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By Dave Paul



Pathways has entered a new era. For two months now, our readers have had the opportunity to pay for the magazine. Why would anyone pay for something if it can be gotten for free? That's a good question. Part of the reason, I suppose, someone might pay for something that is offered for free is to demonstrate appreciation. If you enjoy *Pathways*, if you think that it's worth more than other freebies, and if you want to tell us what you think of its economic value, now you can. You can also download it for free, like always. And, if you do, we'll think no less of you.

According to some, the strategy of offering a product at whatever price the customer is willing to pay works best when the customer can be relied upon in at least two important ways: the customer has a savvy sense of appraisal and the customer has a strong relationship with the seller. So, in part at least, we at *Pathways* are saying to you, the customer "we trust your judgment" and "we're appreciative that you've been with us." But we're also asking you to move outside that comfortable place of getting something for free and giving us an indication of what you think the magazine is worth. I've been asking, on and off, for feedback from readers. Now this request is more directly relevant. What content would you like to see *and* what would you be willing to pay to see that content? Let me know. Within this issue you'll find a nice, quick-and-easy adventure by Mike Myler (for Steve's interview with him, see issue 32). One of the things I really like about this encounter/adventure is that it doesn't need a map. Sure, you can make a map, if you want. If you're using this for a handful of players and they're obsessive about placement or how cool their painted minis are, then, use a map. But, the first decade or so that I played RPGs, nobody used maps, at least, not for combat. The GM had maps, and sometimes sketched dungeons or whatever for the players, but, there was no tactical grid for combat. We all just imagined the fight and did our best to picture the entirety of the scene. Frankly, my gaming imagination was probably stronger back then.

I'd like to get reports from those of you who play through this, especially if you do it map-less. What was your experience like? How did the players respond? Could you make combat run smoothly without all the 5-foot quanta of space all over the place? I hope so. Don't get me wrong; I spent a few years as a very competitive D&D Minis player (even managed to get into a few championships). I enjoyed the tactical aspect of the boundaries of the grid. But, for role playing purposes, I really like acoustic style.

Happy gaming.



# CHARACTER MANAGEMENT SOFTWARE FOR PLAYERS AND GMS

Ten Foundie Sungeren Tools Sera	gs License Develop Help View Update
ame Hakkon Truesilver	Human Bbn 4, Clr 3 HP: 95/95 AC: 17 Cash: ~791 GP
asses Background Abilities Barbarian C	leric Skills Feats Weapons Armor Magic Gear Other Personal Journal Special In-Play Adjust Spells
Ability Scores: 20 of 20	Basics Skills Feats
STRR Bread     12/16     +1/+3       DEX DEX     12     ↓       CON     16/20     ↓       INT     11     ↓       NUMBER     16     ↓       Vision     16     ↓       Charama     12     ↓	Attack (Bonus: +6/+1 Attack (Meles): +5/+4 Attack (Meles): +5/+4 16' +3' Strength 12' +1' Dexterity +4 Acrobatics Acrobatics Acrobatics Acrobatics   Attack (Meles): +7/+2 12' +1' Dexterity 0 Appraise Armor (Medium)   Combat Manevverse 16' +3' Wildown +5' Digitalse Device Armor (Medium)   CM Defenses: 18 / 17F1 16' +3' Wildown +5' Digitalse Device For Titude   Defenses 18 / 17F1 35000 XP Escape Artist Fritewidth (Minimidate 10' Armor (Medium)   Portitude Save: +13 35000 XP 9 9 57' 82/2301bs, Lgt Enct 17' Armor (Light) +9   Armor Class: 17 / 97 ch / 16F1 11' Arminate 17' Armor (Jos Speed 9 Speed +7' Intrimidate 2' Ride
Spent: 20 of 20	Initiative:     +1     +6/+1 Attack Bonus     +5     Spelicraft       Speed:     40 / 30 feet     +9/+4 (Melee)     +3     Steath       Hit Points:     95/95     +7/+2 (Ranged)     +3     Swinval       Encumbered:     57.82/230/bs, Lgt     +9     CMB     - Use Magic Devic       Medium (5' space, 5' reach)     +14 Entrude Sme     +     -     -

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	Hakkon T	ruesilver		LIEDO
Male Human B Chaotic Good; Weight: 220lb.;	Deity: Bhrian B	hor; Age: 21; H	leight: 6';	FIERO/
Ability	Score	Modifier	Temporary	
STRENGTH	12	+1		1.0
DEXTERITY	12	+1		1
CON	16	+3		1
INT	11	0		
WISDOM	16	+3		5
CHARISMA	12	+1		
Saving Throw FORTITUDE (CONSTITUTION) REFLEX (DEFLEX		Ability Resist Misc +3 +2 +1	Temp Notes	
WILL (WISDOM)	+7 = +4	+3		1
AC 19 =	Armor Shield De		ec Dodge Misc	
Touch AC			18	-
CM Bonus CM Defense	18 = 10	Strength     Size       +1     -       3AB     Strength       +6     +1       mage / Current HP	Dexterity Size	1
HP 81				
Base Attack	+6	Initiative	+1	Skil Name Acrobatics
		Speed	40 / 30 ft	Appraise Bluff
+)	2 Battleaxe, F	laming, Keer	ı	Bluff <sup>♥</sup> Climb
Mainhand: + Both Hands:			Crit: 19-20/x3 1-Hand, S	Craft: Weapo Diplomacy
	Unarmed			Escape Artis
Mainhand: +	7/+2, 1d3+1		Crit: 20/x2 Light, B	<sup>♥</sup> Fly Handle Anima
	Breast	plate		Heal
+6	M	lax Dex: +3, An ell Fail: 25%, N	nor Check: -4	Intimidate Perception
	Shield, Lig			Ride Sense Motive
+1		Max Dex: -, An Spell Fa	mor Check: -1 ail: 5%, Shield	Spellcraft Stealth Survival



WIS (3)

STR (1



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# Kingkiller Creature Jemplate

#### Illustration by Nick Russell

Sometimes called Ruler's Bane, or Sovereign's Scourge, kingkiller creatures are the result of a curse that sometimes results from the troubling history and crimes that are inevitable in the rise of a new kingdom. The deities of destruction and wrath create kingkillers from prominent members of the fallen or traitorous aristocrats and government officials involved within that kingdom, or from those whom the kingdom has truly wronged in their struggle to gain authority and control over the realm. The kingkiller's appearance is often a cause for the appearance of signs, portents, prophecies, and omens of doom for a kingdom and its rulers. Kingkillers often seek not only to kill and slay the ruler, but also other prominent members of the government, their allies, and often despoil the kingdom itself. Kingkillers are frighteningly swift and deadly, possessing demon-like wings that can also defend and absorb the magical defenses of the kingdom.

#### Creating a Kingkiller Creature

"Kingkiller" is an acquired template that can be added to any creature.

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

#### CR: +3

#### Alignment: Chaotic Evil

Size and Type: The creature gains the outsider type plus the chaotic, evil, and native subtype.

Defensive Abilities: Gains darkvision 60 feet, +5 profane bonus to Will saves; DR 5/cold iron (increase to 10/ cold iron and good if the kingkiller's CR is 10 or higher; increase to 15/cold iron, good, and lawful if the kingkiller's CR is 15 or higher).

Weakness: Vulnerability to cold iron (a kingkiller takes half again as much damage (+50%) from cold iron weapons); Overloading (a kingkiller can absorb a maximum number of spell levels equal to its Hit Dice x 4; if it cannot absorb a spell or effect due to its spell levels being full it suffers the effects as normal, plus it is stunned for 1 round).

Speed: A kingkiller creature's base speed increases by +30 ft.; it also gains a fly speed equal to 90 ft., with average maneuverability, or a +30 ft. increase over its existing fly speed, whichever is better.

Special Abilities: A kingkiller creature retains all the special abilities of the base creature, and gains the special abilities as described below:

Absorb Magic (Su): A kingkiller's wings can absorb and defend against psionic, supernatural, spell, and spell-like abilities. If it makes a successful saving throw against an attack, the spell has no effect and the kingkiller absorbs a number of spell levels equal to the spell's level (psionic and supernatural effects have a spell equivalent to its source's HD divided by 2.). It cannot react to attacks that do not offer saving throws. If it fails its save and the effect has a duration, each round on its turn, the kingkiller may attempt

a new saving throw to end or reduce the duration by half, upon a second successful saving throw it negates the effect, and absorbs it. Making these secondary saves are full-round actions that do not provoke attacks of opportunity.

Accursed Wounding (Su): Damage dealt by a kingkiller creature cannot be healed normally, (including regeneration and fast healing) unless a creature makes a successful Will save (DC 10 + 1/2 the kingkiller's HD + its Con Modifier). Magical healing will not heal damage dealt by a kingkiller creature unless a specific type of creature under a specific circumstance casts a remove curse or similar spell. These specific requirements are subject to GM adjudication, examples include a creature, a creature of the same type as the kingkiller creature, a creature who is not part of the kingdom, on the site of the kingdom's founding, on the site of the kingkiller creature's creation, on holy ground dedicated to the ethos of forgiveness. A Heal check (DC15 + the kingkiller creature's CR) can be made to determine this requirement. This is a necromantic-curse effect.

Consume Magic (Su): A kingkiller can, as a standard action, use its wings to make a combat maneuver check against a target's worn, held, or carried magic items or a magical barrier (such as a wall of force, but not a circle of protection against evil/law) in an attempt to consume the item's magic. If successful, the opponent or item (spells are treated as items) gets a Will save (DC 10 + 1/2 the kingkiller's HD + its Con modifier) or the kingkiller drains the item's magic, gaining a number of spell levels equal to its charges (potions hold a single charge, permanent items are considered to contain 50 charges), rendering it nonmagical.

Artifacts are immune to this effect. A make whole spell with a successful caster level check (DC 11 + the kingkiller's CR) will restore a permanent item's magical properties if the spell is used within 48 hours of the item being drained.

Execute Official (Su): As a swift action, a kingkiller may draw forth the life force of any helpless creature that serves in the local kingdom's government within 10 ft. per HD the kingkiller possesses, using it to empower itself and killing the helpless official. An opponent must make a successful Will save (DC 10 + 1/2 the kingkiller's HD + its Con Modifier) or the subject dies and the Kingkiller gains 1d8 temporary hit



points plus it absorbs 4 spell levels. Additionally, its effective caster level goes up by +1, improving spell effects dependent on caster level. This is a death effect.

*Expend Magic (Su):* Kingkiller creatures may expend absorbed spell levels to utilize the following powers:

• *Detect Magic (Su):* Kingkiller creatures continuously detect all magic (as the detect magic spell) within a 6 mile radius per HD it possesses; this expends one stored magic level each day.

•*Fast Healing (Su):* A Kingkiller creature may expend one stored magic level to gain fast healing 3 for 1 round. It may expend additional spell levels to increase the amount of fast healing it gains by 3 for every spell level it expend to a maximum amount equal to its Constitution Score. Hence, a kingkiller creature with a Constitution Score of 20 could expend 7 spell levels and heal 20 hit points in one round. Use of this ability is not considered an action as it is an automatic reflex.

*Listen In (Su):* Kingkiller creatures automatically hear any form of psionic or magical communication within 1 mile per HD of the kingkiller creature (including but not limited to dominate person, dominate monster, helm of telepathy, sending, telepathic bond, telepathy, whispering wind, etc.).

Rejuvenation (Su): Kingkiller creatures are not destroyed through simple combat: when a kingkiller is slain or destroyed, it immediately heals as many hit points as possible through its remaining magic levels (to a maximum of its Constitution score). If it has no magic levels remaining, the kingkiller dissipates and reforms 2d10 hours later with 1 hp on the site of its creation as a kingkiller, or at the site of its destruction, and then it absorbs a single level of divine magic from its curse, at which point it heals itself. Even the most powerful spells are usually only temporary solutions. Typically, there is a unique means to destroy a given kingkiller. The exact means varies and may require a good deal of research to discover (a DC 15 + kingkiller creature's CR Knowledge (history) or (local) check). Usually this involves forgiveness for a traitor's crimes and giving the creature what it wanted before it became cursed. This could be wealth, recognition, justice, land rights, power, or the safety of its people.

**Scourge:** When a kingkiller creature is created, select one of the following scourges, that kingkiller gains these additional abilities:

#### Fire

*Flame Barrier (Sp):* A scourge of fire may expend 4 stored magic levels as a swift action to create a wall of fire spell, with a caster level equal to the kingkiller's HD.

*Flaming Attacks (Su):* A scourge of fire's melee and ranged attacks (including touch attacks) deal +1d6 points of fire damage. This amount of damage increases to +2d6 at CR 10 and to +3d6 at CR 15. This ability drains one stored magic level per day.

*Scorched Earth (Su):* A scourge of fire continuously causes all plants within 10 ft. per HD it possesses to catch

on fire. Plant creatures are immune to this ability. This ability drains one stored magic level per hour.

#### Madness

Delusion (Su): After any successful melee or ranged attack (including touch attacks), the scourge of madness may expend stored magic levels to force the target to make a successful Will save (DC 10 +1/2 the kingkiller creature's HD + its Con Modifier) or suffer Wisdom damage plus an additional effect. The number of spell levels, the amount of Wisdom damage and the additional effect is dependent upon the kingkiller's CR.

CR	Spell Levels	Wisdom Damage	Effect
3-9	2	2	Confusion
10-14	4	4	Confusion
15+	7	6	Insanity

*The confusion effects* last for 1 round per CR of the kingkiller, the insanity effect is instantaneous as per the spell.

*Illusion (Sp):* A Scourge of Madness must have an Intelligence or Wisdom of at least 8 to use this ability. If it does, it may expend stored magic levels to cast any one level worth of spells from the Illusion school found within the Pathfinder Roleplaying Game Core RulebookTM. For example, a scourge of madness can cast a 3rd-level illusion spell by expending 3 stored levels of magic. The scourge must have a CR equal to double the spell's level to cast the spell and its caster level is equal to its HD.

#### Blight

Aging Curse (Su): After any successful melee or ranged attack (including touch attacks), the scourge of blight may expend five stored magic levels and curse the subject. This curse causes the subject to become old and decrepit. The subject must make a successful Fortitude save (DC 10 + 1/2 the kingkiller creature's HD + its Con Modifier) or it ages one age category (two age categories if CR 10 or higher, three categories if 15 or higher) and incurs the physical penalties associated with old age (middle aged characters suffer a -1 penalty to Strength, Dexterity and Constitution, old an additional -2, and venerable an additional -3). For each category the subject would age past venerable, it gains a negative level (same DC).

