



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 ↓ COD 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 Apraise Arror (Medium) 10' 10' Intelligence 16' +3' Wildown +5' Diglomacy Arror (Medium) CM Defense: 18 / 17F1 16' +3' Wildown +5' Digluids Digatic Device Defenses 18 / 17F1 3000 XP Escape Artist Fortitude Save: +13 35000 XP +9 17' 45' for / 16F1 Armor Class: 17 / 97 ch / 16F1 17' 67ch / 16F1 Linguiste Armor Class: 17 / 97 ch / 16F1 40' 30 Speed -9
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 [♥] 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	[♥] 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	nor Check: -1 ail: 5%, Shield	Spellcraft Stealth Survival



WIS (3)

STR (1



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by Steve Russell				

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Editorial

By Dave Paul, Illustration by Malcolm McClinton

I finally did it. Many months ago I suggested that I was writing an adventure ultimately designed for publication and distribution. It's still in beta, it still needs more playtesting, but, as a Christmas gift to most of my oldest RPG buddies, I ran them through it as a surprise this year. They had assembled to play in another GM's Savage Tides campaign, but, after we'd all gathered around the table, he announced that he had a surprise in store: that he was turning over the GMing duties to me (I ran adventures for most of these guys since the early 1980s but, since about 2003, I really haven't had time to GM, and since about 2008 I haven't really even had time to play with these guys – it's been a long, dry absence).

As an additional gift, I've allowed the first group of playtesters to name the characters in the adventure, I've given them privileged access to the behind-the-scenes details of it, and they have special rights to make suggestions to the adventure that I hope, ultimately, to run at a convention and to make available for sale. However things turn out, even if we end up deciding not to publish this for sale, I want it to be polished enough for others who want to use it someday to be able to without much modification.

The adventure is designed for 6 to 8 players-not the easiest size for a GM to control. Still, it is what it is. It's a one-shot, though it can, I think, be turned into a long enough adventure to turn into two or three 5-hour blocks for a convention. We did it as a seven-hour session, with lots of time throughout for laughs and snacks. There are, at the table, twelve miniatures for the players - three ettins (each head is a brother to the other head on the ettin, and each head gets its own character sheet and has its own player - yes, hilarity and confusion ensue), a grizzly bear, an orc, and seven goblins. In addition to the six players each playing one head of the three ettins, if there are 7 or 8 players instead of 6, one plays the orc (who is a 3rd level barbarian and 3rd level ranger), and one plays one of the goblins (who is a 7th level druid). The other six goblins are slaves (as is the druid, to some degree). One ettin (or pair of brothers) won the seven goblins in a contest and so they are that ettin's slaves, one ettin has the orc barbarian/ ranger has its follower, and the other has a pet grizzly bear.

The rules of the adventure are tweaked. It's not the easiest thing to devise a system whereby two people play each of the two heads of an ettin, but, at least for this one-shot, I think I have a workable system. It does mean that I've had to think outside the box, and it does mean that the ettins aren't quite standard per the PRD. But, with some luck, I'll be allowed to operate with these changes. I clearly have some more work to do, and it certainly needs more playtesting. But, with any luck, I'll have something ready for GenCon 2014. We'll see how it goes.

Even with just this little bit, I've learned a few things that I think out to be shared. Writing an adventure is not so easy; it's not just balance issues that are important, it has to be fun for the players. This first group had a blast. Some of it, I hope, was because of the adventure and the unique rules I developed. Part of it, I know, is because these guys know each other (hence one more reason to do more testing). While I'd expect most groups of players playing this adventure will already know each other, I need to know how it plays with a group of relative strangers – sometimes that's how things turn out at a game store or convention setting, so I need to know it'll work.



Stories are driven by several elements, one of those is conflict. Sure, there are conflicts for the group to overcome, but, in this case, one of the conflicts is the struggle that happens when two players take turns controlling one figure at the table. Each of the ettins has special abilities that it can use in place of either a combat action or a movement action that it can use to either aid or restrict his brother. Because they're ettins, they have a natural inclination toward strife – chaotic evil is, in some respects, an easy alignment for the GM to control. But, the adventure is designed, as I think it needs to be, with goals that will only be accomplished if the players work together. Sometimes, though, it's nice to have a little fun at your brother's expense, isn't it? Another conflict, for the player of the goblin druid, for instance, is that the goblins are all slaves of one of the ettins and, sometimes, it's better to just do what the ettin boss tells you to do.

Because of the way that the ettin language works, per the PRD: Ettins have no language of their own but speak a pidgin of Giant, Goblin, and Orc. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: if the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

This makes things really interesting at the table. The goblin druid and the orc barbarian/ranger both speak both goblin and orc. The ettins are all from different tribes, so I still treated their DC as 5 (though with an Intelligence score of 6, this isn't the easiest). Further, when the goblins speak in Goblin, or the orc speaks in Orc, or anyone else in the adventure speaks in Giant, I gave the ettins a DC 10 Intelligence check to understand. Misunderstandings, of course, give the GM opportunities to direct (or misdirect) various members of the party. And, if the players are willing to roll with it (or role with it), this kind of thing really adds to the enjoyment of the session. *Pathways* readers will be the first outside of my playtest groups to get their hands on this. Keep your eye on future issues.

Happy gaming



Envious Creature Jemplate

by Steve Russell, Illustrated by Joshua Calloway and Eric Quigley

Envy is the most selfish, the most personal, and often the most self-destructive of all the sins. Envious creatures covet objects or some abstract notion (such as love, friendship, or belonging) to such a point that their hatred of the possessor(s) of said object draws the notice of the fell powers of Damnation so that they transform the creature into the embodiment of envy. Envious creatures always seek to eliminate and replace the possessor of what they covet to the exclusion of all other goals. Moreover, if the envious creature cannot possess the object, then no one will. While envious creatures are gifted chameleons, their true from is marked by goat horns and their eyes are always some shade of green; in their true form, the eyes have a bright, glowing green radiance.

Creating an Envious Creature

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

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

CR: +3

Alignment: Neutral Evil

Defensive Abilities: DR 5/good (if the envious creature is CR 6 or higher this becomes DR 10/ good, if CR 12 or higher this becomes DR 15/good); Immune acid, death effects, disease, mind-affecting effects, poison, petrification; Resist cold, electricity, fire 10; SR 11 + CR

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

Change Shape (Su): Once an envious creature desires a particular object, person or abstract notion (such as a particular position within an organization) it can shapechange at will into the "possessor" of the object, person, or abstract notion. If anyone calls the creature by its true name, it is automatically forced back into its natural form for 24 hours. An envious creature's eyes are always green regardless of what form it takes (inflicting a -5 penalty to its Disguise check).

Divination Ward (Su): Whenever a use of a divination effect involving the envious creature is used while it is shapechanged it immediately becomes aware of the attempt and the nature of the effect and can cause the effect to reveal what would be learned if it was affecting the "possessor" it is impersonating. Even true seeing will not reveal the truth.

Envious Strikes (Su): An envious creature's melee and ranged attacks pass along some of its envious nature. Any opponent successfully hit by its melee and ranged attacks must succeed at a Will save (DC 10 + 1/2 the envious creature's HD + its Cha modifier) or be driven into an envious rage for one round per CR that forces the victim to try to kill its nearest ally and steal its equipment.

Exchange Ability: After 1 hour of meditation, an envious creature can exchange any class ability or racial trait for the class ability or racial trait possessed by the "possessor" it has shapechanged into. It can use any class feature that could be possessed by a character equal to half her CR (does not include spellcasting or bonus feats). The class features function as if she were a member of that class with a level equal to her CR-3.

Exchange Feat (Su): After 1 hour of meditation, an envious creature can exchange any feat it currently possesses for another feat possessed by the "possessor" it has shapechanged into, though it still must meet the prerequisites to gain the benefits of that skill.

