or of the classic concept of witches flying on brooms, the vehicle-treatment for brooms of flying will surely put a smile on your face.

Of course, more mundane vehicles can be found in here as well, with three in particular addressing a mayor gap I'm surprised at it not having been filled before: Siege Towers! From ramshackle siege towers as probably employed by the huge horde of orcs to regular ones and the almost impregnable ones the dwarves employ, the siege towers could find a place in just about any campaign.

Fans of clockworks, whether in a steampunk-context or of Midgard's Zobeck can also rejoice - there is a ram propelled forward by mechanical feet and controlled via a wand as well as a clockwork horse possessed by a demonic spirit (perhaps a lost design from the days of the revolt in Zobeck?) and, of course - a clockwork tank armed with a ballista. Clockwork tank armed with a ballista. If that does not put a smile to your face, what does? I know I was grinning from ear to ear when reading this. Now if warfare's the name of the game - then mobile barricades will provide shelter for the poor infantry and protect against the muscle-powered reapers, deflecting shields studded with multiple blades and used to overrun adversaries. Have I mentioned the wind/air elemental-powered land barges, essentially armored troupe transporters? Now if you don't want to get all into the fray, why not use a blade sphere?

What's a blade sphere you ask? It's a sphere of blades that doesn't decelerate for two rounds after letting it go, shredding and waltzing through anything in its path - of course, if your players fancy themselves sky pirates, you're in luck as well: On the one hand we get the low end of airborne vehicles with the flying wagon and on the other, the massive, intimidating, fortress shattering sky dreadnought - disabling one of these ought to be one epic hell of an adventure! And then there is the Warbird - if you happen to know a certain song "Flying on wings of steel...", you know what to expect - A mechanical, bird of prey-shaped vehicle that WILL go down in the legends of your group: "Remember that one time we flew on the mechanical eagle..." -epic indeed.

Of course, characters and factions more in line with the sinister aspects of magic also get new tools: Take for example the Zombie Bone Chariot, which is propelled by fast zombies (also nice for post-zombie-apocalypse-settings à la the upcoming "Warlords of the Apocalypse" or "Obsidian Apocalypse") or, one of my favorites, the bone skiff: A ship, which can be powered by channeling negative energy and which may extend up to 6 zombified arms (!!!) to attack a given target! This is disturbing indeed and gleefully so!

Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to a printer-friendly two-column b/w-standard and the pdf comes fully bookmarked. Beyond even that, we get hyperlinks (and the good kind!) of rules-relevant concepts to d20pfsrd.com -as well as artworks. A total of 4 beautiful full color artworks are in here, all of which to my knowledge are not only original, but also make you want to use these vehicles even more - V-Shane and Rick Hershey did a great job.

WOW. I liked the book on ships - but this is a whole different beast! Not only do the vehicles cover a wide

array of ideas and concepts, they are innovative and often feature unique modifications for propulsion, attacks or special qualities that set them apart. I hoped I would love this pdf - turns out, I adore it! Author Dale McCoy Jr. has created an extremely iconic, versatile array of vehicles that are guaranteed to enhance your game - whether piloting them, fighting them or engaging in all-out warfare, whether on land or up in the heavens - this pdf delivers - in spades! Going beyond even what I expected, it delivers versatility, ingenuity, stellar ideas and marries them with top-notch production values - an all out joy to read and review, this pdf scores a hearty recommendation at 5 stars + seal of approval and is a candidate for the top ten of 2013 - it may be small, but like the kobold-flamethrower, it sets ablaze your imagination.

Endzeitgeist out.

Fantastic Maps - Iconic Town



Publisher: Rite Publishing
by Thilo G.
Rating: 5 of 5 Stars!

An Endzeitgeist.com review

This latest installment of the Fantastic Maps-series is Jonathan Robert's second entry in the "Iconic"-subseries, i.e. maps that don't feature the usual grid of the close-up Fantastic Maps-series and instead takes a look at a larger geographic region, this time around a town - and what a town it is! Coming as a 35-page-pdf in letterpack standard, the town takes up 1 page, as does cover and how-to-use, leaving a total of 16 pages devoted to blown-up versions of the map in full color and grayscale respectively to be printed out and e.g. laminated or made into one massive hand-out of epic proportions.