This curse only affects the physical bodies of the creatures, not their minds. Therefore it does not grant the bonuses to Intelligence, Wisdom, or Charisma that age normally confers. It also does not affect creatures that gain benefits from aging, such as true dragons.

The curse bestowed by this effect cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

*Blighted Crops (Su)*: The scourge of blight continuously causes all crops within 10 ft. per HD to contract a fungal

disease and wither in 1d10 days. This ability drains one stored magic level per hour.

*Ruinous Touch (Su):* After any successful melee or ranged attack (including touch attacks), the scourge of blight may expend two stored magic levels to ruin any single nonmagical, non-attended object of less than 1,000 lbs. (reducing its hit points to zero). Magical items and attended object receive a saving throw (DC 10 +1/2 the kingkiller creature's HD + its Con modifier), a failed save reduces the object's hit point total to one hit point below half its maximum hit point total (the object cannot be repaired or gain hit points using this effect). This also causes the object to gain the broken condition; this condition is removed if the object is restored to at least half its original hit points. Artifacts are immune to this effect.

By expending 6 spell levels this effect can also deal 10 points of damage per HD the kingkiller possesses (to a maximum of 150 points at 15 HD) to construct creatures. If the creature successfully saves (same DC), the effect deals half this amount. This effect cannot reduce a construct's hit points to less than 1.

#### Pestilence

*Virulent Contagions (Su):* Any creature that comes within 10 ft. of a creature affected by a scourge of pestilence illness or pestilence ability must make a Fort saving throw or suffer its effects within 2d12 hours.

*Illness (Su): A* scourge of pestilence continuously causes all creatures within 10 ft. per HD the kingkiller possesses to succeed on a Fort save (DC 10 +1/2 the kingkiller creature's HD + its Con Modifier) or be sickened. The sickened effect is permanent until negated by a spell or effect that removes disease. This ability drains one stored magic level per hour.

Pestilence (Su): After any successful melee or ranged attack (including touch attacks), the scourge of pestilence may expend stored magic levels to force the target to make a successful Fort save (DC 10 +1/2 the kingkiller creature's HD + its Con Modifier) or suffer Constitution damage plus an additional effect. Twenty-four hours later, a creature that failed its save must make a successful Fort save (same DC) or suffer 3d6 Constitution damage. The number of spell levels, the amount of Wisdom damage, and the additional effect is dependent upon the kingkiller's CR.

*The effects are* permanent unless negated by a spell or effect that removes disease. While afflicted, a creature cannot be afflicted a second time.

#### Storms

*Call Lightning (Sp):* By expending three stored spell levels as a swift action, a scourge of storms may call down a single bolt of lightning as call lighting. Caster level equal to its HD.

*Call Storms (Su):* A scourge of storms continuously generates control weather (CL equal to HD) as a druid (3-mile radius) and always increases the intensity of the weather every 10 minutes. This ability drains seven stored magic levels per day.

*Thunder and Lightning* (Su): A scourge of storm's melee and ranged attacks (including touch attacks) deal +1d6 points of electricity and sonic damage (half the damage coming from each type). This amount of damage increases to +2d6 at CR 10 and to +3d6 at CR 15. This ability drains one stored magic level per day.

#### Vermin

*Command Vermin (Su):* By expending one stored spell level, as a standard action, a scourge of vermin can enslave vermin, animals (if they possess either a poison or disease special attack) and any swarm within 30 ft. These creatures receive a Will save (DC 10 +1/2 the kingkiller creature's HD + its Con Modifier) to negate the effect. Creatures that fail their saves fall under the kingkiller's control, obeying its commands to the best of their ability, as if under the effects of control undead. Intelligent creatures receive a new saving throw each day to resist its commands. It can control any number of creatures, so long as their total Hit Dice does not exceed double the kingkiller's HD. If a creature is under the control of another creature, the kingkiller creature must make an opposed Charisma check whenever the orders conflict.

*Infest Location (Su):* By expending one stored spell level, as a standard action, a scourge of vermin can call the nearest vermin, animals (provided that they possess either a poison or disease special attack) and any swarm of a particular type it designates (provided the creature's CR is equal to or less than the king killer's HD) to seek out the kingkiller creature. This calls one creature per 2 HD the kingkiller possesses. The creatures move toward the kingkiller under their own power, so the time they take to arrive depends on how close any particular animal of the desired type is when this ability is activated. If there is no creature of that type capable of reaching it, it becomes aware of this fact, but the spell level is wasted.

Swarm Form (Su): After any successful melee or ranged attack (including touch attacks), the scourge of vermin may expend four stored magic levels and polymorph the subject. This polymorph effect causes the target's body to become a swarm, an ever-shifting swarm of tiny versions of itself. The affected creature is unable to hold or use any item. Clothing, armor, rings, helmets, and backpacks become useless. Large itemsarmor, backpacks, even shirts-hamper more than help, reducing the creature's Dexterity score by 4. Reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the creature cannot act coherently, attacking blindly, unable to distinguish friend from foe (-4 penalty to hit and a 50% miss chance, regardless of the attack roll). At the end of the effect's duration (1 minute per HD the kingkiller possesses) it returns to its normal form. A creature can regain its own shape by taking a standard action to attempt a new save. A success reestablishes the creature's normal form for 1 minute. On a failure, the creature can still repeat the check each round until successful.

#### War

*Bloodlust (Su): All* creatures within 10 ft. per HD the scourge of war possesses must make a Will save every round (DC 10 +1/2 the kingkiller creature's HD + its Con Modifier) or attack another creature (toward which they have an Indifferent or worse attitude) within their sight. This ability drains one stored magic level per hour. This is a mind-affecting compulsion effect.

Incite Murder (Su): A scourge of war may expend nine stored magic levels as a standard action to cause a creature within line of sight to make a successful Will save (DC 10 + 1/2 the kingkiller creature's HD + its Con Modifier) or dedicate all of its actions to killing or destroying a specific creature the scourge names (a creature without a name cannot be the target of the assassination). After the subject kills or destroys the target, the effect ends. This forces the target to act immediately without preparation. The effect ends immediately if the subject believes the target is dead or physically cannot reach the creature-including a situation forcing the subject to pass through an area that would, without a doubt, kill it. For example, a subject that breathes only in water but must cross land to reach its target is unaffected by this effect. While under the effects of mind blank, protection from evil or a similar spell, the subject can ignore the mind affecting compulsion, but such a ward does not prevent establishing incite murder, nor negate it. Otherwise, the effect lasts for 24 hours. A creature that makes its save cannot be subject to a kingkiller's incite murder for 1 day.

*Skirmish (Su): A* scourge of war's melee and ranged attacks (including touch attacks) deal +1d6 points of damage. This amount of damage increases to +2d6 at CR 10 and to +3d6 at CR 15. This ability drains one stored magic level per day.

*Abilities: Increase from* the base creature as follows: Str +10 (+5 to attack and damage, +5 to Climb and Swim skill checks, +5 to Strength, and CMB checks, +5 to CMD), Dex +10 (+5 to Ranged attack rolls; AC and touch AC, Initiative, and Reflex saves, +5 to Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth checks, add +5 to any of the base creature's Dexterity-based DCs), Con +10 (+5 hp per HD, +5 to Fortitude saves, and any of the base creature's Constitution-based DCs).

*Skills: If the* base creature does not have ranks in the Fly skill, the kingkiller creature gains Fly as a class skill and gains a number of bonus ranks in Fly equal to its HD.

*Feats: The kingkiller* creature gains Improved Initiative and Run as bonus feats.

#### Kingkiller creatures and Kingdom Building

Some adventurers found kingdoms, in doing so they must drive out or kill the indigenous inhabitants to make

room for their rule and their settlers. Others must lead soldiers into battle, waging great and terrible wars to enforce their rule, hold on to these newly acquired lands, or to gain control of new lands. In the course of doing something so monumental, members of the indigenous inhabitants may come to hate them, innocents are likely to be harmed in these wars, soldiers under the adventures' command may commit atrocities, or perhaps the adventurers commit these vile acts themselves. These actions can sometimes have the unintended consequence of creating a kingkiller.

A Ruler could break a treaty he signed, pass an unjust law, or pardon a horrific criminal or perhaps the Ruler's Consort, the Ruler's Heir or the Ruler's Viceroy performs these actions. The kingdom's General might sacrifice troops in a battle to win the war, or actually order some atrocity be carried out. A Diplomat perhaps issues an insult that leads to war, or fails to reach a meeting that could have prevented one, perchance the Diplomat falls in love and steals away with another ruler's wife, leading to death and destruction for people on both sides. The High Priest might choose to oppress a rival religion striking at the fanatical and the peaceful members alike simply because they worship what the priest sees as a cult of "evil." Perhaps the Magister uses education as a form of propaganda, hiding the details of the adventures' true actions. The Marshal might become lax in his duties allowing a merchant to control an outlying settlement, ruling like some petty lord. Maybe the Royal Enforcer executes an innocent man, or imprisons a criminal under inhumane conditions. Conceivably the Spymaster could sacrifice a spy as a pawn in his game of chess, or he makes a mistake and an informant is killed or betrayed. The Treasurer is almost universally hated in a fantasy medieval setting as the tax collector. As you can see there are many opportunities for a kingkiller creature to be created.

Remember, kingkillers don't just attack the rulers and officials, they attack the stability of a kingdom in the same way a monster attack would and can lead to the total collapse of a kingdom, so they should not be used lightly.

Kingkiller Attack (Kingdom, Continuous): A kingkiller creature attacks the kingdom. The GM picks a claimed hex in the kingdom in which the monster starts its activity, though it can move to a new hex at any time. The CR of the monster encounter is the party's APL + 3. You must personally deal with the monster (earning XP and treasure normally for your efforts). If the monster is not defeated this turn, Unrest increases by 4. If the kingdom's Unrest is 5 or higher, the monster's hex becomes unclaimed—this is in addition to losing control of hexes in the Upkeep Phase because of the kingdom's high Unrest score.



#### The Lizard Kingkiller, Scourge of War XP 6,400

CR9

Kingkiller (scourge of war) Male advanced lizardfolk fighter 2

N Large outsider (augmented, evil, lawful native) Init +11; Senses darkvision 60 ft., detect magic (42 miles), listen in (7 miles), Perception +1 Aura bloodlust (70 ft. DC 23)

#### Defense

AC 24, touch 16, flat-footed 17 (+3 armor, +7 Dex, +5 natural, -1 size) **hp** 112 (5d8+2d10+79) fast healing 3-30

Fort +14, Ref +8, Will +7; +1 vs. fear

Defensive Abilities absorb magic DR 5/cold iron

Weakness vulnerability to cold iron, overloading (28, currently holds 14).

#### Offensive

Speed 60 ft., fly 90 ft., swim 15 ft.

Melee +1 keen trident +17 (2d6+16 +1d6/19-20), bite +15 (1d6+11+1d6)

**Ranged** javelin +11 (1d8+11 +1d6)

Space 10 ft.; Reach 10 ft.

Special Attacks accursed wounding (Will DC 23, Knowledge DC 24), consume magic (DC 23), execute official (DC 23), incite murder (DC 23), skirmish

Statistics Str 33, Dex 24, Con 30, Int 8, Wis 8, Cha 12 Base Atk +5; CMB +17; CMD 34 Feats Intimidating Prowess, Improved Initiative, Iron Will, Multiattack, Run, Toughness, Vital Strike, Weapon Focus (trident)

Skills Handle Animal +5, Fly +17, Intimidate +11, Perception +1, Stealth +0, Survival +4, Swim +23

Languages Draconic

SO hold breath, bravery +1

Combat Gear potion of cure serious wounds; Other Gear +1 leather armor, +1 keen trident, 5 javelins





# 134 Magus Spells





# Growing Up Geek

By Liz Winters, Illustrated by Liz Winters

I was a lucky kid growing up! Both my dad and my mom are gamers and RPGs were a staple in our household. We even have a New Year's Eve tradition of roleplaying into the New Year with our family friends. I'm hoping to raise my own children with RPGs one day too, as I am sure many gamer parents or would-be parents wish to do as well. But what are the benefits to introducing roleplaying at a young age, and what's the best approach?

I don't want to get all academic on you fine readers, so I'll make this brief. There are a few researchers that have studied the impact of imaginative play on children; and what's more imaginative that roleplaying games? If you're intrigued and want to go look them up, I've included readings below. According to these studies, imaginative play, especially in early childhood until about age 10, has not only been shown to prepare children for school, but also provide other benefits too (Singer & Singer, 1992). Playing "pretend" requires children to negotiate, improvise, and understand the difference between an object within the "real world" and the "pretend world." These children not only develop a strong mental ability, but their self-confidence, emotional and language development, and social skills develop faster too (Bergen, 2000). So, now that we can all agree that roleplaying with your children is a good thing, how do you do it?

My dad took the stripped-down game-system approach to get me excited about RPGs, complete with painted figures and home-made terrain. I was Chernin the unicorn, and I had to find my mother, who had been kidnapped by orcs. It was story-telling mostly, with a little bit of dice rolling. I couldn't handle much more at age 6 or 7. Nonetheless, I caught my poor father off-guard when I finally confronted the orcs and simply asked, "Why are you being mean? Why can't we be friends?" A few years later, my dad introduced the Amber Diceless Roleplaying Game into the mix. The roleplaying got stronger, especially with the lack of dice, and we even did a few Live Action Roleplaying sessions to keep me excited. Yes that's me in the picture, and yes I was a dork. Once I entered Junior High, I was able to play "real" Dungeons & Dragons with the grown-ups and with all of the nitty-gritty rules.

The author walking the Pattern of Amber (drawn in chalk) during an Amber Diceless Roleplaying Game session at age 8.

That was how my dad got me into RPGs, but strippeddown rules can be done many ways. A few of our Hero Lab users talked on our Facebook page about how they introduce RPGs to their children. One dad shared how he's teaching his three year-old how to play



Pathfinder with simple addition and subtraction, while another leaves magic out of the picture to make it easier for his kids. Another dad talked about using an easy system and also setting the game in a world they felt connected to – like Star Wars or Warcraft. These approaches work well for them, and are a great way to get children excited about roleplaying.