Exchange Skill (Su): After 1 hour of meditation, an envious creature can exchange the ranks of any skill for the skill ranks possessed by the "possessor" it has shapechanged into, its class skills remain unchanged.

Mimicry (Ex): An envious creature is proficient in all weapons, armor, and shields. It can also use any spell trigger or spell completion item as if the spells were on its spell list, CL equal to its HD.

No One Can (Su): If denied what it covets, an envious creature can choose to explode as an immediate action in a blinding flash of fire that deals 10 points of damage per CR (half fire, half unholy damage) to anything within 10 feet per CR; a successful Reflex save (DC 10 + 1/2 the envious creature's HD + its Con modifier) results in half damage. This results in the envious creature's death, and usually the death or destruction of what it covets or the "possessor" of what it covets.

Abilities: Increase from the base creature as follows: Dex +4 (+2 to ranged attack rolls; AC and touch AC, Initiative, and Ref saves. +2 to Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth checks, add +2 to any of the base creature's Dexterity-based DCs), Con +4 (+2 hp per HD, +2 to Fortitude saves and any of the base creature's Constitution-based DCs), +8 Cha (+4 to Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, Perform, and Use Magic Device, attempts to influence others, and Channel Energy DCs, +4 to any of the base creature's Charisma-based DCs).

Feats: An envious creature gains Deceitful, Greater Steal, and Improved Steal as bonus feats even if it does not meet the prerequisites.

Skills: An envious creature gains bonus ranks in both Disguise and Sleight of Hand equal to its HD and they become a class skills.



Jogund the Grasping XP 4,800 Envious Troll

NE Large humanoid (giant) Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +8

Defense AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)hp 63 (6d8+36); regeneration 5 (acid or fire) **Fort** +11, Ref +4, Will +3 Defensive Abilities: divination ward; DR 10/good; Immune acid, death effects, disease, mind-affecting, poison, petrification; Resist cold, electricity, fire 10; SR 19

Offensive Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5) Space 10 ft.; Reach 10 ft. Special Attacks envious strikes (DC 16, 6 rds), no one can (80 hp, 80 ft., DC 22), rend (2 claws, 1d6+7)

Tactics

Before Combat: Jogund has taken over the form of the local region's tax collector at a bridge border crossing, having become envious of an ancient set of coins he owns that his trollish ancestors had collected from those who used to pass the ancient giant bridge they guarded. Jogund often roots through other people's possessions searching for more rare coins he can add to his collection under the pretense of his job as a tax collector aided by the local guards. The original tax collector's body is at the bottom of a frozen well in the back of a cave underneath the original bridge.

During Combat: Jogund only fights if his disguise is penetrated, otherwise he flees with his coin collection.

Morale: If someone attempts to take his coin collection from him, he explodes using his no one can ability.

Statistics Str 21, Dex 18, Con 27, Int 6, Wis 9, Cha 14 Base Atk +4; CMB +10 (+14 steal); CMD 22 (26 steal) Feats Deceitful, Greater Steal, Improved Steal, Iron Will, Skill Focus (Appraise and Perception) **Skills** Appraise +7, Bluff +4, Disguise +13 (+18 change shape), Perception +8, Sleight of Hand +13 Languages Giant

SQ change shape (shapechange), exchange ability, exchange feat, exchange skill, mimicry



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Chatting with "The Hero Jab Guys & Gal"

Written and Illustrated by Liz Winters.



Back in October, we introduced you to Aaron, Colen, Hollis & Mathias from the Hero Lab team. Since then, we've been joined by Michele and Steve, who will be working with us to elevate Hero Lab to even loftier heights of excellence (*cough*). Welcome, Steve and Michele!

This month, we check in with the team to learn about their most memorable game sessions, and some of their favorite Pathfinder characters. You can interact with the Hero Lab team and other Lone Wolf staff on our forums: http://forums.wolflair.com.

Colen

What's your most memorable game as a player? What made it memorable? My favorite GM, and the GM of my most memorable session, game is Richard, one of the developers working on Realm Works! We'd



been playing in his sci-fi homebrew game for years, and we'd spent years exploring the incredibly deep and complex world that he'd crafted. Our characters had spent most of their game careers engaged in a battle between good and evil for their planet and then the fate of the human race, so the stakes were already high. A few things about who we were and what we were doing didn't really add up, so we had been trying to track down someone to tell us what the real deal was.

We finally find someone who can tell us the whole story, only to find out that we've been set up to be part of a plot that extended back tens of thousands of years and multiple civilizations. Our *real* purpose wasn't to win, but to break the cycle of these battles forever. Very Babylon 5!

PS: Don't tell the bad guys that we're planning this, it would spoil the surprise we have in store for them...

Steve

What's your most memorable game as a player? What made it memorable?

One memorable adventure was a Pathfinder Society scenario where the villain had stolen a number of cursed magic items and was planting them on others to involve them in crimes. For example, one encounter involved the captain of the guard attacking citizens while he wielded a cursed Berserking Sword.

The scenario had detailed opponents with interesting abilities,



and the cursed magicitems added an unusual retroelement.your Who is favorite Pathfinder you've character that created? What makes him or her your favorite? My favorite Pathfinder character is Oberon, my elven Arcane Archer. He rides a Flying Carpet and is always accompanied by his parrot companion Squawk. Oberon was my first Pathfinder Society character and my introduction to the Pathfinder RPG.

Michele

What's your most memorable game as a player? What made it memorable?

My most memorable game session as a player was for Empire of the Petal Throne. I play Suni, a warrior priestess of the temple of Gruganu who suffers from curiosity, overconfidence, and a bad temper, but she is an expert with a quarter staff and can keep sure footing over anything. The combination of impulsivity, extreme dexterity and mushrooms of unknown effect made for a funny game session that I still remember from three years ago.

Three years later, the mushrooms made another appearance as the

party was secretly investigating extra planar activity at a temple under the pretense of setting up a trade contract. During negotiations Suni decided to sweeten the deal with a bushel of the mushrooms we had of course collected and dried. To demonstrate the effects, Suni shared a sample with the temple's trade negotiator. This, however, revealed the true nature of the mushrooms as not simply hallucinogenic but causing the user to see other planes. The barrier between planes at the temple were already thin so instead of just seeing the other plane, Suni and the temple negotiator were instantly transported to it. She found herself being chased by a giant toad demon while her party traced her energies and managed to open a small portal to her by sacrificing a slave. Suni suddenly felt a spell rising to the forefront of her mind. Not sure if she would make it to the portal and not sure what the spell would do, curiosity won and she decided to try the spell which transported her and the temple negotiator to the basement of her temple a few days travel away. Meanwhile, the portal closed and the party was found by temple officials standing in the remains of the sacrifice with no Suni, no negotiator, and no clue where they ended up.

Besides being hilarious, these sessions were memorable, and at the end of the session my GM could only say, "Well, I wasn't expecting *that!*"

Who is your favorite Pathfinder character that you've created? What makes him or her your favorite?

Pathways Magazine



My favorite Pathfinder character is one I created for the Pathfinder Society game I just joined at my local game store. Teala is a Gnome Sorceress with a spunky attitude and taste for danger (sense a theme with my characters?). She's accompanied by her faithful lion friend Kokki (pronounced "cookie"). Teala likes to braid Kokki's mane to match her own hair which is lime green and done in many small braids that stick up and spiral out in all directions. Teala is learning quickly that danger can come from anywhere, even her own party, and that Eric the Cleric might not always be there to save her from the brink of death.

Mathias

What's your most memorable game as a player? What made it memorable?

In a Dark Heresy game, at a point where we had foiled the bad guy's scheme, the confrontation with the bad guy occurred in the hospital where our party's boss was on

life support, thanks to events in a previous adventure. Our party was sealed out of the room, with the bad guy pulling out tubes and breaking machinery inside. So, the combat characters started burning through the lock, and my scholarly character was left with nothing useful to do in getting through the



door. So, I pulled out my pict slate (a sci-fi version of an iPad), and started recording through the window in the door. That evidence helped us convince others of how bad the bad guy really was after we caught him.