Now taking a look at the overview-map (which btw. includes map-keys), you'll realize that this town is rather intriguing - a coastal town with a relatively sheltered river harbor lies nestled behind massive, fortified walls, the harbor's entrance being guarded by a massive keep. The southern part of the town, with its boat yard and lumber yard (the latter on an adjacent cliff-side) thus evoke a sense of industriousness that is underlined by the quarry featured in the Northeast of town and the massive stone elevators and water wheel also featured on the map - in fact, there is so much to discover on this map, it makes you realize where other town-maps are lacking. Beyond the superb quality of the map per se, Jonathan Robert's Fantastic Maps-line has improved and reacted to the criticism I voiced about this map's direct predecessor - it also includes an archive, wherein one can find high-res jpegs of the town in color and b/w as

well as with labels as well as 33 .png-files you could easily use to massively customize towns of your own making, adding massive value to this specific offering. Finally, we get the pdf also alternatively in a4-format so that Europeans like yours truly can also properly enjoy the maps when printing them out.

Conclusion:

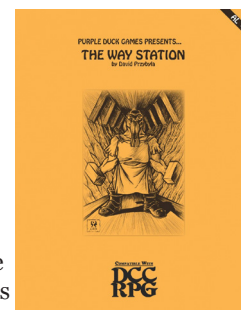
The pdfs are bookmarked, the hand-drawn maps of Jonathan Roberts are nothing short of mind-bogglingly beautiful and this town in particular has inspired me to actually craft a story around the map. Yes. Those nice, little details like stone circles, the elevator etc. add a touch of the special while the town still remains easily inserted into just about any setting and locale. Add to that the amount of support via .pngs, high-res jpegs and the option to get the map sans keys and we have an stellar, superbly beautiful offering that will make many DMs looking for a town-map quite happy I'm hoping I'll get to see many, many more of these awesome settlement-maps and remain with a well-deserved 5 stars + seal of approval for this installment of Fantastic Maps.

Endzeitgeist out.

A4 - The Waystation (DCC)

Publisher: Purple Duck Games
by Thilo G.
Rating: 5 stars out of 5 stars!

An Endzeitgeist.com review



This pdf is 19 pages long, 1 page front cover, 1 page SRD, leaving us with 15 pages of content, so let's take a look!

This being a review of an adventure-module, the following contains SPOILERS. Potential players may wish to jump to the conclusion.

Still here? All right! Many a world features massive remains of underground dwarven subterranean city complexes and this pdf details one such complex or at least a part of it - the titular waystation, which features hammer-handed, old dwarven guardian-beings as well as an infestation of fungous, acidic ambush predators. PCs may also find an ancient, powerful magic hammer (with deeds to unlock the powers) or find multiple entries on donations from days long past - but do you know what makes what would otherwise be a relatively good, but not too exciting dungeon-crawl really stand out?

One word: Railway system. Essentially, the now defunct empire once featured magical rail cars the PCs can ride through the depths and battle on. This idea

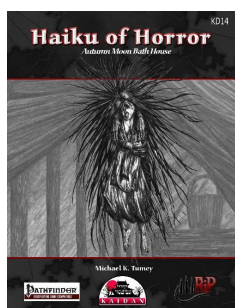
alone is imho worth the very fair, low asking price and any even remotely talented DM should be able to properly craft from this framework a more massive set of vehicular encounters - not only in the DCC-ruleset.

Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to PDG's printer-friendly 2-column standard and the pdf comes fully bookmarked and with both a player-friendly map and a DM-map for your convenience. The pieces of b/w-artworks, all original btw., greatly help enhance the unique mood of the set-piece dungeon locale.

I'm impressed - while short and sweet and more locale than adventure, author David Przybyla has crafted an iconic, interesting place that can easily be expanded and add some speed to your underdark explorations with not only the content it features, but also with the ideas it introduces and leaves for the DM to develop. A prime example of an inspiring supplement, I'll gladly rate this 5 stars and can recommend this to DMs of other rules-systems for idea-mining just as well.