Of course, there are also RPGs created specifically for children, like Little Wizards, Fuzzy Heroes, and more! For ideas, you only need to search online for "RPGs for Kids" to find many lists of games for children for a variety of different ages. Regardless of how you approach roleplaying with kids, you need to keep in mind a few things. Children have different emotional maturity as they grow, and it might even differ from kid to kid. A lot of violence and monsters might not be the best for certain children, especially younger ones. Additionally, some RPGs are complex and kids may be turned off by complexities, like keeping track of spells or having to do a lot of math. Finally, you're competing with video games and TV. Present your game in a way that will keep them engaged. That might mean you have to be lax with the rules, or use interactive items like minis for a game that wasn't built for miniatures. If it keeps them playing, then it's worth it.

Find the approach that works best for your kids. They may or may not fall in love with the hobby, but at least you know you're helping them grow. And who knows, maybe you'll be able to start some of your own family roleplaying traditions that they'll be able to look back on and be thankful for, just like me.

#### **Readings on the Benefits of Imaginative Play**

Bergen, Doris. (2002). <u>The Role of Pretend Play in</u> <u>Children's Cognitive Development</u>.

Singer, D. G., & Singer, J. L. (1992). <u>The House of Make-</u> <u>Believe: Children's Play and the Developing Imagination</u>.

# GAMING ADVICE

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## Quadrial's Tower

A Pathfinder adventure designed for four to five characters of levels 3-4 by Mike Myler.

Playtesters: Nick Giebel, Adam Kosherick, Isaac Tito Longstaff, Pat



#### Background

This mini-adventure is suitable for almost any setting and campaign so long as there's a mountain and wizardry.

#### Introduction

The wizard Quadrial, a hermit by nature, has missed a very important appointment and the PCs have been tasked with investigating his absence. The old magician's status as a retired adventurer has led the parties interested in Quadrial's whereabouts to believe that an old rival or nemesis may have ambushed him in his home; they want to send seasoned adventurers in the event that hostile forces occupy the wizard's tower. They'll pay handsomely for this service, promising 1,000 gold to the party if they can return with either the old mage (if alive) or his signet ring (proving his demise).

#### Summary

What has actually happened is far worse. Using a unique and extremely rare material (Asmov), Quadrial was attempting to craft a new type of golem that would personify his legacy; a magical construct capable of learning, independent thought and organic growth, just like a living being. Unfortunately the whole process was flawed from the start - the rare material that Quadrial was using to build the golem not only grants it a unique (and growing) intellect, it also has given it a chaotic and evil disposition.

Quadrial found the unique metal during his excavations into the mountain behind his tower and built a passage specifically from the top floor of the tower to tap into an existing mining tunnel closed off from the outside by a cave-in. Unbeknownst to the wizard, a young cloaker (an aberration that often disguises itself as a simple tapestry or cloak via magical talents) lay hidden among the remains of the dead miners as a simple cape and sneaked into his home while the magician was occupied. One day a few weeks ago, the chaotic and evil Asmov Golem attacked its sleeping creator, and before Quadrial could properly detain the construct, his blanket (the hidden cloaker!) wrapped itself around him, muffling his incantations and ensuring the mage's death.

The wizard was no fool though and warded the only entrance and exit from his home to bar the movement of both his creation and the aberrations, outsiders and undead. The young cloaker immediately takes precautions to ensure that once anyone enters the tower proper, they will never leave through the front door; after reaching the third floor, it sabotages the timbers holding up the second floor and does the same to the supports for the third floor when the PCs reach the top of the tower. After the Asmov Golem enters into the mine behind the tower, the cloaker collapses the floors, covering the main entrance in tons of rubble and debris (and causing quite an alchemical reaction); the clearest way out now is to forge ahead and eventually dislodge the cave-in within the mining tunnel.

The Asmov Golem, however, is a blood-thirsty killer and attacks the party as soon as it notices that they enter the wizard's tower. When dismembered (the creature is reduced to a pile of shards at o HP), the individual pieces dance up through the cracks in the building to the second floor and then third floor where it fully re-assembles itself (while the party makes their way past trapped and locked doors) as more of the material is magnetically and magically drawn to it on each level.

The first time that the PCs encounter the Asmov Golem it is Tiny sized (on the first floor), the second time it is Small sized (on the third floor), the third time Medium sized (on the top floor) and finally it is Large sized (at the caved-in entrance of the mine). Each time it is not only completely healed but has gained additional abilities and enhanced combat prowess. While traveling from the top of the tower to the bottom of the mine, parts of the Asmov Golem's life essence dissipate into the tunnel causing a variety of effects (poisonous invisible gas that causes random magical effects).

Like a living being, the lifespan of the golem is finite and after being destroyed at Large size it ceases to exist at all, dissipating into the aether entirely (a brief transformative stage). During this final encounter, the young cloaker attacks the party when the timing is right, waiting for the PCs to engage the Asmov Golem at the bottom of the mine first, opting not to strike until the magic using members are identified (unless its position is inadvertently given away by the construct - more on that in Chapter 3).

#### Jocation: Quadrial's Jower

Chapters 1 and 2 of this adventure occur inside the old wizard's home. Each of the four rooms is roughly 40 ft. across and 40 ft. wide (1 square = 5 ft., 8 squares x 8

squares) except the top floor, which is 30 ft. x 30 ft. Each floor is between twenty and thirty feet high, making the floor of the top level no less than 60 feet above the ground (although it could be as much as 90 - it's up to the GM).

#### Chapter 1 - Unexpected Arrival

The players have been commissioned by a noble with whom they have some familiarity, either directly or by courier, and make their way to Quadrial's Tower to see what happened to the old mage. Read the following as the party approaches the wizard's home:

The soaring tower of the hermit wizard Quadrial is stories and stories high, built right against a cliff side; the last level is actually connected and seemingly growing out of the rock face. Just then a bird falls down dead beside you, having slammed at full speed into what it (and you) thought was an open window into the first floor - much to your chagrin, part of the wall has been made invisible rather than being removed.

Nestled directly against and into a cliff-face, the hermit's tower is a solid fortification of stone and granite that stretches more than a hundred feet into the air. The rocky mountain above is difficult to climb (**DC 18**) and there is no actual access available to the inside of the structure aside from the front door (rather than windows, there are several 2-foot square areas made *invisible* with the *permanency* spell located on each floor of the tower). If the PCs attempt to climb the sheer walls of the building (**DC 20**) there's not much to see and no way to easily gain entry; the Asmov Golem is currently tiny sized, on the first floor and out of view from the ground floor window.

The front door (which tingles with the sensation of magic when touched) is made from strong wood 4 inches thick (and thus has a Hardness of 5 and 40 hit points) is untrapped and can be unlocked with a successful Disable Device check (**DC 23**). Any character that magically perceives the doorway reads an aura of moderate abjuration magic (it prevents the passage of aberrations, outsiders and undead). Read the following as the PCs walk into the entry floor of Quadrial's Tower:

The inside of the tower is a far less spartan affair than its grey exterior; apparatus of ancient make and purpose are scattered across several tables throughout the room. Scales, alchemy kits, Tuneometers, Resonanciers and tools of measurement that defy names litter the area. As you take in the wealth of strange equipment, your eyes find the owner of the esoteric devices lying in a comfortable-looking seat in the far corner of the chamber.

Quadrial the Wizard has been dead for some time, no less than a month; the decayed odor of the dead is masked by the heavy scents of unguents, oils and reagents left exposed to the elements in mid-experiment, but the blood from countless small wounds inflicted on his chest has dried to a rusty brown color.

#### GM sidebar - Unlikely Autopsy

Canny players might wonder at how such a tiny creature could destroy a wizard of any renown all by itself (and rightly so, because it didn't). The young cloaker snuck in behind the aging wizard, and during the night suffocated and muffled him while the chaotic golem stabbed the old half-orc to death. A successful Heal check (**DC 26**) is enough to recognize that part of his final struggle was against asphyxiation, but the PCs are left to piece together the rest of that enigma.

The Asmov Golem is at the very top of the staircase leading to the second floor and has been scratching away at the trap door there. Its efforts are audible with a successful Perception check (**DC 12**) but the young cloaker is far better hidden, disguised as a throw blanket in the corner of the room and only noticed on a successful Perception check (**DC 36**). Once it realizes it isn't alone, the golem bounds down the staircase and attacks the first available target. Read the following after the PCs have passed the threshold of the entrance:

As you look over Quadrial's corpse there comes a faint scratching from the top of the staircase and before you can investigate, it abruptly stops. Bounding down the steps is a tiny humanoid, its limbs and head made from a dull cyan metal you've never seen before. It reaches the landing and flexes its diminutive hands, clicking together extremely sharp metallic claws almost expectantly. The creature's face is completely blank, but no expression is required to understand its intent as the miniature man of metal leaps towards you, viciously slashing away at the air as it charges forward!

After the PCs have destroyed the Asmov Golem, read the following:

The tiny creature shakes convulsively as the magics binding it and the parts of its construction come undone all at once. Its arms, legs, torso and head explode in a flash of brilliant light, reduced to nothing more than metallic shards. They glow briefly before floating into the air as if on a gentle breeze, rising up and through the cracks between the timbers in the floor above you.

With all immediate dangers dealt with, the PCs now have time to evaluate Quadrial's condition. A Heal check (**DC 20**) identifies that the magician died about a month ago; a result of 26 or higher on this check bears more results (see the Unlikely Autopsy sidebar). His signet ring isn't on him, but he does wear a *ring of protection* +1.

The whole area is heavily enchanted with countless minor magics: *prestidigitations* to keep the area clean and tidy, *light* to provide comfortable means to see, minor enchantment magics to ensure that the area remains at a comfortable temperature at all times and the like. This makes using *detect magic* virtually useless here.

The party is welcome to leave and forgo collecting their 1,000 gold at this point; if they do, the young cloaker takes this opportunity to attack them, knowing that it will never escape unless more people come to investigate the tower. This would also mean walking away from a recently abandoned wizard's tower which is sure to be filled with all kinds of enchanted goods as well as the mystery of this clearly not-yet-destroyed construct of unique composition.

#### Chapter 2 - Climbing the Jower

The door to the second floor is of the same make as the entrance but fitted with an acid arrow trap and may be unlocked with a successful Disable Device check (DC 23). This chamber of the tower is used for storing reagents spellcasters in the party are going to be quite pleased with this floor. There are numerous barrels of components here; no less than 1 spell's worth of 100 gp material components, 5 uses each for components that cost 50 gp or less and 10 uses each for components with costs equivalent to 10 gold or less. There are ample alchemical ingredients as well, including four cases that have a total of 25 alchemist fires and 25 acid flasks within. In addition to the cases of bottled flasks of acid and alchemist fires, there are large vats of both scattered throughout here (they become problematic after the cloaker causes the lower floors to collapse later on.)

The Asmov Golem is nowhere to be found on this floor but a successful Perception check (**DC 10**) identifies the sound of a creature scratching on something in the chamber above the party. The door separating the two is much like the last but rather than an *acid arrow* trap, this portal is fixed with an electricity arc trap. When they enter the third floor room, read the following:

You push up the trap door, revealing the contents of this next level of Quadrial's home. An extremely large and comfortable-looking bed dominates one wall of the chamber and a few dressers run along the length of the room, with a full length mirror hanging in the far corner. At the top of the staircase leading above, you can see the same odd metallic humanoid but this time it's larger, nearly doubled in size; it leaps from the top of the steps again, bounding towards you while swinging elongated, sharpened claws through the air!

Once again the Asmov Golem is consumed with a desire to end the life around it and does its best to kill whichever party member dealt the most damage in the previous encounter. Once destroyed it again floats through cracks in the ceiling to the floor above where it re-assembles, although this time the boards noticeably creak under its considerable weight (at this point, roughly 350 pounds). This room doesn't have anything of great value (only a few standard household goods

that might fetch 100 gold altogether) but give the PCs a Perception check (**DC 25**). Anyone who succeeds on this check hears some commotion from below - it is the young cloaker weakening the supports for the second floor, and if investigated, may be found out (as it does not have time to take a 20 on its Disguise check).

**GM SIDEBAR - Not Again!:** The PCs have probably figured out the golem's trick and are unlikely to allow it to easily re-assemble itself. Knowing what it does, and stopping it, however, are quite different tasks. Any cloth used to trap the shards is easily ripped apart (unless an extradimensional item such as a *bag of holding* is utilized) and a metallic or wooden container must be fully sealed or offers little impediment. If successfully contained, the shards still attempt to gravitate to the nearest collection of the ore and do so, making bull rush combat maneuver checks each round to force anyone opposing their movement to travel in the desired direction (use the Medium-sized Asmov Golem's stats to determine its bonuses for these checks).

The door separating the third floor from the fourth is of the same construction as the others and requires the same Disable Device check to unlock (**DC 23**), but this one has a wall scythe trap on the bottom side. The reformed Asmov Golem is now no longer scratching at something above, but actively pounding against something (quite audibly - no Perception check is required to hear it). Once the party has entered the top floor of the tower, read the following:

The metallic humanoid is in this chamber, now the size of a stout laborer and pounding away at a stone door in the northern half of the room. It is completely oblivious to your presence as you enter the room; the tremors made from its blows are extremely distracting and hide your advance. Armors, weapons and gifted trinkets shake and rattle on the wall every time the golem slams into the stone door set toward the rock face of the mountainside.

Once the PCs have had an opportunity to position themselves, read the following:

After an extremely potent strike against the stone doorway, one of the glass cases housing a treasure from Quadrial's adventures shatters and the construct turns its featureless visage in your direction!

Again, the Asmov Golem is purely interested in killing the PCs and fights to the bitter end; afterward, the shards float through cracks the creature wrought in the doorway and travel down into the mining tunnel. Once the creature has been destroyed, the young cloaker lurking below finishes its task as both the second and third floors collapse; the alchemist fires and acid flasks explode and mix with the various spell components to create a burning lake of acid. In 3d6+2 rounds, the gases from this conflagration rise up to the fourth floor and begin to sting the eyes and throats of the party. Anyone who stays in this room for more than two rounds must make a Fortitude save (**DC 14**) or become fatigued; continued exposure is treated as suffocation.

There are several items worth taking from the trophy room, which is about to be destroyed regardless. One of these is the wizard's signet ring (a stylized, tusked grin) but the party can also find several battered potions that Quadrial must have carried on his person from his earliest years onward. There are three potions of cure light wounds, one potion of cure moderate wounds, a potion of enlarge person, two oils of magic weapon, a minor wondrous item (determined randomly) and some masterwork half-plate (although it's quite tarnished and appears to be of low-quality to anyone that lacks proficiency in heavy armor).