Hollis

What's your most memorable game as a player? What made it memorable?

If I had to choose, I'd say my most memorable session was the death of Lord Paladane, the paladin. (Cut me some slack about the name, I think I was 12 or 13.) He was twentieth level, and I wanted to retire him. But I didn't just want to have him go off somewhere, I wanted to take him out in a blaze of glory. So the DM decides that the lich that



had been troubling us the whole campaign was going to have his undead legion attack the town we were in. There was no way we were going to defeat his army, so we decide to evacuate the town, with the party fighting to buy time for the townspeople to flee. And of course, Lord Paladane ended up in single combat with the lich. The battle went on forever, and in the end, Paladane died and the townspeople got away. It was a bittersweet victory, but it was awesome. He was duly avenged in time.

Who is your favorite Pathfinder character that you've created? What makes him or her your favorite?

My favorite Pathfinder character is Annara, my summoner. I based her on Annie from League of Legends, and she's really fun to play. Her personality is a mix of childishness and viciousness, so she's rather capricious. And the things I think of for her to say...

Aaron

What's your most memorable game as a player? What made it memorable?

I was playing a really creepy, "last of his race" elven diviner with a serious chip

on his shoulder against the dragons who'd exterminated everyone but him. The whole session our dragonborn Cleric of Bahamut had been giving me flak for casting a blind spell on some local bandit we'd captured as an aid to interrogating him. Basically it was, "Tell me what we want to know or I



won't dismiss the spell." Such dishonorable tactics nearly brought me and the cleric to blows, but finally he was like "Why do I even keep you around!?" and stormed off.

Later that day we got back to town only to find that it was under attack by the bandits, and charged in to save the day. There was this huge ogre who was looting the inn and had a stack of barrels next to him, so the cleric starts into this ally, only to be hit in the face with a thrown barrel. It was like Donkey Kong! Finally the dragonborn makes it to this ogre after a couple more barrels knocking on his face, but he isn't doing well. My character sighs and goes invisible as the ogre knocks the fool down, then walks up the alleyway. Just as the ogre's club is about to stave in his thick head, I reach forward and set the foe ablaze with a touch and a whispered word.

I looked down at the bleeding cleric as the ogre burns and dies, firelight reflecting in my eyes. "THAT is why you keep me around." Then I turned and walked away.

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





by Steven D. Russell



MYDAUNIR SEHIAJIER



By Creighton Broadhurst

of Raging Swan Press

Illustrated by Bruno Balixa

A depraved lover of death, Myvainir Sehiatier was executed by his elven brethren for certain abominable practises. Returned to unlife by his faithful, undying servants he now stalks the world wreaking his revenge on all those with elven blood he encounters.

BACKGROUND

Of prodigious intelligence, Myvainir's intellect and potential were identified at an early age. An inquisitive, impetuous student he read from the forbidden books of his masters and discovered the fascinating lore of the undead. While parts of his elven soul recoiled from such knowledge, his lust for knowledge propelled him down a dark road. He was careless, though, discarding the leavings of his experiments and suspicion quickly fell upon him. When his transgressions against good and nature were discovered and his horrific research uncovered, he was executed.

Not all his work was destroyed, though. A few of his trusted, sentient servants survived. Following his exacting instructions they set about returning their master to unlife. Once they had succeeded, Myvainir set about slaying all those he felt had wronged him. Driven from his homeland before he could complete he quest, he now takes out his anger on any elves falling into his clutches.

PERSONALITY

Utterly consumed by his lust for revenge, Myvainir loathes all those of elven heritage. Particularly inventive in his tortures he likes to cripple his victims before feeding them to packs of ravenous undead. He is still inquisitive and impetuous and the lust for knowledge (particularly of death and reanimation) burns strongly within him. His one regret is that he didn't uncover the secret of lichdom before his untimely death. He greatly desires to gain a lich's powers and yet searches for a way to augment his current form.

DISTINGUISHING

TURES

Myvainir was slight in life – as is the elven way – and in death his skeleton is similarly slender and seemingly delicate. A victim of hanging, his neck is bent and twisted at an unnatural angle.

MANNERISMS

Given to over theatrical hand gestures, Myvainir also cannot resist ranting and raving at his victims.

HOORS

The PCs could encounter Myvainir as he kidnaps an elf of the party's acquaintance. Alternatively, they could be hired to rescue an elf from his merciless clutches. Finally, if an elf is among the party. Myvainir may stalk them – waiting for the opportunity to exact his revenge.

MYVATNAR SEHAAFEAR CR 10 (XP 9,600)

This slender, almost delicate-looking skeletal humanoid wears a voluminous black robe.

Male skeletal champion elf wizard (necromancer) 3/cleric 3/mystic theurge 4

CE Medium undead

Init +7; Senses darkvision 60 ft., low-light vision; Perception +19, Sense Motive +10

Speed 30 ft.; ACP 0; Climb +6, Stealth +8

AC 16, touch 14, flat-footed 12; CMD 19; Mobility

(+3 Dex, +1 dodge [Dodge], +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 +8, Ref +7, Will +13 (+17 vs. channelling)

hp 72 (12 HD); DR bludgeoning/5

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

Melee mwk heavy mace +6 (1d8+1) or



Melee 2 claws +5 (1d4+1) or

Melee Touch touch of evil (5/day) +5 (sickened [1 rd.]) or

Melee Touch grave touch (7/day) +5 (shaken [1 rd.])

- Ranged hand of the acolyte (range 30 ft.; 5/day) +7 (1d8+1)
- **Special Actions** Command Undead (7/day; DC 13 Will), channel energy (5/day; 2d6; DC 13 Will)
- **Cleric Spells Prepared** (CL 7th; concentration +9 [+13 casting defensively or grappling]; spell penetration +11; spontaneous casting [*inflict* spells {Greater Spell Focus [necromancy]}], evil, magic)
- 4th-freedom of movement, unholy blight^D
- 3rd-contagion (DC 17), dispel magic^D, water walk
- 2nd—aid, align weapon^D, eagle's splendour, owl's wisdom, silence,
- 1st—bless (2), entropic shield, obscuring mist, protection from good^D, sanctuary (DC 13)
- o-bleed (DC 14), detect magic, guidance, read magic
- **Wizard Spells Prepared** (CL 7th; concentration +11 [+15 casting defensively or grappling]; spell penetration +11; arcane bond)
- 4th—bestow curse (DC 20), black tentacles, dimension door
- 3rd—fireball (DC 17), lightning bolt (DC 17), slow (DC 17), vampiric touch
- 2nd—blindness/deafness (DC 18), false life, resist energy (2), spectral hand
- 1st—mage armour, magic missile (2), ray of enfeeblement (DC 17), shield
- o—arcane mark, prestidigitation, mage hand, message, touch of fatigue (DC 16)
- **Combat Gear** necklace of fireballs (type II), robe of bones, salve of slipperiness, scroll of invisibility (2)

Abilities Str 12, Dex 16, Con -, Int 18, Wis 14, Cha 15

- **SQ** combine spells (2nd), evil aura (strong), power over undead, weapon familiarity
- **Feats** Combat Casting, Command Undead^B, Dodge, Eschew Materials, Greater Spell Focus (necromancy), Improved Initiative^B, Mobility, Scribe Scroll^B, Spell Focus (necromancy)

Skills as above plus Diplomacy +8, Intimidate +10,

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Knowledge (arcana) +17, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (geography) +9, Knowledge (history) +12, Knowledge (nature) +10, Knowledge (planes) +10, Knowledge (religion) +16, Spellcraft +18 (+20 identifying magic items)

- Languages Common, Draconic, Elven, Gnoll, Orc, Sylvan
- **Gear** as above plus *cloak of resistance* +2, belt pouch, 12 gp and as GM determined

Spellbook (enchantment, illusion) as above plus GM determined



16



134 Magus Spells





Yoth Yagoth

By Creighton Broadhurst of Raging Swan Press, Illustrated by Storn Cook



A fanatical member of the Cult of Dragons, Yoth Yagoth has been blessed with the draconic might of his masters.