Endzeitgeist out.



Haiku of Horror: Autumn Moon Bath House

Publisher: Rite Publishing
by Aaron H.

Rating: 5 stars out of 5 stars!

The following review was originally posted at Roleplayers Chronicle and can be read in its entirety at <http://roleplayerschronicle.com/?p=35034>.

Welcome, weary traveler, to our humble Bath House. You will find that we will do everything in our power to help you wash away the wariness from your long pilgrimage. Yes we provide many services here, but if you choose to stay the night I recommend you stay in your sleeping area... Oh no, we have not had any major problems, but your safety is important to us. There will be no problems, I assure you, please come in!

OVERALL

Rite Publishing has taken its oriental setting to a much higher level of quality than most other, much larger game production companies out there. Most people would be offended to see that this 61 page

product only has 9 pages of content, and as many pages of maps and map segments, but I can assure you none of it is wasted space.

RATINGS

Publication Quality: 9 out of 10

Kaidan is a haunted land, and the cover of all of the products looks like it is right out of any Japanese horror movie. If you know anything about some of the horror mythos in the orient, you know how creepy and disturbing they can be. The transparent black background sets off the already creepy penciled art. Add some white lettering with red borders and there is no doubt about what this supplement is about. The interior layout is great; nothing innovative or special, just solid layout that makes this a very useable product. The bamboo borders on the pages is appropriate for the setting and adds to its overall feel. The use of traditional Japanese prints is handled well and is a great contrast to some of the black and white art that makes this feel like a horror filled setting. There was a small disconnect in one of the creature descriptions dealing with hair color. A minor problem, but after you read this particular creatures description you will see why it is mention worthy. There are some good high quality maps in this book and the addition of printable map sections that allow the use of miniatures is sheer genius. Sure those map sections take up quite a few pages, but to have that in your GM kit is huge!

Mechanics: 10 out of 10

Autumn Moon Bath House is one of those supplements that isn't mechanic heavy. It isn't to say that there are not mechanics, just not too many of them. The creature/creatures are interesting and one has an interesting attack mode. Pathfinder encourages the use of miniatures and the included map sections help the GM run the game correctly if they include minis in their games.

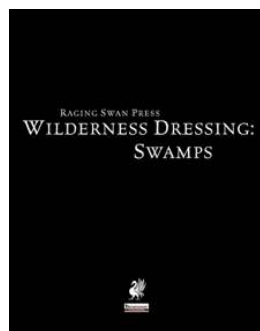
Value Add: 10 out of 10

The adventure in Autumn Moon Bath House has an intriguing plot that could be dropped into almost any setting with very few problems. One additional factor that really adds value to this product is the kind of min culture lesson that you get. Michael K. Tumery takes the time to introduce the reader to the proper Japanese names of some items and explains their uses. The maps have a dual purpose, first they make the adventure come alive for you if you choose to use minis, but this bath house could be a bath house in any oriental adventure. The other purpose is that with enough supplements like this one, with the maps it has, you could quickly produce a high quality village with mapped out buildings, to scale.

Overall: 10 out of 10

There is so much Rite, I mean right, I mean, well **you** get the idea. There are a lot of great things about this product: the art is good, the layout is great and the maps are well done and usable. The resolution to this haunted Bath House is interesting and just challenging enough to keep players engaged.

Wilderness Dressing: Swamps



Publisher: Raging Swan Press
by Thilo G.

Rating: 5 out of 5 stars!

An Endzeitgeist.com review!

This pdf is 40 pages long, 1 page front cover, 1 page editorial/ToC, 1 page SRD, 1 page advertisement, leaving us with 36 pages of content, so let's take a look!

This being an adventure-review, the following contains SPOILERS. Potential players may wish to jump to the conclusion.

The PCs are recruited by one Wilhelm Dobbenspeck to venture to the remote village of Domandro, thought lost in the icy Tundra to ages and unknown problems. After an exhausting trek through the icy regions, the PCs find the village – and there's something seriously problematic going on there. The whole town seems to have been flash frozen, courtesy of the adventurers that once lived in the town – but why? Well, the PCs, provided they can withstand the supernatural cold, will have some nice, sandboxy explorations to do.