The door into the mine is made from four-inch-thick stone (hardness 8, 60 hit points) but has no traps on it; a successful Disable Device check (**DC 20**) bypasses the comparatively rudimentary lock and allows entry into the curving descent offered by the mining tunnel. Once the door is closed again, the PCs are removed from the poisonous fumes created by the young cloaker (which has placed cloaks and blankets into one of the rafters for the 4th floor, through which it can breathe safely until the entrance to the mine is unoccupied) but if they destroyed the doorway, in a matter of 1d8+7 hours the entire mining tunnel will fill with the acid/alchemist fire gas as well.

#### **GM Sidebar - PC Death:**

What starts as a normal, mundane quest to determine the whereabouts of a hedge wizard leads into a tower that becomes a pressure cooker, forcing the party into a mine after an alien-robot while they're being stalked by a monstrous aberrational beast, culminating with said otherworldly creature literally turning into a ball of light and flying off into space. *Quadrial's Tower* is an atypical adventure and has some weird stuff going on - one of these is expected player death.

Given that we know that the PCs are going to be taxed to their limits and may very well fall to the golem's blows, we have a means to keep the player in the game while their character has a real-death experience. Should any party member die during the adventure, the PCs will encounter Beladroite, the old wizard's familiar (use the "Cassissian Angel" entry in the Pathfinder Roleplaying Game: Bestiary 2 with the following changes - no commune spell-like ability, no truespeech, maximum hit points), at the beginning of Chapter 3. In the unlikely event that two characters have already perished, the angel summoned another of its kind in a panic (when his master passed away) and now both are trapped within the mountainside. Once they've learned of the party's casualties, each vows to see their souls returned to life and now the players have character to play as unique and odd as the adventure they're in.

#### Jocation

The final chapter of this adventure is a bit of a dungeon crawl, a wary walk down into the depths of the mountainside through an abandoned mining tunnel. The tunnel is about 15 feet high and twenty feet across, going down 800 feet until the bottom of the passage, which is actually the caved-in entrance. There is a broken-wheeled cart that was previously filled with Asmov ore (by the time the PCs get there, it has been absorbed into the golem) in this chamber, which is about 60 feet wide, 70 feet across and 30 feet high.

#### Chapter 3 - The Asmov Descent

The stone door leads through a short, extremely smooth passage (lit by an *everburning torch*) into an abandoned mining tunnel. Read the following as the PCs leave the small hallway directly connected to Quadrial's trophy room:

Now that you've exited the wizard's enchanted chambers you are assaulted by the cold chill of the underground. Outside of the short passage leading from the trophy room you can see a long and winding descent into darkness, but little else. The light from the torch on the wall reveals nothing but stone walls picked clean by miners long ago and a tunnel leading into the depths.

Now that the PCs are out of the magically-saturated wizard tower, *detect magic* can prove to be quite useful. Asmov golems are more than just magical wonders and inherently evil; they have very short life spans, dictated by their size and the frequency of their metamorphoses into larger forms. This golem's transformations have been so rapid that its life essence has begun to literally dissipate as it seeks more bits and pieces of the Asmov ore dropped by the clumsy old mage along the trail.

The mining tunnel continues spiraling downward for 800 feet. Every 50 feet that the party travels they have a 50% chance to encounter a patch of reality fundamentally altered by the aether blood of the Asmov Golem. Roll 1d10 and consult the table to determine what the invisible (unless noticed with *detect magic* or the scent ability, along with a **DC 15** Perception check) hazard does to the PCs. When successfully perceived, party members can simply hold their breath to avoid inhaling the substance at all (although anyone that holds their breath the entire way will be hard pressed to resist the effect during the final encounter).

being affected by one of these hazards (failing their save) a character is immune to that effect for 24 hours (penalties do not stack). As the party descends the mining tunnel, the young cloaker forces the unlocked door open and closed again to enter into the passageway undetected. He floats at the top of the tunnel and attacks when the PCs engage the fully reformed Large size Asmov Golem, which is a dangerous creature to contend with in the first place. Read the following as they reach the bottom of the passage:

The tunnel flares open and outward into a much larger chamber than what the cramped passage afforded you. The light of your torch only softly illuminates the higher ceiling; here and there are more tools from the past scattered across the rocky ground, along with the bones of the workers that once used them. A cart with two broken wheels lies tumbled over near the center of the chamber and beside it is the strange golem, now grown to nine feet tall. It regards you menacingly, touching the wounds on its body with human-like concern as its very essence bleeds into the material realm. It shudders violently, clenching its metallic hands into the frame of the cart and hurling it at you!

Treat the cart as an area attack - it is Huge sized and takes up 9 squares; unfortunately for the young cloaker, it chose a bad time to ambush the party and is *ideally* hidden just behind them and also subject to this attack. Give everyone in the area a Reflex save (**DC 15**) or take 2d6+6 damage. The Asmov Golem and the ambushing monster fight to the death, but when the former dies it dissipates into nothingness and a minute later reappears as a floating ball of cyan light.

The Asmov Golem has finished the metamorphoses of what is actually an alien race on the planet, one that was forced to travel through the stars as a base inorganic form. Fully realized, the Asmov (a LG spirit) is keen to aid the party and is capable of reviving any character that has been dead for no more than 5 hours with a *true resurrection* spell. It communicates telepathically, thanking the party for collecting its consciousness. As an additional kindness, the enlightened being of pure thought de-materializes the caved-in entrance, revealing a beautiful, sunlit day outside before it disappears into the aether.

#### What Now?

Eventually the fire will go out and the PCs have a better chance of salvaging magical goods from Quadrial's tower - assuming they didn't loot the place of anything that appeared enchanted already (from the wreckage they can recover up to 10 minor wondrous items, determined randomly).

Their benefactors won't believe the truth - it is bizarre and far beyond their ken to understand, but they will believe that one of the old hermit wizard's creations



#### Index

#### Cloaker

CR4

**XP** 1,600

CN Medium aberration

**Init** +9; **Senses** darkvision 60 ft.; **Perception** +14 DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 39 (6d8+12)

Fort +4, Ref +7, Will +7

Defensive Abilities shadow shift

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +7 (1d4+3), tail slap +2 (1d6+1)

Space 5 ft.; Reach 5 ft. (2.5 ft. with bite)

Special Attacks engulf, moan

STATISTICS

Str 16, Dex 20, Con 15, Int 14, Wis 15, Cha 14

Base Atk +4; CMB +7; CMD 22 (can't be tripped)

**Feats** Combat Reflexes, Improved Initiative, Skill Focus (Perception)

**Skills** Disguise +8 (+16 as cloak), Fly +12, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +14; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature

Languages Undercommon

ECOLOGY

Environment underground

Organization solitary, pair, mob (3-6), or flock (7-12)

Treasure standard

SPECIAL ABILITIES

**Engulf (Ex)** A young cloaker can try to wrap a Small or smaller creature in its body as a standard action. The young cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-



like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Moan (Ex)** A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

*Fear*: All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.

*Nausea:* All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.

*Stupor:* A single creature within 30 feet is affected by hold monster for 5 rounds (Will negates).

*Unnerve*: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 15. Save DCs are Charisma-based.

**Shadow Shift (Su)** When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: blur (lasts 1d4 rounds, self only), mirror image (CL 6th), or silent image (DC 15, CL 6th, save DC is Charisma-based).

#### Asmov Golem (Tiny)

**XP** 800

CE Tiny construct

Init +8; Senses darkvision 60 ft., low-light vision;

CR4



#### Perception +7

#### DEFENSE

AC 21, touch 16, flat-footed 17 (+4 Dex, +5 natural, +2 size)

**hp** 23 (4d10)

#### Fort +4, Ref +5, Will +1

DR 5/magic; construct traits, Immune magic

OFFENSE

Speed 15 ft.

Melee 2 claws +7 (1d3+1 plus 1 bleed)

STATISTICS

Str 12, Dex 18, Con -, Int 12, Wis 10, Cha 1

Base Atk +4; CMB +3; CMD 17

**Feats** Improved Natural Attack (claws), Improved Initiative

**Skills** Acrobatics +11, Perception +7, Stealth +19

#### ECOLOGY

Environment Quadrial's Tower only

#### **Organization** solitary

Treasure none

SPECIALABITIES

**Immunity to Magic (Ex)** An Asmov Golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• A magical attack that deals electricity damage slows an Asmov Golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

• A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An Asmov Golem gets no saving throw against cold effects.

**Magnetized Desire (Ex)** When reduced to 0 hit points, an Asmov Golem of Medium size or less disassembles into a pile of metallic shards. These shards gravitate towards the nearest source of Asmov ore within 1,000 feet and when contact is made absorbs it, fully re-assembling the Asmov Golem at full health assuming there is at least 50 pounds of ore; in the event there is 100 pounds of ore or more, it instead reassembles at full health but advances in both size and abilities. Additionally, Asmov Golems are fully aware of any Asmov ore within 1,000 feet and do their utmost to retrieve it as soon as possible.



#### Construction

An Asmov Golem's body must be constructed from Asmov ore, a very rare cyan metal found sparingly across the realm. To craft a golem of this size, no less than 100 pounds is required (200 pounds for Small, 300 pounds for Medium, 400 pounds for Large) and the remainder of magical components required total 1,000 gp. Asmov is worth roughly 100 gold per pound.

#### ASMOV GOTEM

**CL** 9th; **Price** 14,500 gp

CONSTRUCTION

**Requirements** Craft Construct, *chill metal, heat metal, fox's cunning, major creation*, creator must be caster level 9th; Skill Craft (sculptures) DC 15; **Cost** 7,250 gp (the price for materials increases with size - see above)

#### Acid arrow trap

 $CR_3$ 

**Type** magic; **Perception** DC 27; **Disable Device** DC 27

EFFECTS

Trigger proximity (alarm); Reset none

**Effect** spell effect (*acid arrow*, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)

ciecuricity arc trap Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger touch; Reset none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

#### Wallscythe Trap

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset automatic reset

**Effect** Atk +20 melee (2d4+6/×4)

#### Asmov (Golem (Small)

XP 1,600

CE Small construct

Init +7; Senses darkvision 60 ft., low-light vision; Perception +7

Defense

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 33 (4d10+10)

Fort +4, Ref +4, Will +1

DR 5/magic; construct traits, Immune magic

Offense

Speed 20 ft.

Melee 2 claws +8 (1d4+3 plus 1 bleed)

Special Attacks rake +1d6+3 (if an Asmov Golem hits with both claw attacks it deals additional damage)

Statistics

Str 16, Dex 16, Con -, Int 12, Wis 10, Cha 1

Base Atk +4; CMB +6; CMD 19

Feats Improved Natural Attack (claws), Improved Initiative

Skills Acrobatics +10, Perception +7, Stealth +14

Ecology

Environment Quadrial's Tower only

#### **Organization** solitary

Treasure none

Special Abilities

 $CR_4$ 

 $CR_5$ 

Immunity to Magic (Ex) An Asmov Golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

 A magical attack that deals electricity damage slows an Asmov Golem (as the slow spell) for 2d6 rounds, with no saving throw.

 A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An Asmov Golem gets no saving throw against cold effects.

Magnetized Desire (Ex) When reduced to o hit points, an Asmov Golem of Medium size or less disassembles into a pile of metallic shards. These shards gravitate towards the nearest source of Asmov ore within 1,000 feet and when contact is made absorbs it, fully reassembling the Asmov Golem at full health assuming there is at least 50 pounds of ore; in the event there is 100 pounds of ore or more, it instead re-assembles at full health but advances in both size and abilities. Additionally, Asmov Golems are fully aware of any Asmov ore within 1,000 feet and do their utmost to retrieve it as soon as possible.

#### Asmov Golem (Medium)

XP 2,400

CE Medium construct

Init +6: Senses darkvision 60 ft., low-light vision: Perception +8

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 53 (5d10+20)

Fort +4, Ref +4, Will +1

DR 5/magic; construct traits, Immune magic

Offense

Speed 30 ft.

Melee 2 slams +7 (1d8+6)

Statistics

Str 18, Dex 14, Con -, Int 14, Wis 10, Cha 1

Base Atk +5; CMB +9; CMD 21

Feats Improved Natural Attack (slam), Improved

CR 6



#### Initiative

Skills Acrobatics +10, Perception +8, Stealth +10

Ecology

Environment Quadrial's Tower only

**Organization** solitary

Treasure none

Special Abiltiies

**Immunity to Magic (Ex)** An Asmov Golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• A magical attack that deals electricity damage slows an Asmov Golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

• A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An Asmov Golem gets no saving throw against cold effects.

**Magnetized Desire (Ex)** When reduced to 0 hit points, an Asmov Golem of Medium size or less disassembles into a pile of metallic shards. These shards gravitate towards the nearest source of Asmov ore within 1,000 feet and when contact is made absorbs it, fully re-assembling the Asmov Golem at full health assuming there is at least 50 pounds of ore; in the event there is 100 pounds of ore or more, it instead re-assembles at full health but advances in both size and abilities. Additionally, Asmov Golems are fully aware of any Asmov ore within 1,000 feet and do their utmost to retrieve it as soon as possible.

CR7

#### Asmov Golem (Jarge)

XP 3,200

CE Large construct

**Init** +5; Senses darkvision 60 ft., low-light vision; **Perception** +9

Defense

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 68 (6d10+30)

Fort +5, Ref +4, Will +2

DR 5/magic; construct traits, Immune magic

Offense

Speed 40 ft.

**Melee** 2 slams +11 (2d6+9)

Statistics

Str 22, Dex 12, Con -, Int 12, Wis 10, Cha 1

Base Atk +6; CMB +13; CMD 24

**Feats** Improved Natural Attack (slam), Improved Initiative

Skills Acrobatics +10, Perception +8, Stealth +6

Ecology

Environment Quadrial's Tower only

**Organization** solitary

Treasure none

Special Abilities

**Immunity to Magic (Ex)** An Asmov Golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• A magical attack that deals electricity damage slows an Asmov Golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

• A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An Asmov Golem gets no saving throw against cold effects.