BACKGROUND

Yoth grew up as a typical gnoll, indolent and obsessed with the capture of slaves. When his heritage became

apparent, his tribe-mates (backwards and superstitious even for gnolls) tried to murder him. Fleeing for his life he wandered the burning sands of his homeland until he encountered the Cult of Dragons. They recognised his great gift and quickly initiated him into their ranks. From there, his rise has been swift and sure.

PERSONALITY

As savage as his kin, Yoth Yagoth is far and away the intellectual better of any of his brethren. Keenly intelligent, his cunning is behind many of the cult's successful raids and assassinations. A rarity among gnolls (who in the main shun arcane magic) Yoth has fully embraced his heritage. As a consequence, he is an outcast from his own kind. Surprisingly lonely, he is occasionally pathetically friendly to strangers. When melancholy, he lashes out at any angering him, but tries to make new friends wherever possible. Sadly, his heritage makes this difficult – few readily trust a gnoll.

D9ST9NGU9S#9NG FEA-TURES

Yoth's fur has a slight blue tinge to it - a gift from his forebears. One of his ears is missing all that remains is a jagged stump. This old injury was suffered when he fled his tribe; he is selfconscious of it and keeps it hidden whenever he can.

MANNERISNS

When happy – or when he has the upper hand in battle or debate – Yoth likes to smooth and preen his furry snout.

HOORS

The party likely encounter Yoth while he is on a quest for his draconic masters. If the PCs get in his way, he annihilates them. If, however, they do not obstruct his mission, he ignores them. Alternatively, if one of the PCs owns a dragon slaying arrow or dragon bane weapon they might be his target. In this situation, Yoth's objective is the weapon in question; he doesn't care if the PCs live or die.

Хобн Хабобн (ХФ 3,200)

CR 7

Thick light blue fur covers this hunched humanoid. It has the head of a hyena and wears a slouch cap at a rakish anale.

Male advanced gnoll sorcerer (draconic [blue]) 6

CE Medium humanoid (gnoll)

Init +8; Senses darkvision 60 ft.; Perception +10, Sense Motive +2

Speed 30 ft.; **ACP** 0; Climb +8, Stealth +6

AC 19, touch 15, flat-footed 14; CMD 22

(+4 Dex, +1 dodge [Dodge], +4 natural)

Resist electricity 5

Fort +10, Ref +7, Will +8

hp 71 (8 HD)

Space 5 ft.; Base Atk +4; CMB +7

Melee mwk battleaxe +8 (1d8+4/x3) or

Melee 2 claws (8 rds/day; magic) +7 (1d4+3)

- **Sorcerer Spells Known** (CL 6; concentration +10 [+14 casting defensively or grappling]; bloodline arcana)
- 3rd (3/day)—*lightning bolt* (DC 18; 5d6+5 electricity)
- 2nd (5/day)—false life, mirror image (1d4+2 images), resist energy
- 1st (6/day)—expeditious retreat, mage armour, magic missile, shield, shocking grasp (5d6+5 electricity)
- o-acid splash, dancing lights, detect magic, mage hand, message, prestidigitation, read magic
- **Combat Gear** scroll of displacement, scroll of fly, wand of cure moderate wounds (5 chgs.), wand of scotching ray (15 chgs)

Abilities Str 17, Dex 18, Con 19, Int 14, Wis 15, Cha 18

Feats Combat Casting, Dodge, Eschew Materials^B, Im-

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proved Initiative, Magical Aptitude

Skills as above plus Knowledge (arcana) +11, Spellcraft +13, Use Magic Device +15

Languages Common, Draconic, Gnoll

Gear as above plus *cloak of resistance* +1, pouch, 17 gp



Rite Publishing Presents

In the Company of Dragons Playtest



by Wendall Roy

What's in a Name: Epithets (Description)

By Steven D. Russell Illustrated by Fadly Romdhani and Elder of the Earth

Epithet

: a word or phrase that describes a person or thing : an offensive word or name that is used as a way of abusing or insulting someone

Naming a character can be one of the hardest things to do. To help myself while writing, I created the following list of the more unusual descriptive epithets that humans who live in the lands of Questhaven use; sometimes the Questhavians use these epithets to describe those of other races but this rare.

Since epithets are often defining, it is best to choose one to suit a specific character rather than rolling randomly, although if you do roll randomly you can build a character's personality and background around the epithet and how the character acquired it. Each one of these description epithets usually starts with the per-son's personal name followed by "The" and the epithets, though some use an "Ol" in front of it followed by the shortened person's name. So you might have Steven the Lame and David the Dauntless while another might say, Ol' Lame Steve and Ol' Dauntless Dave.

- adroit 1.
- angel 2.
- ardent 3.
- artful 4.
- ascetic 5.
- 6. audacious
- 7. 8. august
- bald bandy
- 9. basilisk 10.
- benighted 11.
- blameless 12.
- blind 13.
- 14. brisk
- capricious 15.
- club-foot 16.
- 17. comely
- 18. craven
- 19. crippled
- 20. crooked
- 21. cross-eved
- 22. cur
- 23.
- cyclops dauntless 24.
- 25. deaf
- 26. depraved
- devil 27.
- 28. doughty
- 29. dragon
- drake 30.
- eminent 31.
- 32. estimable
- exemplary 33.
- feeble 34.

fervent 35. foppish 36. gallant 37. gargoyle 38. 39. genial giant goblin gouty griffin guileful guileless hale harpy 48. hunchback impious insolent intrepid irresolute iudicious knavish knock-kneed lame 57. lank 58. lavish 59. lax lewd 60. listless loathsome mad majestic malevolent malign mute nymph ogre one-eyed paltry phoenix pockmarked rapacious resolute robust sapient satyr 79. servile 80. severe 81. simple 82. siren 83. sluggard 84. sphinx 85. sprightly squalid stalwart stammering 89. stately staunch 90. 91. stout

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92.	sullen
93.	surly
94.	sylph
95.	toothless
96.	troll
97.	uncouth
98.	virile
99.	wall-eyed
100.	zealous





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OBS and Paizos

PROTECTION



ROLEPLAYING GAME COMPATIBLE

Twenty Questions with Greg LaRose

by Steven D. Russell, Illustrated by Greg LaRose



Could vou tell little us а about yourself? sure can. I am Greg LaRose, and I am the owner and lead designer of Amora Game. I have been gaming for as long as I could roll dice. started my game experience in the World of Darkness by White Wolf

Publishing with *Mage: The Ascension*. The ability to alter the world around you, be it through simple or vulgar magic, is inspiring to me. It's creative and allowed my imagination to soar. I played this with my group of friends for years. It allowed me to express myself in a way I didn't think was possible, and eventually made gaming a major influence in my life.

My gaming group eventually moved on to other systems and other worlds. I fought dragons, saved the damsel in distress, and built armies to take over nations. Then I was introduced to *Spelljammer*: outer world traveling and jumping ship with space goblins and all you have in your hand is a sword. I still get shivers down my spine thinking of those awful creatures that suck out your brain. Science fiction meets high fantasy. This is the world I want to play and live in. Then I joined the service.

When I got out I was introduced to Eberron and it was my first experience with the D&D 3.5 system. This was my Spelljammer world all over again, but it was on one continent where anything could happen. I love pulp! Dinosaurs that were ridden by halflings and orc blacksmiths that were known for their craft. Player constructs that were the perfect soldiers made for war. When the war ended, they stood on the battlefield for days, weeks, and in some cases years because they didn't know what to do without orders. I could relate to these beings of blank slate. Boy did Keith Baker make a wonderful world.