See, the town is anything but empty – two factions of giants have settled down here: A bunch of ignoble, vile ettins and some slightly more approachable and honorable frost giants – both factions would like to take a bite out of the PCs, though... Worse and complicating everything, a necromancer named Jimmie Quickfingers also has settled in the village. In order to properly navigate the village and piece together the clues, the PCs can use these factions against one another and finally deduce what has happened:

Creatures from the stars descended as deadly creatures upon the town and in order to contain the infection used an artifact aptly-named "Cold Snap" – unfortunately, proximity to its elemental cold also results in some mutations (which you can represent via a new table) and the artifact rests now in the clutches of the local white dragon. The combat against this dragon is unfortunately rather handwaved and represents the weakest part of the module.

Upon destroying the artifact, the PCs will have to deal with the dread invaders from the dark Tapestry to secure a future for this village out **of time** – **as its** population wakes from the cold slumber into a world

that is no longer their own.

Conclusion:

Editing and formatting are good, though not perfect – minor glitches here and there, like a wrong creature-type (though the crunch is correct) of a giant to minor typos can be found, though nothing that would truly impede your ability to run this module. Layout adheres to AaW's 2-column full color standard and the 2 new maps are beautiful, though they come sans the usual player-friendly versions. The pdf doesn't have any bookmarks, which slightly detracts from its usability, but it does come in two versions, with the second one being more printer-friendly.

Author Haakon Sullivan has created a great sandbox with some awesome pieces of fluff and an atmosphere of forlorn doom. The module offers quite a few excellent scenes and overall, the sojourn is a joy to behold – with some minor issues, though: The lack of bookmarks and player-friendly maps as well as the handwaved dragon encounter somewhat detract from the module's appeal, at least for me. Especially the latter is simply not necessary and should have been cut in favor of more details on the superb location. All in all, what remains is a nice adventure-module that only closely misses the higher echelons of its craft. Due to the well-crafted mood and locations, I'll settle on a final verdict of 4 stars.

Endzeitgeist out.

101 Variant Monsters (PFRPG)

Publisher: Rite Publishing
by Megan R.

Rating: Five out of Five Stars!

Do you have those annoying sort of players who seemingly have memorised every monster and so as soon as the first few words of description pass your lips they rattle off the name and known weaknesses of the critter before a single die is rolled?

(If not, you've never had me at your table, a side-effect of an eidetic memory & reading a LOT of RPG books means I have to be very careful not to be so annoying...)

A common tactic, especially if you do not have the time or inclination to make up hordes of original opponents for your characters, is the so-called 'reskinning' of monsters - changing enough of a



standard monster so that he's mechanically the same but looks and feels like a wholly new critter. Even that can be quite taxing and requires a good understanding of the game mechanics underlying monster design.

So here, nicely ordered by CR, are a host of variant monsters all ready to line up against your characters. Each entry gives the name of the new variant with the original monster in brackets - you'll need to use this book in conjunction with the Bestiaries, because the core statistics are not given here. The rest of the entry covers what is different about the variant monster, but gives you both evocative descriptions to help you paint the scene for your players as well as apposite game mechanics, new abilities and so on.

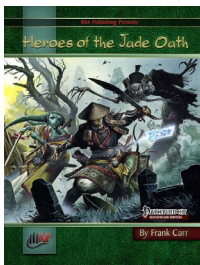
A valuable resource if you like a bit of variety at your table!

Heroes of the Jade Oath (PFRPG)

Publisher: Rite Publishing

Author: by Aaron H.

Rating: five out of five stars!



The following review was originally posted at Roleplayers Chronicle and can be read in its entirety at <http://roleplayerschronicle.com/?p=35342>.

Are you considering an Eastern Campaign? Well Heroes of the Jade Oath, is a supplement that allows players to expand on Eastern-style Pathfinder options already provided through products like Jade Regent, and Ultimate Combat.

OVERALL

Heroes of the Jade Oath, is a different look into the lifestyles of the Eastern lands. It is a nice change of pace from a lot of the current themes going on in the RPG community. It's a good buy for those who are looking for something new to add to their Eastern Campaigns.