**Magnetized Desire (Ex)** When reduced to 0 hit points, an Asmov Golem of Medium size or less disassembles into a pile of metallic shards. These shards gravitate towards the nearest source of Asmov ore within 1,000 feet and when contact is made absorbs it, fully re-assembling the Asmov Golem at full health assuming there is at least 50 pounds of ore; in the event there is 100 pounds of ore or more, it instead re-assembles at full health but advances in both size and abilities. Additionally, Asmov Golems are fully aware of any Asmov ore within 1,000 feet and do their utmost to retrieve it as soon as possible

Aetherial Bleeding (Ex) A Large-sized Asmov Golem is due to die an early death, and constantly bleeds its life essence into the material realm. Any creature within 30 feet has a 50% chance each round to be effected (refer to the table in the Asmov Descent chapter). While engaging in combat or other strenuous activity, this effect causes the Asmov Golem to lose 2 hit points per round (they return at a rate of one every minute when not in combat as the creature's will fights to maintain cohesion).

Mapless Adventure

Rite Publishing Presents: Pathways

Editor's Note: This adventure is designed to fit nicely in virtually any setting; so long as a GM has a mountain and the campaign permits wizard's towers, everything is in order. I've included a few notes here at the end to help you visualize the tower and the mountain. The tower itself stands in front of the equivalent of a rocky cliff face. Standing perhaps 50 yards from the tower, one would see it dwarfed by the mountain directly behind it. The tower is set in front of the mountain by perhaps two dozen feet. Near the top of the tower, there is a constructed stone hall that extends into the mountain. The base of the tower is slightly wider than the top such that the two lowest levels of the tower, from the inside, would have diameters of nearly 50 feet. The top two floors have diameters of roughly 45 feet.

Using this information, a GM can draw four circles on a battle grid for the players to have points of reference during the encounters. The two lower levels will have diameters of 10 squares, the two upper levels will have diameters of 9 squares. Across from the entrance on the lowest level there should be a semicircular stair against the wall, ascending to the next level. The staircase can wind around the inside wall of the tower, offering landings into each level. Using the descriptions throughout the text, the GM is free to modify the exact placement of the stairs on each level, and the furnishings, as befits his/her own wishes. Make the adventure your own, allow Quadrial to have collected items of local interest; perhaps a carpenter of some note built some of the wooden furniture items twenty years earlier and one of the chairs has value to a collector in a nearby town....



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# Slavers of Yog Parof (EL§; XP 4,800)

By Creighton Broadhurst, Publisher at Raging Swan Press Illsutrated by Storn Cook

The slavers of Yog Parof wander the burning sands surrounding their ruined, sand-cloaked home in search of new slaves. Led by the cunning Zog Ahl they have developed a clever plan to lure would-be heroes to their doom. When the PCs first notice the group, read the following:

A small group of figures moves slowly across the sands. Of the party, six are cowled and chained together in pairs. The remainder are tall, muscular furry humanoids with hyena-like heads.

The gnolls drive their zombie minions toward any travellers they meet. Zog's bloody skeleton corpse companions lead the zombies. To complete the illusion, the gnoll fighters occasionally whip their slaves.

As the two groups close, a strong wind begins to blow from the west. This wind could blow sand into the combatants' faces or cause part of a nearby dune to collapse. See Random Battle Event for more details.



This hunched, feral furry humanoid has the head of a <u>hyena. It wears stained furs and wields a battleaxe.</u>

Male gnoll cleric (undead lord) 5

CE Medium humanoid (gnoll)

Init +3; Senses darkvision 60 ft.; Perception +5, Sense Motive +3

#### Speed 30 ft.; ACP -1

AC 16, touch 9, flat-footed 16; CMD 15

(+5 armour [+1 chain shirt], -1 Dex, +1 natural, +1 shield [mwk light steel])

Fort +9, Ref +0, Will +7

#### hp 54 (7 HD)

Space 5 ft.; Base Atk +4; CMB +6

Melee mwk battleaxe +7(1d8+2/x3)

**Special Actions** channel negative energy (6/day; 3d6; DC 15; Command Undead [DC 15]), death's kiss



- **Death's Kiss (Su [standard; 6/day])** With a melee touch attack (+6) he touched creature is treated as undead for effects that heal or cause damage based on positive or negative energy for 2 rounds.
- **Cleric Spells Prepared** (5th; concentration +8 [+12 casting defensively or grappling; spontaneous casting [*inflict* spells]; Death [undead])
- 3rd—animate undead, blindness/deafness (DC 16), invisibility purge
- 2nd—ghoul touch (DC 15), cure moderate wounds, sound burst (2; DC 15),
- 1st—bless, cause fear (DC 14), cure light wounds, obscuring mist, shield of faith

o-bleed (DC 13), detect magic, read magic, stabilise

**Combat Gear** wand of inflict moderate wounds (15 chgs.)

Abilities Str 15, Dex 8, Con 15, Int 10, Wis 16, Cha 12

SQ corpse companion, death magic, evil aura (strong)

**Feats** Combat Casting, Command Undead<sup>B</sup>, Extra Channel<sup>1</sup>, Improved Channel, Improved Initiative

**Skills** as above plus Knowledge (history) +5, Knowledge (religion) +8, Linguistics +4, Spellcraft +7

#### Languages Draconic, Gnoll

**Gear** as above plus whip, water flask (2), unholy symbol, spell component pouch, belt pouch containing 21 gp and 12 sp

#### GNORL BROODY SKERETON CORPSE COMPANION CR -

Blood and gore covers this hunched, skeletal humanoid.

NE Medium undead (gnoll)

Init +5; Senses darkvision 60 ft.; Perception +0, Sense Motive +0

#### Speed 30 ft.; ACP -2

AC 15, touch 11, flat-footed 14; CMD 14

(+2 armour [leather], +1 Dex, +2 natural)

**Immune** mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +2, Ref +1, Will +3 (+7 vs. channelling)

- **hp** 13 (2 HD); deathless; fast healing 2; **DR** bludgeoning/5
- **Deathless (Su)** A bloody skeleton destroyed returns to unlife 1 hour later with 1 hit point. It is permanently destroyed if it is destroyed by positive energy, if reduced to 0 hit points in the area of a *bless* or *hallow* or if its remains are sprinkled with holy water.

Space 5 ft.; Base Atk +1; CMB +3

Melee battleaxe +3(1d8+2/x3) or

Melee 2 claws +3 (1d4+2)

Abilities Str 15, Dex 12, Con -, Int -, Wis 10, Cha 14

Feats Improved Initiative

Gear as above



#### GNOAL FAGHFER (2) CR 2 (XP 600)

This hunched, feral furry humanoid has the head of a hyena. It wears studded leather armour and wields <u>a huae axe.</u>

Male gnoll fighter 1

CE Medium humanoid (gnoll)

Init +5; Senses darkvision 60 ft.; Perception +3, Sense Motive +1

Speed 30 ft.; ACP -1; Climb +7

AC 17, touch 11, flat-footed 16; CMD 17

(+3 armour [mwk studded leather], +1 Dex, +1 natural, +2 shield [buckler; Shield Focus])

Fort +8, Ref +1, Will +1

hp 28 (3 HD)

Space 5 ft.; Base Atk +2; CMB +6

Melee greataxe +6 (1d12+6/x3)

Ranged javelin (range 30 ft.) +3 (1d6+4)

Combat Gear javelin (2), tanglefoot bag, thunderstone

Abilities Str 19, Dex 12, Con 17, Int 8, Wis 13, Cha 6

**Feats** Improved Initiative, Shield Focus<sup>B</sup>, Weapon Focus (greataxe)

Skills as above

#### Languages Gnoll

**Gear** as above plus whip, water flask (2), belt pouch containing 1d8 gp and 2d6 sp

1

This hunched creature wears a deeply cowled cloak of indeterminate colour.

Male zombie gnoll

NE Medium undead (gnoll)

Init -1; Senses darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; staggered; ACP -2

**Staggered (Ex)** Slow and ungainly, a gnoll zombie can only take a single move or standard action each round. A gnoll zombie can move its speed and attack as a charge action.

AC 15, touch 10, flat-footed 15; CMD 13

(+2 armour [leather], +3 natural)

**Immune** mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, Ref +0, Will +0

**hp** 16 (3 HD); **DR** slashing/5

Space 5 ft.; Base Atk +1; CMB +4

Melee slam +4 (1d6+3)

Abilities Str 17, Dex 8, Con -, Int -, Wis 10, Cha 10

Feats Toughness

Gear as above plus cowled cloak

#### JACJACS

If the PCs are far away, Zog Ahl and his guards remain behind their "slaves" hoping their presence dissuades attackers from using area of effect spells and missiles. Once their enemies close, Zog Ahl unleashes his zombies. The zombies shuffle forward in chained pairs. Each pair concentrates on a single target.

**Chains**: The chains linking each pair of zombies together are 10 ft. long and stretch out between the zombies at waist height. Moving through a square containing a chain is considered difficult terrain (it costs 2 squares of movement to move through the square).

• Entangling Chains: If a pair of zombies flank an opponent, they make a free CMB check (+6) to entangle their opponent. If successful, the target gains the entangled condition. Moving 10 ft. in any direction removes the entangled condition (but provokes attacks of opportunity as normal).

The gnoll warriors start by using their thunderstones against spellcasters. They then switch to melee attacks, preferring to target entangled foes.

Zog Ahl hangs back from combat using sound burst and blindness/deafness to soften up attackers for this zombie minions. He uses channel energy to heal his defenders and as a last resort uses *inflict* spells.

#### AREA FEATURES

The area has several features of note:

**Dune (Gentle):** Gentle slopes always point in the direction of the prevailing wind. Moving on a gentle slope incurs no penalties.

**Dune (Steep)**: Steep slopes occur on the leeward side if a dune. It costs 2 squares of movement to enter such squares.

RANDOM BAJJLE EVENJ Every round of battle, roll a d8 and consult the chart below:

D8	Event
1	No battle event.
2-3	The sand under the feet of the largest concentration of combatants suddenly shifts. All combatants in the group must make a DC 12 Reflex save or fall prone. All characters in the group slide 1d2x5 ft. downhill.
4-5	A strong gust of wind blows sand into the combatants' faces. All affected characters must make a DC 14 Reflex save or suffer -2 Dex and -1 on attack rolls until the end of their next turn.
6-7	A powerful gust of wind whips across the battlefield. All affected characters must make a DC 17 Reflex save or suffer -4 Dex and -2 on attack rolls until the end of their next turn.
8	The sand under the feet of the largest concentration of combatants suddenly shifts. All combatants in the group must make a DC 16 Reflex save or fall prone

f group must make a DC 16 Reflex save or fall prone. All characters in the group slide 1d4x5 ft. downhill.





SCALING JHE ENCOUNTER To modify this encounter, apply the following changes:

EL 7 (XP 3,200): Remove the 2 gnoll fighters and one gnoll zombie.

**EL 9 (XP 6,400)**: Apply the advanced creature template to Zog Ahl (+2 on all rolls [including damage rolls] and special ability DCs; AC 20, touch 13, flat-footed 20; CMD 19; hp 68) and add two gnoll zombies.

#### ABOUT THE DESIGNER

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

An ENie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal. com.



The Demolished Ones

# Anti-Paladin Spell Jist for 1001 Spells

By Steve Russell, Illustrated by Nick Deligaris and Fadly Romdhani



*1001 Spells* introduced a host of new spells for every class, but one new class that was missed is the alternate class known as the Anti-Paladin. Here is the correction to that oversight.

#### 1st Jevel Anti-Paladin Spells

Animate Skeleton: Animate and control one skeletal servant.

Astute Fighting: Recipient gains +2 bonus on attack rolls, may be able to make an extra melee attack.

**Contrariness:** Target must lie and be generally disagreeable and difficult.

**Curse of Ineptness:** Target experiences clumsiness and bad luck. (Swift)

**Deep Shadows:** Enhances shadows so they grant minor concealment bonus.

**Dispel Magic, Lesser:** As *dispel magic* except maximum +5.

**Draw on Faith:** Gain a +1 bonus on one save, check, or attack roll.

**Earth Charger:** Mount gains +4 Str and trample ability when in contact with ground.

**Hex of the Bull's-Eye:** Target suffers a 20% hit chance.

**Hex Weapon:** You curse a single weapon so it cannot be wielded.

**Inflict Pain:** Causes 2d6+1/level nonlethal damage and a -1 penalty to attack rolls, ability and skill checks for 1 minute.

**Hesitation:** Target's initiative count drops by your caster level. (Swift)

**Poison Weapon:** As *magic weapon*, but weapon becomes coated with poison.



**Potent Weapon:** Weapon gains bonuses against a specific foe.

**Summon Weapon:** Melee or ranged weapon of your choice. (Immediate)

#### 2nd Level Anti-Paladin Spells

Angry Wound: Touch deals 1d6 damage each round.

Augment Poison: Changes a poison's DC, adds +1 to ability damage, and adds 1 round to its duration.

**Bear's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Con.

**Break Object:** Inflicts damage and broken condition on a single object or damages a construct creature.

**Bull's Curse:** Subject suffers a permanent -4 or -2circumstance penalty to Str.

**Cat's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Dex.

**Curse of Prevarication:** Subject cannot tell the truth.

**Damage Loins:** Target takes 1d6 damage/2 levels, moves at half speed, becomes sickened for 1d4 rounds.

**Disguise Wounds:** You cause the subject to appear resilient to various forms of damage.

**Eagle's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Cha.

**Envenomed Skin:** The caster's skin becomes mottled with poison-filled pustules that can burst in a 5-ft. radius.

**Flexarmor:** You reduce the armor check penalty and arcane spell failure chance for a single set of armor or a shield.

**Fox's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Int.

Hex of Chaos: Target suffers a random curse every round.

**Nightsnare:** You cause a very deep, very short sleep to fall upon a target.

**Owl's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Wis.

**Undetectable Poison:** You mask the presence of poisons.

**Utter Determination:** For 5 rounds you ignore the dead, disabled, dying, staggered and/or unconscious conditions.

**Weltering Wave:** In a 20-foot-radius spread you cause chaotic energies to shake and disorient targets.

#### 3rd Level Anti-Paladin Spells

**Beast's Curse:** Target is incessantly hounded by animals.

**Companion's Vengeance:** If your companion sustains damage, you or your companion receives a morale bonus to the next attack and damage roll.