It was during one of these sessions when I was introduced to the Pathfinder Beta Test. The rest, as they say, is history.

Amora Game has been around for about a year and a half as an actual third party publisher. I wrote the first installmentoftheSupportingRolesProductline,*TheTinker Class*, then *The Adventurer Class*, *Combat Style Feats*, *Teamwork Traits*, etc. It kind of snowballed from there.

2. What is your home game like? The first question I have to respond with is "Which one?" My main group of cohorts and I rotate out GMs and games every so often. We just finished a Pathfinder homebrew and are currently playing a Warhammer 2nd Edition game every other Tuesday. That following Sunday I run a 4th Edition Shadowrun game, and every opposite



Sunday is usually when the beta tests happen. If we have nothing planned, we do swap out for an Xcrawl adventure, D&DNext,GammaWorld,variousboardgames/miniature games. So the short answer to your question is: Fun.

3. What is your favorite Paizo product? How dare you ask such a specific question! Ugh. That's a difficult one. Are you talking about the main product line or the world setting of modules and adventure paths? I will give one for both: Ultimate Magic and Inner Sea Magic. There's something about the magus class I really enjoy. That's the battle wizard I like to play in games. I don't want a lot of spells, but I want the option to hold a fireball in one hand and a rapier in another. I really enjoy the archetypes they have in the book as well. Finally, the ranger gets traps!

As of the Inner Sea Magic, I love that they finally introduced Tattoo Magic. I am not a huge fan of how they did the requirements for certain things, but that's what house rules are for. As a tattoo enthusiast and having many myself, I love the idea that the ink and process of the art hold power. Tattoos can represent favorite cartoons, or a completion of a life altering event. Who says that the process for writing magic scrolls can't apply to body art? Both are a ritual in the art of applying ink to a canvas, and to me that is real life magic.

4. You are currently Lead Designer for Amora Game, how did that start and how would you characterize the company today? First, Amora Game started off as a group of friends getting together and being paid to beta test games. That's how we



made our hobby money. We did a lot of free beta testing as well, to get our name out there. That one day came when I was tired of reading everyone else's products and I got tired of just beta testing, and started writing under the company name: Amora Game. I was already doing the leadership role of organization for the beta tests, so it was just a natural progression. Once the publishing

started, I would say Amora Game became less beta testing of itself and more of an actual product for commercial consumption. We had some major birthing pains, like our first ever attempt at creating a product. I wish to avoid speaking of it, but if you read our first ever review, it hurt my soul. Over the first revision I learned what a good product should be. As a company we are still learning here and there, but over all I feel it (the company) is an official product.

is your favorite Pathfinder What 5. Roleplaying Game compatible product you worked on and could you tell us a little about it? My absolute favorite which is actually an ongoing project that is about to grow by 15 teamwork traits, is our Supporting Roles: Teamwork Traits product. SRTT, for short, expands upon those boring social traits that just give you a little bonus to your character here and there. It offers some fun roleplaying aspects and background creation to your character that you may not get from just a regular social trait. So what does a teamwork trait actually do? Well it's like a teamwork feat and is a bit situational, but has a fun twist to it with not as large of a bonus as a feat might have.

Take, for example, **Jealous of Your Rival**. **Jealous of Your Rival**: For some reason your ally gets all the glory. They win the hand at cards, they get the last sword swing of battle, they swoop in and claim the treasure just as you open the door and get shot by arrows. This ally bugs you like nails on a chalk board. But when they fail, you take secret glee in their failure. When selecting this trait you select one ally to be your rival. Once per day, when this rival fails an attack roll, save, or skill check, and you are able to witness it, you gain a +2 trait bonus to your next d20 roll.

your 6. What was best moment working on that product? That moment I got the review from the project after publishing. You spend your time developing, brainstorming, writing, and testing the product, whatever it is, and to read a review on it is just always exciting. Even if a product tanks, any and all feedback is good. You have to learn from it. When you receive that first 5 star review, you tend to get a little excited and dance a little bit. It was the first product that I really had fun developing and I enjoyed doing it.

7. What do you feel was the most product? ingenious part of that Coming up with the flavor from a phrase or an aspect of a philosophy and building the mechanics around it. There is a lyric from a band, which I cannot remember the name of at the moment, but the line is "It's okay to kill your idols, just pretend you have no rivals." Okay, well how do you do that? It slowly evolved into the Jealous of Your Rival trait mentioned earlier. Just some of the things it inspired in other products that I have in the works, really says that I have grown as a developer.

What was the most challenging aspect of working on it? Building mechanics out of words and phrases that are just ideas floating around in the air. Like the teamwork trait Hype Man. What in a fantasy gaming world setting is a hype man supposed to do? How is this trait supposed to work? Well, it did and I like it.

8. Did you learn anything while working on it?

Honestly, remembered to just have fun when developing. It's not about getting the best product out of the fluff and crunch, or stressing over the nitpicky tiny details. Well it is about that, but you have to have fun while doing it. If you get so frustrated with a part of it, and don't know what to do, and end up just hating the project, something has gone horribly wrong. I had to remind myself of this, and take a step back when I started Prepare the



the *Prepare* for *War* adventure path. I had this glorious epic adventure written, edited, and I was ready to hit the publish button. But something inside me didn't like it. I was so stressed and put so much pressure on myself to write it, and get everything exactly perfect, and think about what all the player options and paths they would take. At some point I put the pencil down, backed away, and rewrote the whole thing. The first part is already out and called *Prepare for War: Basic Training*.

9. Other than your own work and your company's products, what is the best Pathfinder Roleplaying Game compatible product out there? Again, you are asking too broad of a question to get a straight answer from me. There are too many underrated products that don't get a second glance out there because they are from a tiny third party publisher that no one ever heard of. Some of them are great, while others, well you know. Same coin applies to the big dogs and the leaders of the pack. There is a lot of material out there to cover.

But if you are going to staple my hand to the table, hands down I have to say, right now, the book that gets the most love and dollar per mileage at this exact moment is *Ultimate Psionics* by Dreamscarred Press. I put off touching psionics for the longest time, because I didn't care to learn it. I have magic, I do not need psionics. Then I remembered the adventures I had with the Dark Sun campaign setting. I bought the PDF, and something about it has flipped my world upside down. *Heroes of the Jade Oath* did this to me. While not Pathfinder Compatible, Eberron did it to me as well. Just something that sparks my imagination, and makes me not sleep at night.

10. What in your opinion makes a good PathfinderRoleplayingGamecompatibleproduct?

Passion and heart. I own over 113 third party books, in PDF or hardback. I have read them all. Some of these companies don't even make anything anymore, because after one review they get disheartened and stop. If a company has published two products, I will buy one of them, especially if the date of publication of the second product is after Endzeitgeist reviewed the first product that rips the product apart. Not viciously, just a review that says, this is where it fails. If a product or review says "revised," I buy it. I like seeing the evolution of a company and the drive to be better. That despite ego crushing words of a 1 star review, they fight to improve it and learn from it. Rocks Fall Games is a good example of this process and I am happy to know the guys. But I digress, maybe that's my personal story as well. Editing and good flavor also makes for a great product.

11. Who is your favorite designer of Pathfinder Roleplaying Game compatible products? Can I have my fan moment? Steve Russell. I know I have some brown on my nose, but I have to say, the way Mr. Russell runs Rite Publishing and the minds that have written in the products are inspiring to me as a tiny third party publisher. After a year of checking in I finally got Will McCardell to freelance for me. I have Eric Morton as well on the Kickstarter for Liber Influxus Communis: the Book of Collective Influence. Mike Myler has been published in Pathways, is also on this project. Do you remember the song lyrics I quoted earlier...just joking... or am I? bwahahahahaha. But in all honesty, I think that Steve's ability to lead a team, write, and design are great qualities, and I can only look forward to one day being as idolized by some small company as I do him.