RATINGS

Publication Quality: 9 out of 10

Publication Layout: The layout of this adventure is clean and colorful. There is very little space wasted and the artwork is definitely of the best quality. This product is definitely built for print, and it shows!

Ease of Mobility: What kills me about this product, is that it is 80MB in size. Paizo's core book PDF's are not even this size. As a result, it makes transferring and reading this on a mobile device a total lag. Going forward I would like to see publishers consider a "Mobile friendly" PDF along with the high resolution. I see quite a lot of publishers do this, so it is hard for me to believe that it's not possible.

Also, because there is so much in this book, it would have been nice to have a chapter by chapter downloadable content as well. It would have been helpful for those who like to reference certain sections when they are in game, or to allow the GM the opportunity to reference the item.

Mechanics: 10 out of 10

Mechanically, the product is fairly sound. I don't see anything that makes me go: "Whoa buddy" on the imbalance table. But there are some nice new additions that do compliment the rules already in place for Pathfinder. So I have no major complaints.

Value Add: 10 out of 10

I spoke earlier about there being quite a lot of quality value in this expansion, and there is. They expanded on a lot of the mythos that is the Eastern culture and lifestyle. When this is tied into the other products, like Kaidan, The Way of the Samurai, and even other products like Jade Regent, they can all be interwoven, and that's not an easy thing to do. Products that allow versatility between homebrews and published adventures is a quite hard, and so I tip my hat to the team in that respect.

Overall: 10 out of 10

Overall, this product is quite well done! It has compatibility with other products, as well as stand alone as a great supplement product. Although I personally do not have any plans on running an eastern based campaign any time soon, it's good to know that there are amazing products that keep the games alive, and provide new options to gamers no matter what their needs are.

THE LONELY COAST

A Pathfinder Roleplaying Game Compatible Mini-Campaign Setting by Creighton Broadhurst

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the southern storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that seemingly chokes the forgotten holds and sacred places of the Old People. Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures. The perils of the Lonely Coast are legion and thus there is always a need for those with stout hearts and skill with blade and spell or for those merely hungry for glory to defend humanity's most tenuous enclave.

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Endzeitgeist (five stars)

"A perfect starting area for a new campaign, small enough to be dropped into just about any GM's campaign."

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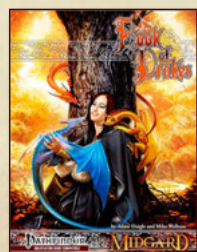
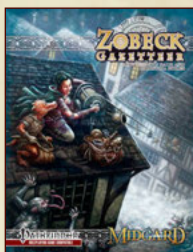
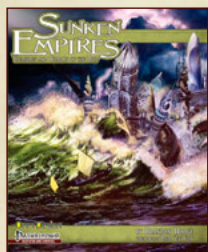
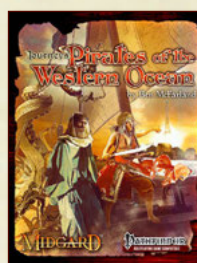
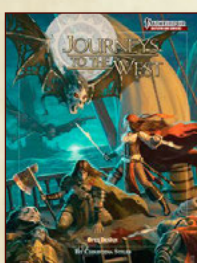
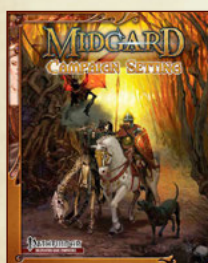
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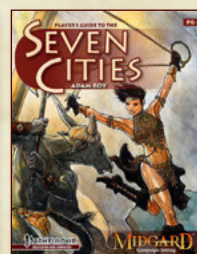
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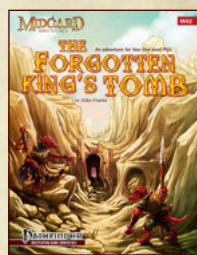
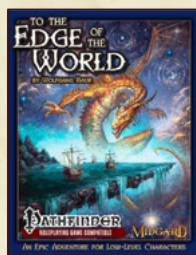
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