**Crown of Terror:** Enemies within 10 feet become shaken or frightened when you attack.

**Curse of Capturing:** Target inflicts only nonlethal damage and conditions.

**Curse of Chaos:** Target suffers random changes each day to appearance, abilities, etc.

**Curse of Item Rebellion:** A single item acts as if cursed.

**Curse of Truth:** Target is incapable of speaking falsehoods.

**Demon Flesh, Lesser:** The subject gains damage reduction 5/cold iron and good.

**Euphoria:** Subject feels good despite danger or pain.

**Frigid Slowness:** Causes 1d4/level points of cold damage (max 10d4) and the target is slowed.

**Glossolalia:** Target's speech becomes random and inappropriate.

**Lost:** Subject moves at half speed in a random direction each round.

**Magic Spike:** Bolt of energy inflicts a -2 penalty to spell, spell-like ability and supernatural DCs.

**Mighty Steed:** Your special mount is enhanced for war.



**Mute:** Subject cannot produce sounds from its mouth.

**Play Along:** Makes casters believe spells were effective when they were not. (Immediate)

**Predatory Stealth:** Target creatures become harder to detect.

**Secret Speech:** You and creatures you select conceal hidden messages in your normal speech.

**Telepathic Overload:** Chaotic thoughts disrupt telepathy and harm mind-readers.

**Torn Muscle:** One living creature is flat-footed, cannot run, and suffers a -4 penalty to attacks, skills and ability checks.

**Troll Arms:** Creature gains increased Strength and reach.

**Weapons Storm:** You create force duplicates of your weapon that hit what you hit.

#### 4th Level Anti-Paladin Spells

**Animal Mind:** Subject believes it is a specific kind of animal.

**Armor of Force:** Target's armor bonus applies to touch attacks.

**Armor Plating:** You gain a +5 armor bonus and DR 5/ adamantine.

**Bestow Affliction:** Inflicts a disability on the target.

**Blood Curse:** Subject takes double damage from slashing and piercing weapons and bleed effects.

**Borrow Limb:** Attach another creature's severed arm to yourself.

**Curse Ability:** You can remove one class ability or one universal monster ability from a target creature.

**Curse of the Pyrrhic Victory:** When the caster is slain all targets suffer 10 points/level.

**Dampen Magic Item:** As *dispel magic* on an item but with a longer duration.

**Deathsnare:** Kills helpless subjects in area, empowering caster.

Escape the Bonds of Flesh: Target suffers 2d8

points of damage +1 point/caster level; if below 0 hp, target's skeleton tears out of body and animates.

**Ideal Restraints:** Conjured chains, manacles and ropes restrain creatures.

**Imbue Creature With Divine Power:** Grant a +2 bonus to subject's physical stats and next attack deals +1 damage/level.

**Kismet:** One creature/5 levels takes damage when you do.

**Resist Damage:** Gain damage reduction equal to your Constitution modifier.

**Shield of Ablation:** Minimizes all variable weapon damage inflicted on you.

Soften: Decrease an object's hardness.

**Stomach Bloom:** Subject is sickened, spews stomach contents to deal 1d6 acid damage/2 levels every 1d4 rounds.

**Symbol of Despair:** Triggered rune fills nearby creatures with utter despair.

**Watchful Spirits:** Spiritual manifestations prevent you from being flanked and grant you an insight bonus on one Reflex save.

**Wave of Pain:** Subjects suffer a -4 penalty to attacks and to initiative, skill and ability checks, and their movement is reduced by 10 ft.

**Zone of Mishaps:** Spells and casters in area must make a caster level check or be subject to a scroll mishap.



# Rite Publishing Presents The Secrets of the Divine: Pantheon, Toye, Sky, & Wright





by Steven D. Russell



# Twenty Questions with Charles Marleau

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

I was born in Jacksonville, Florida in 1986 to a loving military family. We moved around a lot. I spent a lot of time as a kid playing NES or Sega Genesis with my brothers. Dad was very technically apt, so we had a Commodore 64, too. My interest in RPGs all began with Zork. There was something about describing my character's actions in that game that sparked my imagination in ways that River City Ransom and Punch-Out!! couldn't.

My uncle George noticed how much I enjoyed console RPGs when I was about ten years old. He explained D&D to me by presenting me with a very simple scenario: I was a loyal and just knight who was sent by his king to stop a dragon from raiding the nearby farms. Uncle George made it clear to me that fighting wasn't the only way to overcome this problem. I must've been a sneaky kid, because I argued that the dragon should strike a deal with king. My king would send the dragon food in return for the dragon living peacefully and helping the kingdom in times of war. George ended up giving me all his old AD&D books, which I devoured.

I went to John Glenn High School in Westland, Michigan. I was lucky enough to find a group of folks who were also really interested in RPGs. We ran freeform, rules-light, AD&D, Hackmaster, 3rd Edition D&D, Pathfinder and much more. I learned that I loved making the stories as much as experiencing them. More so, in fact. I could share my vision of fun with people. The high school crew went separate ways after graduation.

About 3 or 4 years ago, I met a guy named Kris Konkel. We became fast friends and ended up in a weekly Pathfinder game. We traded off GMing duties so nobody ended up burning out. One night, after everybody else had gone home, we were complimenting each other on our strengths in writing and running. I don't remember who made the suggestion to go pro, but we ran with the idea and Rocks Fall Games was born.

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

Our game is kind of schizophrenic. We've done narrative-heavy games, kick-down-the-door dungeons, post-apocalyptic survival, sandbox exploration and more. We generally play Pathfinder, but usually dip into new systems fairly often. I've noticed that the system we're running can really influence play-style. For instance, our Pathfinder games tend to focus around heroics, but our Numenera game devolved into over-the-top violence and Arnold Schwarzenegger one-liners almost immediately.



Although I do play-test with my group, I don't want my friends to feel like guinea pigs. It's all about having fun!

We do set our Pathfinder games in different areas of Awesfur, the official setting of Rocks Fall Games.

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

That's a toughie, but I'd have to say the Bestiary. It's the first book I grab when I'm looking for inspiration to write an adventure. It's a big part of the GM's toybox. Even if I end up tweaking the creatures with class levels, templates or whatever. The dreaded "Monster the GM Made Up Himself" has been a part of my game for years. I always like to have at least one original creation in there somewhere, but that just wouldn't be possible without the CR guidelines for monster creation.

#### 4. You are currently the Chief Executive Manager for Rocks Fall Games, how did that start and how would you characterize the company today?

Kris Konkel and I started the company just a few years ago after game night. Kris named the company and I designed the logo. We started by going to Kickstarter, but about two days into our campaign, I got a really bad feeling. I decided to get an adventure module together to show people what we could do. Of course, I didn't have any professional writing experience at the time. There's a big difference between writing something to use yourself and writing an adventure for other people. I started talking to Greg LaRose of Amora Game around this time, and he suggested I get a copy of Dark Totem Part 1 to Thilo Graf, also known as Endzeitgeist. Thilo has written
literally thousands of reviews, and I was more than a little intimidated.

Thilo's review was less than favorable. 1/5 stars. I felt like I'd been kicked in the teeth. I read the review ten times in a row. He didn't like the layout, the stat blocks, the font, there wasn't enough fluff, etc. The list goes on. Then I did something very difficult. I sent Thilo a thank you email. It was honest gratitude. I thanked him for pointing out our mistakes, and I told him I wanted to revise the whole thing. We'd already had some sales, and I didn't want to settle for selling a 1-star product. I wanted my customers to have 5-star products. Thilo gracefully responded by agreeing to review Dark Totem Part 1 again after my revisions. I don't think he was used to being thanked for 1-star reviews!

We tore the original concept for the adventure apart, re-writing nearly every aspect. I spent weeks studying layouts and fonts. We re-organized the adventure and injected everything with fluff and flavor. Verisimilitude was the name of the game. We wanted the situations to be utterly fantastic, but believable and credible. Then we sent it off to Thilo and waited with bated breath. His new review was so much favorable. I actually jumped out of my chair when I read the 5-star review. That was when Rocks Fall Games first began to feel real to me.

Nowadays, Rocks Fall Games is still a tiny indie company, but I think our major growing pains are behind us. We're focused on producing fun, useful content with tons of flavor and a ridiculously low price. Each of our releases reviews and sells better than the last, and I can't wait until we can really test our mettle on some of the big ideas we have.

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

I had an incredible time working on Dark Totem Part 2: The Dead Dragon's Den, which came out shortly after the revision of Dark Totem Part 1. It's a follow-up adventure that centers around this strange but deadly artifact PCs find in the first portion of the adventure. It included a thorough write-up of the city of Varatolo, a bunch of Daring Deeds, shops and a lot of NPCs. Not to mention the eponymous dungeon and the denizens therein. I was still riding high on the response from Dark Totem Part 1, so it was the pure joy of creation without feeling like I had something to prove.

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

I think my favorite moment was brainstorming NPCs for the shops in Varatolo. We fleshed out this idea about Clarence, a friendly mimic who inherited a general store. The deceptive creature used the business mostly to scare the hell out of people. Kris and I have an awesome creative dynamic and Clarence is just one example of



### what we come up with.

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

We did our best to make every part of the adventure feel alive. We had the Daring Deeds section, which were miniadventures that could take place any time the PCs were in town. That way, Varatolo could feel

as dynamic and exciting a setting as a dungeon. There was also what I felt to be a very touching scene wherein the PCs could discover the children and elderly of a tribe of kobolds. It was set up to occur after the PCs had killed most of the tribe while investigating the Dark Totem. A kobold mother would throw herself between the PCs and her child. Even the bad guys have babies, and it was meant to throw a solid sense of moral conflict at the players.

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

Definitely designing Verbrennung, a skeletal champion red dragon. Simply applying the template wouldn't have worked, and we play-tested three or four different versions of the monster. It took a while to get it just right.

### 9. Did you learn anything while working on it?

That I can't always include every single idea. One of the Daring Deeds was originally supposed to include a list of random mishaps that were supposed to occur when some drunken wizards began slinging spells. It ended up being too time-consuming, slowing down the combat without being fun enough to compensate. We dropped it.

# 10. Other than your own work and your company's products, what is the best Pathfinder Roleplaying Game compatible product out there?

Rappan Athuk by Frog God Games tickles every oldschool bone in my body. I would love to make a megadungeon half as cool or deadly.

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

Lots of factors, but usability and layout are paramount. You could write the best adventure in the world, but if the GM running it can't find any of the information he needs, then it's going to suck for everybody. It's why I include spell descriptions and other bits to save GMs time at the



table.

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

Greg LaRose over at Amora game has been a great asset. He provided us with input, contacts and more when Rocks Fall Games was just starting out. We wouldn't have gotten this far without him.

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

Be nice, friendly and professional when you contact potential employers. I once had a freelancer say that our setting name Awesfur was "terrible! It sounds like awful and furries! You should really change it." It's basically shorthand for sphere (or world) that evokes awe. The generally accepted name of the world is actually a bastardization of some writings of an ancient historian, misspelled and misinterpreted by those that live there. In the very same email, he asked me for work. I politely declined.

Other than that, I would say keep an open mind to criticism. Publishers who accept work from freelancers want you to make the best, most successful release you can. Listen to them. No matter who you are, there's always something more to learn.

### 14. Who is your favorite Illustrator?

Frank Frazetta. His work speaks to me on a very primal level. My favorite would be "The Destroyer." It features a bare-chested barbarian wading hip-deep into a melee. No challenger can stand before him. Weird worlds, exotic people and pulpy adventure are very prevalent in his work. It just meshes so well with games like Pathfinder, D&D and even Numenera. It's images like that that have served as an inspiration to me for years.

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

I once had a customer shoot me an email where he said something along the lines of "If I didn't know you guys were so new, I might have confused it with a Super Genius or Kobold Press book." Which I took as an enormous compliment. Those guys do a lot of fantastic work, and any favorable comparison is A-okay as far as I'm concerned.

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

We recently released *Studies of Decay: Zombies*. But there's so many different kinds of undead, aren't there? Ghouls, ghosts, skeletons, or even liches would make an excellent product.

# 17. Do you have any goals for your work or your company that you have yet to obtain or overcome?

I have three big ones. I want to make Rocks Fall Games my primary employment. That's going to take a lot of work, but I'm perfectly willing to do the 6o-8o hour weeks in the meantime. I also want to do print as opposed to PDF releases. Digital is awesome, but I don't think much will compare to holding a hardcover in my hands. Especially if it's something I wrote. Lastly, this is kind of silly, but I'd really love to do a convention panel. Especially one of the wilder midnight panels I hear so much about.

## 18. Can you tell us a little about Studies of Decay: Zombies?

It's the first of hopefully many monster books for the Pathfinder Roleplaying Game. Zombies and other undead are really intriguing concepts, but there's only one zombie in the Bestiary. We decided to offer a more options for GMs than throwing ever-larger hoards of zombies at their PCs. Why not have some variety? We put together 21 zombies, included a sweet template and got it fully illustrated. We wrote all the fluff and zombie descriptions from the perspective of a necromancer who was both rating the combat effectiveness of his creations and sharing his memoirs. He's a delightfully evil bastard.

The template we created is called the Bile Zombie. These zombies vomit forth acid from their mouths, constantly. I was really proud of what we came up with on this one. Without going into too much detail, we created a zombie that would add a lot of options for the GM while maintaining the undead theme.

Studies of Decay: Zombies quickly became one of our best-sellers, so we're happily expanding it into a

complete series.

### 19. Do you have ideas that aren't related to undead?

Absolutely! We've got more ideas than we know what to do with. Constructs, traps, spells, classes, settings and much, much more. I don't think we'll ever run out. It's just a matter of refining them and getting out there to the public. We're only getting better and we've only just begun.

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

I am so incredibly humbled and thankful to be doing what I do. If it weren't for George Galay, Kris Konkel, Greg LaRose, Thilo Graf and many more, I wouldn't be living this dream of sharing my work with so many others. If you've read anything by Rocks Fall Games, feel free to drop me a line at cmorlear@gmail and let me know how you feel! I want to thank the creators of Pathways for having me and allowing me to share my experiences. This has certainly been a wild ride. I hope it doesn't end anytime soon.





Author, Game Designer: Mike Myler\_www.mikemyler.com

The Clockwork

Jenders of

Fatters

Graphic Designer: Neil Myler www.neilmyler.com

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DATHFINDER

Coming Soon!

Background map by Jonathan G. Nelson - RPGcartography.com

# Reviews

### Infernal Romance at Jade Temple



**Publisher:** Rite Publishing **Reviewer:** Thilo Graf **Rating:** 5 stars out of 5

This adventure for the "Heroes of the Jade Oath"-supplement is 44 pages long, 1 page front cover, 1 page editorial, 1 page SRD and 1 page back cover, leaving us with 40 pages of content, so let's take a look, shall we?