11. What advice would you give to would-befreelancers?

This is just advice that I have learned from outside the industry working as an IT contractor that can be applied to the gaming world. Realize that the company that you are working for is your boss. You are their employee for a very limited time, and if you want to continue working for them in the future, you sometimes have to submit to their needs. They are your client, not the customer at the other end who is buying the product. If a company

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you are working for says they do not like the product or ask for certain things to be changed in your writing to fit what they need, you should do as they ask. The fact that the company has gone back to you to change the product, and that they haven't changed the product in house behind your back and let you go early, says that they like you. They are the ones paying for your service, and you should work on their terms. Finish the project to the best of your ability. They are letting you work for them. In other words, do not let your ego get in the way when it comes to freelancing, unless you are the so well-known you have to turn down jobs.

If you are trying to get into freelancing, pitch your idea to a company. Seriously, no one is going to discover you if you are not actively working to improve yourself. No matter what work you have done in the past, if a company hasn't hunted you down to work for them, chances are they will not. Submit your ideas to anyone and everyone. Someone will give you a chance and like your idea. Even if they do not, go to the next one. You have to keep moving, and being positive. It will pay off. Trust me.

It is a smaller industry than you think and the way you work for someone can get you notoriety, be it positive or negative. I personally hope that every freelancer that has worked for me has nothing but good things to say about me. But I am human and I am bound to make a mistake or say something someone doesn't like. So it is my karma.

12. Who is your favorite tabletop RPG Illustrator?

Eva Widermann. I love her work. You remember me talking about tattoos earlier in this interview? Do you know of the Cloaked Dancer prestige class from D&D 3.5? Bam! Right arm half sleeve.

Her work is amazing and spans some of my favorite gaming companies. Privateer Press worked with her. Paizo worked with her. Wizards of the Coast worked with her.



Her attention to the human form and color palate is something to be admired. Even the simple things as shading and shadowing of a figure she creates and leaves something that plays out as a scene in my head.

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

I was doing a panel at a local convention here in St. Louis, MO. I attend this convention every year as an attendee and all of my friends go. Well this was my first ever as a panelist at a convention and I was doing it as a guest game publisher. They even branded me as an industry professional. How weird is that? But after the panel I hung around and talked to some of the poor souls that listened to me ramble about my experiences. And this one person that attended the panel came and started asking me questions about certain rules for Pathfinder and was trying to get an understanding of how they worked. Well it took a second to realize he was talking about the commander class that was published by me (designed by Wojciech Gruchala). I had to stop him, and literally ask if that is what he was referencing. I met someone who bought a product under my company. I guess it was more a memorable publisher moment than a fan movement.

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

Well I guess. You have been good little boys and girls. *Prepare for War* is our adventure path that we have started to publish. There are the two types of player's guides: Basic Training Manual and the Declassified version. The "declassified" version is the free one, with the basic essentials for the adventure path. The other is a pay version with some fantastic new archetypes designed by Daron Woodson and feats designed by a new designer named Wayne Canepa.

The actual first part of the AP is *Prepare for War: Basic Training.* The module itself is a "zero" level adventure. It sees the PCs as the common folk that have enlisted into service of the military. It guides them through basic training and gives neat little scenarios on how to train troops in formations and on certain skill sets. They do this all under the guidance of their very own training instructor, Sergeant Lithgow. If I give you any more information it kind of ruins the surprises within the adventure. I will say that the PCs, if they make it to graduation of boot camp, are rewarded with gaining their first level.

The second installment of the adventure path sees them as members of the military stationed within the city state they have pledged their lives to defend. The second part should be out late February.

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

I want to win an ENnie. I want to have a product that is nominated by submission by fans outside of my realm of knowledge. I want to be up on a podium at Gen Con by the validation of others, based on the work that Amora Game has produced. I want that American dream of starting your own company and seeing it succeed. But honestly, what I really want at the end of the day, what makes all the blood, sweat, hair-pulling stress, planning, fun with friends, getting feedback from playtesters, the designing creative process, talking with other third party companies, making new friends, conventions, parties, the good reviews, the bad reviews, the flops, the superstars, all of it, all of the nitpicky rock and roll, geekiness my heart can handle...what I really want is that one person with one of our products in their hand holding it, seeing it, eyes wide and saying "That's pretty cool, man." I want them to just enjoy themselves with us. Honestly I do this every chance I get, just so that someone can have a good time.

16. Can you tell us a little about the Kickstarter for *Liber Influxus Communis*?

Yes I can. *Liber Influxus Communis: the Book of Collective Influence* is a collaborative product based on submissions to Amora Game, developed after we sent out a call to third party designers for the project. None of these individuals knew who else was

working on the book, or what their contemporaries might've been working on. So it was a surprise to all of them once I started releasing names of everyone.

All the classes started to fit together and the themes convinced me that I was on the right path. So the theme of these collective designers influenced me to move forward with the book.

Each base class is either focused around altering your environment, or being altered by it. Some of these classes are mutated by the influences of these outside forces, or can control their surroundings. It's pretty neat.

The Kickstarter launched January 9th, 2014 and goes until February 13th. You can find us on the site by just searching for our title, *Liber Influxus Communis*.

All of the designers I have mentioned earlier in this interview have been contracted to be a part of it, along with a few others and myself. It is going to be an awesome book. In the period of time I have been doing this interview, we have almost reached 50% of our modest goal.

17. What do you hope to achieve with the Kickstarter?

I want *Liber Influxus Communis* to showcase the talent of the designers that are designing classes that they wanted to design. This is as much their project as it is mine.

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

If you sat here reading and seeing how I ramble, how I really enjoy certain topics and get a little excited, like when Mr. Russell asked me to do this interview (SQUEEEE), you know that I do have passion and heart. I love gaming and the world it can create. It can spark a child's imagination to become an author, actor, video game designer, animator, or motivational speaker. It can bring the most shy child and even adult out of their shell to become social and develop friends. If you keep buying products with Amora Game Presents on the cover page, we will keep producing it. We are bound to have our flops. We are bound to have our winners. We are just humans after all, and that's the greatest thing (or an orc, or elf, or dwarf, or a gnome bard with purple hair that rocks a mean lute solo to fascinate a green dragon so his allies can save the princess and collect the reward money to spend on the awesome +1 bag of turtle heads, used so back to Unit on





The Book of Collective Influence

10 Designers: Alexander "Alex" Augunas, Bradley Crouch, Eric Morton, Mike Myler, Scott Gladstein, Will McCardell, Wayne Canepa, Wojciech Gruchała, Daron Woodson, Greg LaRose

9 New Base Classes

1 Book

Join Amora Game and other third party designers

KICKSTARTER from January 9th, 2014 to February 13, 2014



AMORAGAME.COM



New Ironborn Ability Packages

By Steven D. Russell

Illustration by Mark Gedak and Hugo Solis

The Ironborn were a race from the d20 era updated to the Pathfinder Roleplaying Game via "In The Company of Monsters"; one of the benefits of the race was custom ability packages that could be designed for a specific class. This article shows the base race and adds seven new ability packages to be used with the new classes introduced in the Advanced Player's Guide, Ultimate Magic and Ultimate Combat.

Ability Score Modifiers

Ironborn display a wide range of physical and mental abilities. Some of them are built for combat, while others are designed for reconnaissance or duty as battle wizards. Thus, their ability scores tend to reflect their intended role. When building your character, you may give a +2 racial bonus to any two ability scores other than Strength in return for a -2 penalty to any other score. Or, if you want a +2 bonus to Strength, you gain no bonuses or penalties to other scores. You do not have to take any ability score modifiers if you do not wish to.

Size

Most ironborn are Medium, but a few are built for roles where a larger or smaller size would be advantageous. Ironborn of a size other than Medium tend to have fewer special abilities relating to their mechanical heritage.

Medium: Ironborn of this size gain no disadvantages due to size. They enjoy the full range of benefits from the ability packages described on the next page. A Medium ironborn's base land speed is 30 feet.

Small: Ironborn of this size are built as scouts or rogues. Most of them are designed to take advantage of their size to sneak past their enemies or remain hidden in battle. A Small ironborn gains all the standard benefits for this size: +4 size bonus on Stealth checks, +1 size bonus on attack rolls, and a +1 size bonus to Armor Class. Its base land speed is 20 feet. A Small ironborn may opt for a -2 penalty to Strength, or it can drop its ability package's secondary feature. See the next page for more information on ability packages.

Large: Ironborn of this size are invariably built for war. They use their great bulk to wield heavy weapons and slam opponents before they can draw near. A Large ironborn gains a natural reach of 10 feet, but takes a -4 size penalty on Stealth checks and a -1 size penalty on attack rolls and AC. Its base land speed is 30 feet, and its space is 10 feet rather than 5 feet for Small and Medium characters. A Large ironborn does not gain its ability package's secondary feature. Also, a Large ironborn takes a -2 penalty to Dexterity due to its ponderous bulk. Large



ironborn are too heavy and unwieldy to move with the agility of their smaller brethren.

Ironborn Traits

All ironborn share the following traits and features.

Ironborn Subtype: Ironborn have the humanoid creature type with the ironborn subtype. This categorization indicates their partial, but not complete, artificial nature. Ironborn are, in essence, beings with the outer body of a construct but the inner workings of an organic creature. The following traits are shared by all humanoids with the ironborn subtype: ironborn do not need to sleep and are immune to all sleep-based spells, poisons, and other attacks. They need one-quarter of the food and water required by other creatures of their size; as a rule of thumb, multiply the days' worth of food and water that an ironborn carries by 4 to determine how long it can make its supplies last. Unless otherwise noted, ironborn do not gain any of the other standard construct traits, such as immunity to critical hits.

Immortal: As artificial creatures, ironborn suffer none of the drawbacks and gain none of the benefits of aging. They never die of natural causes, and they are immune to any attacks or effects that age a character.

Natural Armor: All ironborn have heavy, metallic bodies. They gain a +1 natural armor bonus to Armor Class.

Rust Vulnerability: An ironborn suffers damage from a rusting attack, as it disintegrates its body. Use the damage value given for the spell or effect if one is mentioned. If a damage value is not given, the ironborn makes a save using the Difficulty Class and save type indicated for the effect, if any. If no save is allowed or if the save fails, the ironborn takes 1d6 points of damage for each of its Hit Dice, with half damage on a successful save.

Humanoid: Unless otherwise noted, an ironborn is treated as a humanoid creature. For example, it falls below o hit points, stabilizes, and dies using the same rules as any other creature and has no other vulnerabilities or immunities based on its type and subtype.

Skills: Ironborn are ignorant of the ways of society and other creatures. They are born as adults and have few of the social skills that other intelligent beings take for granted. They take a -2 racial penalty on all Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Languages: Ironborn speak Common and whatever language their creators use. Those in Questhaven have created a new language called Metronish, which uses runes arranged in long vertical columns. The speakers of this language require a specially designed or modified voice box that uses artificial sounds and harmonics. Writers and speakers of this language use it to communicate secret messages (directions or warnings for ironborn) or as an attempt to develop their own cultural heritage.

Ability Packages

In addition to the traits described above, ironborn have other abilities based on their purpose. An ironborn crafted to serve as a cleric might be covered in holy runes, while one built as a warrior could have a thick, heavy layer of armor. These specialized abilities are organized into a series of packages. You may choose one ability package for a Medium ironborn character. Each package comes with a primary ability and a secondary ability. Once you have chosen a package, you cannot switch to a new one.

Alchemically Treated: Your outer shell is augmented by alchemical processes, making it a special conduit for alchemy. This lattice makes it easier for you to use and focus your alchemical abilities, allowing you to handle alchemy with greater precision. Ironborn created to serve as alchemists commonly have this set of features.

Alchemical Durability (Primary Ability): The alchemical treatments in your body protect you from alchemical bombs; this become more powerful as you continue your treatments over time, reducing the damage you suffer from them by 1 point per alchemist class level you possesses.

Alchemical Nature (Secondary Ability): You gain bonus bombs as if your bomb attribute were 2 points higher.

Eidolon Engineered: You were built to have an even closer bond with eidolons than normal summoners do.

Life Surge (Primary Ability): Once per day when you use your life link class feature to heal an eidolon you heal an additional 1d6 hit points. You can use this an additional time per day for every 4 summoner class levels you possess.

Link Surge (Secondary Ability): Once per day, you may make an ability check or skill check using you eidolon's ability scores in place of your own. Your eidolon may do

the same once per day. Your eidolon must be summoned and with 30 feet for either of you to use this ability.

Firearm Design: You were designed to use firearms to defeat your enemies. Many ironborn who have learned the secret of creating more ironborn prefer this set of abilities, seeing it as a natural progression of their mechanical nature, turning them into gifted gunslingers.

Gun Precision (Primary Ability): When using a gun, you can direct it with greater precision than normal. You gain a +1 competence bonus on ranged attack rolls with firearms.

Product of Gunsmithing (Secondary Ability): The firearm that is part of your gunsmith class feature has been built into your body so that it can transform into your hand, leaving you armed and ready for combat at all times. This firearm is of the appropriate size. It cannot be disarmed without a successful Disable Device check, which requires 1 minute to perform and a Perception check (DC 25) is required to notice it if you leave it holstered. You ready it like any other weapon. This firearm and be upgraded to masterwork status. If it is sundered, use the standard price for a firearm of its size and features to determine the repair time and cost.

Hybrid Design: Your outer shell is augmented with a lattice of carefully worked metals enchanted with arcane energy. Lead, copper, silver, and other metals treated by an alchemical process turn your body into a magnet for magic. This lattice makes it easier for you to use and focus magic, allowing you to handle spells with greater precision. Ironborn created to serve as magi commonly have this set of features.

Spell Precision (Primary Ability): When drawing magical energy and shaping it into a spell, you can direct it with greater precision than normal. You gain a +1 competence bonus on attack rolls with arcane spells that require attack rolls of any kind, such as touch spells.

Product of Weaponsmithing (Secondary Ability): You have a melee weapon that has been built into your body that can transform into your hand, leaving you armed and ready for combat at all times. This weapon is of the appropriate size. It cannot be disarmed without a successful Disable Device check, which requires 1 minute to perform and a Perception check (DC 25) is required to notice it if you leave it sheathed. You ready it like any other weapon. This blade can receive magical abilities just like a normal melee weapon and be upgraded to masterwork status. If it is sundered, use the standard price for a melee weapon of its size and features to determine the repair time and cost.

Knightbuilt: Runes, symbols, glyphs and other markings of glory and nobility adorn your carapace. You were created to serve as an honorable and noble combatant. Ironborn created to serve as cavaliers and samurai commonly have this set of features.

Shield of Glory (Primary Ability): You reduce the amount of damage dealt to you by a challenged opponent's melee attacks (see the cavalier's challenge class feature) by your challenge class feature's bonus to damage.

Mark of Nobility: Other creatures instinctively warm

to you, believing you capable of great things. You gain a +2 racial bonus to Diplomacy skill checks.

Not by Design: You were not designed for this purpose, but some godforsaken accident occurred doing your creation. Whatever its form, something unintended by your creators has occurred and you have become an unwitting servant of the divine, the rare ironborn oracles find they have this fact in common.

Token of Divine Favor (Primary Ability): Whether it is a deity or some other agency, something has taken an interest in you. Whenever an opponent is completely unaffected by one of your offensive spells, you gain a Divine Favor token. Any time you are about to make an attack roll or caster level check, you can choose to spend Divine Favor tokens on the roll. Each token grants you a +1 bonus for that roll only; you must announce how many tokens you are spending before you make the roll.