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

All right, still here? Once upon a time, Heng-O, Goddess of the Moon, broke the vase sealing dragon fire and her brothers promptly absconded with it, turning into no less than 10 suns, scorching the earth. When the archer Yi-Shan proposed a solution, he was granted leeway to do so and, thus, did he shoot down no less than 9 of these suns. As reward and at the same time just punishment, he was elevated to the celestial bureaucracy - as a demon. Not giving in to the temptations of the demon goddess Chang-Wu, he maintained a relatively pious life, for his claim lay not with the nether-realms, but with none other than Heng-O herself. After a sufficient courtship, the archer turned demon actually managed to beguile the goddess and hence, a marriage was proposed wherein both would partake in the elixir of immortality. Hell hath no fury like a woman scorned and thus, Chang-Wu lied to Heng-O, insinuating that her shawl had been enchanted by Yi-Shan.

Furious, the moon goddess thus imprisoned Yi-Shan in her shawl's extradimensional folds, drank both doses of the wedding's elixir and proceeded to ascend to the heavens. Chang-Wu, though, tried to steal the shawl and thus the man who had jilted her and Heng-O finally understood - though too late. In the ensuing battle, the shawl was torn. Crying bitter tears, the ascended Heng-O's grief threatened to drown the world in a vast flood, but thankfully, the Jade Emperor intervened by granting Yi-Shan immortality and make him the minister of the sun. Creating a temple on the cross of dragon lines, Yi-Shan would be able to escape his prison once every 8 lunar cycles and meet his beloved in said temple. Unfortunately, Heng-O's tears had already created a tidal wave threatening to crush the temple's site - hence Heng-O used her control over the tides to essentially freeze the flood wave in place. In order to free Yi-Shan

from his prison, mortals must carry the pieces of the shawl through the temple's gates, though – and this ceremony, as appointed by the Jade Emperor, would become the Spring Moon Festival. All of this is provided in both read-aloud text and as a player's hand-out and makes for the background of the city of Langyin, over which the still frozen in place tidal wave has loomed since this mythical age.

The player characters arrive at this historic site in time for the festivities and, via numerous lore DCs, can unearth even more information on the uncommon city. As heroes are wont to, they are contacted by the Mandarin - unbeknownst to the public, one of the pieces of the shawl of the moon goddess has been stolen and the moon goddess may well show her displeasure by unfreezing the tidal wave if the ritual is not properly conducted. The officials have deducted that a participant of the festivities is probably the culprit and thankfully, the Dragon-Lion Dance combat tournament is today and the PCs can do some research here as well, bringing them up to snuff regarding the Cult of the Lost and the folk heroines of the Stone Monkey Maidens, who are in conflict with the local mandarin. The PCs will have to participate in the performance combat of the Dragon-Lion Dance for the honor of being chosen as Moon Hunters - and the combat follows interesting rules: The participants have to hold on to the dragon-lion costume, can't move fast and the lead performer needs to provide dancing steps and the lead also needs to hold a lantern in the dragon's mouth. Fighting is strictly non-lethal. The participating teams enter the arena (fully mapped, btw.) in a free for all, with each team having some modifications to the basic stats - a combat the PCs will definitely remember - it should be noted, though, that DM's should probably have some experience under their belt since the combat per se is a bit abstract - some additional guidance for the behavior of the various teams would have made running this easier. The second test would be a test in courting a spirit attendant in the Blue Tavern of Eight Tails - here, we essentially get a complex series of skill-checks and social interactions in a kind of ceremonial masquerade - here, persistence in spite of incompetence may be seen as a type of virtue in itself. 5 fully depicted NPCs, all with their own agendas and motivations await the PCs here and while the basic rules for the contest have some minor formatting glitches, overall this section should be considered rather enjoyable. Cara Bui, a shenxue courtier gets promptly kidnapped by Faen pirates as the PCs are busy and a wild chase ensues - a complex chase with various obstacles etc. that leads the PCs to the Wharf Towers, where they will have to free Cara Bui (said courtier) from the clutches of infamous Faen pirate Tiger Eye – only to have to realize that the two were former lovers and the courtier with the fake shawl.

In the meanwhile, the cult of the lost has taken control of the shawls not in the PC's possession and is on the way to the temple – a second chase will lead the PCs to the sacred site, where immortal, constantly resurrecting terracotta guardians and the insane undead mandragoran who fancies herself Chang-Wu are trying their hands at the ritual – in order to save the city, they will have to eliminate the undead creature and perform the proper rite themselves while being harried by the immortal guardians of the temple – a furious finale indeed.

The appendix contains the information for the moon shawls (including object loresight-info), two new combat rites, the new moon shenxue aspect as well as the template for becoming essentially a vampiric mandragoran and much of the origin myth is duplicated on a handy 1-page handout for players.

### Conclusion:

Editing and formatting are top-notch, I did not notice any deficiencies in that department. Layout adheres to HotJO's beautiful 2-column full-color standard and the full-color artworks are beautiful. The cartography in full color is player-friendly and extensive. The pdf comes fully bookmarked for your convenience.

Author Frank Carr knows his lore - this module breathes high-fantasy WuXia-wonder in all the right ways and literally NONE of the encounters herein is anything less than high concept: This is a tour-de-force if there ever was one, one that breathes style and panache in every second. Genre-wise, this is a very much eventdriven module that allows DMs to set up their own pace, but this is also a module that requires an experienced DM: The respective encounters are not that neatly tied together, the transitions very much remaining up to the DM, also due to the modular nature of the module which allows for various ways in which encounters can be drawn out or even cut from the module. This is no module for the faint of heart, but an experienced DM can create one glorious experience here - also one that could easily be run in the context of a convention.

Now usually, the weak transitions would see me rate this down more, but I honestly can't bring myself to do it – why? Because this module breathes the spirit of WuXia, of alien vistas and made me more excited for the Lands of the Jade Oath than I've been in quite a while for a setting, up to the point where I really wished there were more Jade Oath-adventures out there. It's that imaginative and cool and having played extensively in far eastern campaigns, this should be considered a joy in its potential. This being the original version of the module, the content works topnotch and is glorious. In fact, this module ranks as one of my favorite Arcana Evolved modules of all time and as one of my favorite eastern modules ever.

If you are not an experienced DM or very nitpicky about not wanting to work with transitions etc. then this is will prove to be very challenging indeed, though – still, one superb module and well worth 5 stars plus seal of approval.

### Endzeitgeist out.



### Bullet Points: Nythic Fighter Class Feautures

**Publisher:** Rogue Genius Games **Reviewer:** Thilo Graf **Rating:** 5 stars out of 5

You know the drill -3 pages, 1 page front cover, 1 page SRD, 1 page content, so let's take a look at those

Mythic class features for the fighter, shall we? The Mythic Fighter can choose any of these class features as 1st level universal path ability provided they have the none-mythic version. So what are they?

-Mythic Armor Mastery: As a free action, when a spell, effect or attack would kill you, instead give armor or shield the broken condition. Now we're talking! Awesome!

-Mythic Armor Training: Add Armor Training bonus to ref and will-saves as well as intimidate OR sense motive.

-Mythic Bravery: Never become frightened or panicked, instead become shaken. Also, foes failing to demoralize you or failing to hit you with a fear-inducing spell or effect allow you to use mythic power to counterdemoralize foes. Neato!

-Mythic Weapon Mastery: When attacking with a weapon and not dealing full damage (due to DR, incorporeal foes etc.) use mythic power as a free action to deal full damage. Bypassing non-mythic defensive abilities always works, mythic ones require a mythic tiercheck.

-Mythic Weapon Training: When using mythic surge to increase atk of the weapons, add the same bonus to damage. Also, use mythic surge without expending mythic power, usable weapon training groups the fighter has/day.

### Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to a 3-column portrait standard, of which I'm not a big fan. the pdf has no bookmarks, but needs none at this length.

THIS is how a mythic-rules Bullet Point should be – all killer, no filler awesome iconic options that never feel bland or uninspired, instead offering the amped-up-to-11-versions of class features, glorious and awesome – final verdict: 5 stars + seal of approval.

Endzeitgeist out.

### NeoExodus Adventures: The Silvered Skull



**Publisher:** LPJr Design **Reviewer:** Thilo Graf **Rating:** 5 stars out of 5

This "Pay what you want"-module is 16 pages long, 1 page front cover, 1/2 a page advertisement, 1 page editorial/SRD,

leaving us with 13 1/2 pages of content, so let's take a look, shall we?

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

All right, still here? It is the summer of 92 AU in the Caneus Empire when two shepherds named Adler (German for eagle, btw.!) and Karl finds a weird silver skull and a ring in an old laboratory. Gifting the ring to his beloved and showing off the skull's weird glow, the shepherd inadvertently has found remnants of the Cavian Empire. Cavians, in case you didn't know, are the mouselike hive-mind possessing humanoids with innate psionic powers of the NeoExodus-setting. And yes, this is a fullblown psionics-module, compatible with Dreamscarred Press' Psionics Unleashed. But back to the topic at hand - strange things started happening: The town's women started acting strangely, some of them even falling into a kind of coma. The town's priest committed suicide and poor Adler and his skull have been quarantined. Enter the PCs, in the employ of Sir Otto von Korrien.

On the road to Oldenhaffen from Macawi the PCs have to defeat 2 ogres. There, the local remaining priestess Sister Fritzi has already identified the skull as not the origin of the curse - essentially, it converts spells, but not psionic powers, cast on it into light-spell like effects and is completely harmless. After a short, very rudimentary investigation, the players are led to and the proceed to explore the cavern containing the Cavian complex. Alas, the place is now home to a selection of deadly threats - from the quill-furred, dog-like razorfiends, faulty deranged trepanners to finally finding aforementioned beloved woman – with the ring that actually is the source of the problems, for its is an intelligent weapon created to destroy the Sorceror-Kings of Abaddon in ages gone by. Either by combat (with summoned thought-eaters) or by diplomacy, the PCs can get the ring and lift the mental static "curse" on the town. This is not where the module ends, though - whether the PCs hand over the ring to Cavians or keep/destroy it - the choice is up to them and may very well have unforeseen consequences in the future.

We get passable maps for the complex as well as the overall place on the continent where the adventure is set.

### Conclusion:

Editing and formatting are top-notch, I didn't notice any significant glitches. Layout adheres to NeoExodus 2-column full-color standard and the full-color artworks are neat. the pdf comes in a second more printerfriendly version. Cartography is nice and actually better than in older NeoExodus-adventures and the pdf has no bookmarks, but at this length, they are not strictly required.

J. P. Chapleau has created a nice module steeped in NeoExodus-lore here – while at this length, we of course get no epic narrative, but what we do get is a nice little crawl that has some social interaction, interesting terrain features and a climax that does not necessarily boil down to "kill em all" – what more can you ask for in a short "Pay what you want"-module? The answer is: Nothing. An enjoyable read for an unbeatable price, my final verdict for this module will clock in at 5 stars +seal of approval.

You can get this module for any price you want here on OBS!

Endzeitgeist out.

### Mythic Magic: CORE Spells



**Publisher:** Legendary Games **Reviewer:** Thiko Graf **Rating:** 5 stars out of 5

This massive pdf is 100 pages long, 1 page front cover, 1 page inside of front cover, 1 page editorial, 1 page ToC, 1 page SRD, 2 pages of introduction to the matter at hand, 3 pages of advertisement, 1 page inside

of back cover, 1 page back cover, leaving us with 88 pages of content, so let's take a look!

Now I'll come clear from the beginning - while I love cinematic scenes, to me it is REGULAR guys accomplishing these feats of derring-do what makes them epic in the first place. I'm a bit of a mythic skeptic and while I have run my fair share of mythic scenes (crashlanding a flying fortress through the defensefortresses and armies as a culmination of a holy war in my last campaign, to name one), they have to be earned - becoming mythic is something only a scarce few should accomplish and honestly, I was rather afraid that Mythic Adventures would up the ante too much. Thankfully, the rules allow for a relatively tight control on how much mythic powers become available and hence, I can get behind the system...only problem being that one hardcover was simply not enough by any stretch of the definition: Whether its monsters, paths or spells - there simply wasn't enough space to cover mythic rules in the level of detail I'm comfortable with. Enter this book, among others.

With lightning-quick speed, Legendary Games have delivered ALL the missing core-spells, upgraded to their respective mythic variants, but before we take a look at them, we are introduced to two feats, one of which unlocks mythic cantrips (what may seem as a contradictio in adjecto, but more on that later) and a feat that allows you to apply mythic power to scaled spells – which is brilliant: Communal, mass, improved etc. – twice your mythic tier of such variant spells are learned, adding more fuel to burn for casters. We also get a new 1st tierability with Mythic Minor Magic as a bonus mythic feat or Mythic Spell Scaling – i.e. a way to get easy access to both new feats.

Next up are spell-lists by class – Bard, Cleric, Druid, Wizard etc. – including domain-lists, bloodline-lists etc. – as a cool benefit, each of the spell-lists mentions the respective page upon which the mythic spell can be found and is additionally linked to the page – one click and the pdf puts you on the page: Kudos for making this so easy to navigate. Now, of course the Mythic Adventures-spells from the hardcover are not in here, but after using this pdf for a prolonged time, I honestly wished my hardcover of Mythic Adventures would be that easy to navigate.

But that's not what interests you now, is it? What about the spells? Well...each and every spell from the COREbook that's not covered by Paizo's Mythic hardcover has been tackled – several of which with options to augment them with or without mythic tiers required – usually 3rd, 4th or 6th level, with some examples like Dominate Animal providing an upgraded augment unlocked on 6th mythic tier, allowing you to highjack the long-time (1 day per level rather than an hour)-dominated animal's senses as a swift action sans ill-effects of disorientation.

Now I have an issue as a reviewer here – as much as I'd like to, I cannot cover each and every spell herein without blowing this review up to unprecedented length, so let me instead provide some samples to give you a good idea of what to expect from these pages, all right?

Let's take Deathwatch as an example - this spell allows you to roughly determine the percentile hp of the creatures still remaining: above 90%, 90 - 30% and below 30% and also shows negative levels and con drain/ damage. Delay Poison adds half mythic tier as a bonus to saves versus the poison once the spell has run its course, whereas Delayed Blast Fireballs, much like many damage-dealing spells, have their damage-dice expanded and may also be augmented at 3rd mythic tier to instead detonate multiple times for less damage or at 6th tier, further expand the damage-dice when powered by mythic power and even ignore resistance and immunity to fire. Now I mentioned cantrips - so what about light? Apart from light, mythic power equal to an incoming darknessdescriptor spell may be used to counter darkness-effects as an immediate action via this spell.

Prismatic Walls in mythic versions afflict foes close with prismatic spray and later extend the range of said zone of death further. Harder to destroy Prying Eyes with darkvision and resurrecting allies can now be done with less costly materials by using mythic power. One central rules-theme would be the dissolution of HD- limits, increased damage-dice, ignoring immunities, adding mythic tier-score to effects, extending AoEs and generally more flexibility though that does not apply to all of the spells, with variety comes a necessity to reflect this variety in the respective mythic spell designs. Of course, interaction between mythic invisibility and mythic see invisibility as well as how they interact with non-mythic versions are covered, even beyond the latter's ability to reduce concealment miss-chances. These showcase well the level of detail required for a this broad coverage of spells.

In fact, while there are unifying themes among the spells, the augments and mythic versions are surprisingly varied while still maintaining a distinct voice of rules that lends a sense of wholeness to the pdf's mythic spells.

### Conclusion:

Editing and formatting are very good, I didn't notice any significant glitches apart from minor issues like a letter that was supposed to be bold not being bold – nitpicky gripes at best. Layout adheres to an easy-to-read full-color 2-column standard, with neat full-color artworks mixed with pencil-drawings in b/w. The artworks are awesome, but some you may have seen in other Legendary Games offerings and the mixing of both styles detracts slightly from the otherwise perfectly unified look of the pdf. As a layout-peculiarity, page 64 is only half covered – there seems to be an illustration missing. We get this offering in an additional, more printer-friendly version and both come bookmarked excessively, which, alongside the immensely useful linked spell-list result in this pdf being superbly useful and easy to navigate.

This is beyond ambitious. Within record time of the release of Mythic Adventures, Legendary Games has released this massive book of CRUNCH. Of in your face, no-frills, full-blown crunch. As a reviewer, books like this are WORK – crunching numbers, looking for discrepancies. With that and my designing-experience, I can attest that this book must have been a chore at times to create and it speaks of the diligence of designers Jason Nelson and Jonathan Keith that they managed to get this out as fast as they did and in the quality.

Now let's get one thing out of the way: Yes, this is not a particularly cheap pdf – in fact, it is rather expensive. But what it covers also makes this not just AN expansion for mythic spellcasting, but rather THE expansion: With diversified augments, the mythic spells herein are actually much more eclectic in the options they allow than basic, non-mythic spells, hence making casting these spells much more enjoyable. Beyond that, this pdf covers so many spells and does this in a way that makes this supplement look like a chapter that has been cut from Mythic Adventures – the massive array of mythic spells herein should not be considered optional for a mythic campaign, but rather as a required collection. Is it perfect? No, but it succeeds with bravura at its given task and while it may not be a cheap offering, if you're playing a campaign using mythic rules...then your group needs this pdf. And yes, the price-point hurts, as do the scarce few gripes I could muster – but still: My final verdict will clock in at 5 stars – How else rate a supplement for a mythic campaign that is NOT optional and may be considered a required expansion-chapter of Paizo's hardcover? If you run a mythic campaign, then this should be considered a required purchase.

Endzeitgeist out.

### Dungeon Dressing: Mundane Chest Contents



**Publisher:** Raging Swan Press **Reviewer:** Thilo Graf **Rating:** 5 stars out of 5

This installment of the Dungeon Dressing-series is 11 pages long, 1 page front cover, 1 page advertisement, 1 page editorial/ToC, 1 page SRD and 1 page back cover, leaving us with 6 pages of content, so let's take a look,

shall we?

Nothing makes player's eyes gleam like the promise of loot just out of their grasp and chests are predisposed for dumping the precious thingies inside that adventurers covet. The thing is – with mimics etc., there simply is a bit too much paranoia going on. After all, just about all chests are secured via traps – and a chest popping up equals loot, so the rogue pulls out his/her kit. We all know the routine. The thing is – routine gets boring. And people ought to use chests for things beyond magic loot, shouldn't they?

Enter this pdf, an excellent tool of desensitizing players and characters and adding more detail to rooms in the same stroke: Herein we find chest contents galore, with the first table offering 100 entries for clothes and possessions: Moth-eaten shirts, cult robes, lace gloves and dancing shoes alongside tools, remnants of chainshirts, shirts with more than two arms and spiked collars and manacles – there is a fascinating diversity of contents here.

Now if you're looking for something more out of the ordinary, then wizard's chest contents, 46 entries to be precise – blank parchment, astronomy charts, severed bird claws, gravestone etchings, incense – all the nice things one would expect from the more esoterically inclined masters of the arcane.

Now clerics also tend to hoard interesting contents and hence, the third table offers 46 entries that could also be found in the care of other devout characters – wine-cups, herbs, ceremonial garbs, slaves and ointments, polished amber blocks and even a miniature altar within the chest await your PCs to discover them while they're snooping through the possessions of the clergy.

Of course, food and drink are also stored in chests like these and hence we get another table (with just as many entries) holding chilled meat pies, rotting mutton cheese, skinned hares and even valuable herbs (with a GP-value) to offer something for the health and sustenance of the PCs.

Finally, we get a table of 46 entries containing odds and ends – rusted keys (and locks), caltrops, an assortment of glass eyes (creepy!), mustache wax and boot polish or a lonely, cracked teacup tell their own little stories a DM can easily expand and use as a basis for further adventures/complications.

### Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to RSP's 2-column b/wstandard and is exceedingly crisp. The pdf comes in two versions, with one optimized for screen-use and one for print-use. The pdfs comes fully bookmarked for your convenience.

Designer Josh Vogt has delivered a rather interesting, nice supplement full of intriguing, at times, funny, at times creepy and all out interesting mundane contents to make your chests more common and thus, the treasure chests ultimately more rewarding when they do pop up. There's not much to complain in this particular supplement – it is a thoroughly rewarding supplement that is bound to see quite some use at my table. If anything, I would have enjoyed one or two more far out contents herein, but that is no reason to rate this neat supplement down. My final verdict will clock in at 5 stars.

Endzeitgeist out.

### Amazing Races: Jengu



**Publisher:** Abandoned Arts **Reviewer:** Thilo Graf **Rating:** 5 stars out of 5

You know the drill by now – 4 pages of content, 1 page front cover, 1 page editorial, 2 pages of content, this time for the Tengu-race, so let's take a look, shall we?

As always, we kick this pdf off with new racial feats, this time a whopping 8 of them:

-Carrion Feaster: Improved Carrion Feeder; Immunity versus 1-save ingested poisons and 1 save less to cure; also bonuses are increased to +4.

-Carrion Beak: Don't take ability score damage or negative conditions from diseases, but still spread them. Appropriate and since it requires some serious feat-



investment to unlock, still ok, if powerful.

-Glider: Get lateral movement of 5 ft. when falling for every 15 ft. of falling.

-Glittering Greed: Appraise the most valuable object on a foe – fast, and get a bonus to CMB for attempts to disarm or steal it.

-Ki Screech: Spend two ki points to emit a 15 ft. screech that deals remaining ki pool points damage. Quite weak.

-Shrill Screech: Potentially deafen victims of your screech for 1 round.

-Tengu Nightwing: When changing into giant raven form, you get +4 to perception and darkvision 60 ft.

-Tengu Terrorwing: Gain the grab quality when in raven form.

We also get two new traits, with one offering +1 to Knowledge (history) and linguistics and one becomes a class skill and the other allows for +2 to disarm and steal in a surprise round.

We also get two new alternate racial traits: One nets +1 to natural weapon damage and treat your HD as BAB for gaining the Improved Natural Attack feat, whereas the second reduces your weight, improves the fleet-feat by +5 ft if you have it and nets you +2 to acrobatics – especially the latter is rather cool – weight and height feature all too rarely in crunch like this.

The issue's archetype would be the Kenjin Lorekeeper, a tengu wizard archetype with some uncommon premises. The Kenjin Lorekeeper may replace arcane bond and add a massive bonus to Knowledge-checks, potentially stacking with bardic knowledge and furthermore eliminating a couple of prerequisites for the loremaster PrC. Also rather interesting – in lieu of wizard's bonus spells, these tengu can get either style feats or ninja tricks (but NOT rogue talents!) – that makes for a surprisingly versatile and iconic archetype in such a small allotted space.

### **Conclusion:**

Editing and formatting re very good, I didn't notice any significant glitches. Layout adheres to Abandoned Art's two-column no-frills standard and the pdf has no bookmarks, but needs none at this length.

So...Tengu. I expected this pdf to be redundant when compared to e.g. Rite's "In the Company of Tengu", but it isn't – instead, we get some rather cool options, unique feats and alternate traits rock and the archetype is neat as well. While not all pieces are glorious, generally, you'll definitely get some awesome pieces of content herein for a more than fair price. My final verdict will hence clock in at 5 stars.

You can get this cool set of tools for the Tengu here on OBS and here on d20pfsrd.com's shop!

Endzeitgeist out.

### Monster Templates: Headless Horseman



**Publisher:** Rite Publishing **Reviewer:** Trev W. **Rating:** 5 out of 5 stars

Rite Publishing brings us a template for the headless horseman, and a CR 11 headless horseman to challenge your players.

I firstly have to acknowledge the perfect choice in the scary pumpkin background of this pdf. I like it a great deal. On the template, the vorpal ability is pretty nice and ensures there will be plenty more heads being lopped off. The others are very thematic and related to the fluff, but I don't want to give them away here.

Concerning the headless horseman of CR 11, he can certainlykill. The hellfire is a nice touch. The vulnerabilities are the AC and the hp weakness of the Sygian mount making dismounting the headless horseman a very real possibility. A dm may want to improve the horse. It isn't bad offensively, but a horseman and horse against a party may lack the AC and HP to last long. There is also some lore and description which leads into feats and the spell to create the horseman.

This was a very enjoyable read, allowing the headless horseman to quickly be placed into a mid-level game, or for a player to assume the role of the horseman following their demise.

5/5. It has a central idea and runs with it, fully realising the headless horseman for pathfinder games.

### Convergent Paths: Fey Archetypes (PFRPG)



**Publisher:** Rite Publishing **Reviewer:** Joshua G. **Rating:** 5 stars out of 5 stars

I am associated with Adventureaweek.com, were I operate as the main PDF monkey. My reviews are written with a desire to remain unbiased as many of the designers, writers, artists and publishers are

considered friends to me. Having said that I am first and foremost a reviewer, and in respect to these people and their product I intend to evaluate this product honestly and fairly.

Rite Publishing Presents: Pathways

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Originally posted to http://thoughtswithbrokendice. tumblr.com/

Convergent Paths Fey Archetypes weighs in at 16 pages (2 ads, the OGL, cover and credits) with 11 presenting us with new material. Three new archetypes connected to the fey, along with a new monster and a handful of feats are introduced here. Format follows the standard dual column layout, with several pieces of artwork interspersed throughout the book, with several of them being very good pieces.

Opening this with the Faerie Knight (Cavalier), a knight in allegiance and loyalty to a fey or full court of fey. The write up for this archetype made for a great read, as it is presented in the form of a conversation between a knight named Tristan, his mount Meliodas and the writer of this journal, the interaction between the knight an his mount are hilarious. So, what makes this cavalier worth playing right? Well, to be honest, the mount. The mount adds the template for a few creature, with a series of progressive abilities, that make this far more than just a simple means of getting around. When connected the rider and mount can cast a small list of spells (dancing lights, faerie fire, etc.), with the mount being the anchor for the caster numbers and such, along with any concentration checks required, freeing the knight to keep their attention on other things. The mount also gains the ability to be sent into the realm of faerie seeking aid for its rider, bringing the aid as in a successful summon nature's ally V. Not to mention that being a loyal subject to the faerie the knight works for offers them a level of respect when dealing with fey, as much as one can hope for those chaotic interactions to go well, lol.

Second to the party here would be the Laughing Man (Monk). This archetype presents the first editing hiccups, but they are simply text line justifications (those weird spacing blanks that happen in a justified column of text). There are only a few of them, and they truly don't affect the product enough to be more than a minor distraction, in other words, I am mentioning them more so that when you read through this book for yourself you don't find them and wonder what the heck, lol. So, moving on...the Laughing Man offers up an interesting archetype that has taken the concept of words hurt to a whole new level. Short story breaks down to this monk can weaponize his words through a combination of skills and abilities, choosing to do damage as per sonic attacks with their spoken words. I can see a lot of potential here for a very cool character or two, but would require a player willing to make the character worth it in combat. Well worth the effort I believe though.

It takes us to the Masquerade Reveler (Barbarian). One of the most alien thing on dealing with the fey and faerie in general are that our perceptions as humanity, or the mortal world, are constantly shifted and skewed due to their nature. They have the capacity as fey to alter their looks and hide behind various masks and forms, leaving us wondering who and what it is we are dealing with. This archetype seeks to perhaps bridge that, in the form of one who has been touched by the realm of faerie and came back not entirely whole, but far from broken either. The easiest way to shorten this is to say that the Reveler operates at their own eidolon. A rather specific eidolon, but none the less. Using this ability they gain the ability to mask themselves much as the fey can, fueling this ability with the standard rage of a barbarian...yeah, let that stew for a minute. A very cool concept of what one can do with a barbarian outside of the typical "Thunk! Kill!".

Seven new feats are presented, with perks for the mentioned archetypes, with two feats for the Faerie Knight and the Masquerade Reveler, and three for the Laughing Man. The Gancanagh closes us out this time, as a new fey monster. Appearing as an extremely attractive individual, with all the charm required to seduce anyone who catches this fey's attention, it tends to keep the deck stacked in its favor with an excretion from its skin that is addictive (known as Gancanagh's Kiss presented after the monster entry). Add to this its Mindbender and Sweet Nothings ability this fey will keep a mortal entranced for hours conversing for its entertainment. Not exactly a malicious creature by intention, but the extremely different skew the fey place on the mortal world makes any interaction with a creature with the ability to force anything to entertain it for fun runs the risk of ending bad. Supplied with hooks and a sidebar detailing some of the real world mythology for this fey.

So, checking over the score sheet here, the one thing that stood out was only truly the justified lines, which I am not going to hold against this product. The archetypes all bring to the table their own flavor, with suitable dressings of that taste of fey influenced to them. Looking for some fey affected archetypes this product does a very good job, and would be a worthy purchase at five stars.

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