You can spend as many tokens as you wish on a single roll, up to the number currently in your pool. Divine Favor tokens do not expire; they are lost only when they are used. However, you can only have a maximum number of Divine Favor tokens at any one time equal to 10 + your character level.

Mark of Divine Favor (Secondary Ability): Select one of the following trait abilities:

Mark of Calling: Your deity or a powerful spirit spoke to you when you were created, dropping cryptic hints about the important destiny that lay before you and how you must win your fights if you are to achieve your predetermined greatness. Upon rolling a natural "1" on a d20 roll, you spend all of your Divine Favor tokens and reroll the die and take the second result instead (you must spend at least 1 Divine Favor token).

Mark of Favor: A divine power or powers watch over you. If you possess at least one divine favor token and are under the effect of a sacred or profane bonus of any kind, that bonus increases by 1.

Mark of Omens: You are the harbinger of some future event. Whether this event bodes good or ill, you exude an ominous presence. You can use your Divine Favor tokens on Intimidate checks, and Intimidate is always a class skill for you. Once per day, you may attempt to demoralize an opponent as a swift action.

Seekerbuilt: You were designed to hunt down corruption and slay enemies within the church. Many churches who have learned the secret of creating more ironborn prefer this set of abilities, as it creates efficient and loyal inquisitors.

Devoted Strike (Primary Ability): Once per day when you make a single attack as a standard action, you may focus all your zeal and ardor to make that attack a devoted strike. This may be a melee or ranged attack. You make two attack rolls for a devoted strike, and use the better of the two results. If the attack hits, it also gains a bonus to damage equal to your inquisitor class level +1.

Inquisition by Design (Secondary Ability): As part of your religious design, you were imparted with the knowledge of how to detect heresy among the faithful. You gain a +2 bonus to all Sense Motive checks.



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The Clockwork

Jenders of

Fatters

Graphic Designer: Neil Myler www.neilmyler.com

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Background map by Jonathan G. Nelson - RPGcartography.com

Reviews

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



This supplemental for pdf "The Publishing's superb Rite Ones"-FATE-setting/ Demolished module/sandbox is 19 pages long, 1 page front cover, 1 page editorial, 1 page SRD and 1 page advertisement, leaving us with 15 pages of content, so let's check this out! Now, if you've read my review of "The Demolished Ones" (TDO),

you'll know I a) hate the FATE-rules and b) loved the "Demolished Ones" enough to actually want to run/play it and consider the FATE-rules actually good for something. I am in love with this setting, but it is a demanding one for DMs to run - due to the free-form nature and playerdriven action in TDO, a DM better should have some experience under his/her belt. Since there are some differences between standard FATE-CORE and TDO, we are given a quick run-down of the interaction of the two and how they relate before we delve into one of the two types of "memories" provided herein - in order to avoid SPOILERS for TDO, I will refer to them as "a-memories" - these are the ones pertaining to positive life events or those that are...well. Normal. Job-related, marriages, victories - each memory comes with an array of related skills, aspects and possible stunts the respective a-memories may provide. While generally positive, the memories may still be a source for discomfort - how do memories of oceans or holidays enter your mind if there is no beach within the Dome? A total of 17 such a-memories are provided, all with ready-to-go read-aloud text in vivid prose that only at best requires minor modification, making introducing resonating memories easy.

And then there are "b-memories" – these tend to be... less pleasant. I've managed to avoid spoilers about those in my review of the base book and will try to remain so. Generally, these b-memories are unpleasant...morally despicable and hearken to the theme of identity and ID suffusing the setting of TDO in at times unobtrusive, at times obtrusive symbolism. A total of 10 such b-memories are provided and the memories are depicted in just as vivid prose – only that here the nastiness of the memories. As before, we get associated aspects, skills and stunts for each of these... b-memories. Why two categories? DMs will know, player's shouldn't and I'm not telling. ^^

Beyond these memories, we also are introduced to an array of stunts, unless I miscounted, a total of 58 ones, to be precise. of these, 5 are particularly designed for TDO and are problematic to convert, but over all – they actually add a much more strategic edge to TDO than via the basic FATE-CORE stunts available in TDO, which btw. have also been reproduced herein for convenience's sake.

We also get a short errata on zones and movement and advice on how to handle the respective memories.

Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to the beautiful 2-column b/w-standard and the pdf comes with glorious b/wartworks and fully bookmarked for your convenience.

Author Bill Collins has created a supplement that should make running TDO not only easier on the DM, it should also add a more distinct level of tactical depth in the conflicts in TDO, allowing for a more streamlined flow of the free-form module, all supplemented by vivid prose and at times disturbing imagery that supplements well the superb setting of TDO. If I had anything to complain about this, then that would be the lack of new gearaspects herein - the steampunkish component of TDO could use some additional development, but still - that is no fault of either the base book, nor this supplement. While I still won't run standard FATE, I most definitely will run TDO and consider this supplement an excellent addition to the books canon as well as a great help for DMs. Even non-TDP-DMs/players may get some use out of this book to add a sense of alienation and wrongness to their game and play with the identity of characters. Hence, my final verdict will clock in at a solid 5 stars.

Endzeitgeist out.

Beasts of Jegend: Boreal Bestiary Publisher: Legendary Games Reviewer: Thilo Graf Rating: 5 stars out of 5

ADDRESS DE LA DE L

This collections of monsters is 40 pages long, 1 page front cover, 1 page editorial/SRD, 1 page

ToC, 1 page how-to-use, 2 pages back cover variants, leaving us with 34 pages of content, so let's take a look!

After a short introduction of the monsters herein, we dive head-first into the new beasts herein, first of which would be the CR 4 Arctic Harpspider, a spider that plays a hypnotic, haunting tune via its crystalline web - cool! At CR 5, Green Children are small undead spawned from the soured mires of the colder climates and they are GLORIOUS: They can phase around, use deadly pack tactics versus their adversaries and get three (!!!) different types of gaze attacks – from stripping foes of sleep to wis-damage and starvation-based non-lethal damage, these attacks are cool and the creature is both disturbing and awesome – that is great monster-design there!

Gruen are disturbing, small CR 1 fey with lower torsos of centipedes and wide, insectoid maws that may affect foes with nauseating bites and they may also benefit from slopes by curling up – deadly and almost aberrant allies of mites. On the opposite of the CR-scale, at CR 16, are the scraggly huge humanoids called Hiisi, which are not only masters of exotic traps (with 4 sample traps), they may also bleed themselves to generate dead magic zones – which makes for GLORIOUS tricks to spring upon those pesky spellcasters. Awesome!

Also on the upper CR-range would be the Maniitok at CR 17, a colossal intelligent ooze born from spirits and desolate landscapes, these beings have hyperaware senses and thus avoid civilization with no less than 7 (!!!) signature abilities/weaknesses, including some that differ depending on the temperature – awesome! Just glorious!

At CR 10, Orroul, the stone fey, have already featured in Cold Mountain, so I won't go into details regarding that cool creature here. The CR 14 Poleviks are essentially fey-slashers that deal with their adversaries with chainlinked double-sickles and garrote their foes, even stealing their souls. Worse, they can fashion a variety of fetishes from said souls. Disturbing and oh so cool...

The Torden come as CR 3 and CR 7, black-antlered humanoid hunters of the cold lands, these beings may cause hypothermic bleed and boost allies via their hunting horns. Vodenjak, at CR 6, would be gaunt, dark ferrymen that may drink the souls (and make potions from them) of the dying, grant limited wishes to petitioners and conceal their less than savory intentions. GLORIOUS!

The Wiitikowan (lesser Wendigo) comes with no less than 3 sample creatures at CR 6, CR 4 and CR 3 as well as the surprisingly cool template, either at same CR or at CR +2. Beyond treating the Wendigo-myth more like a disease/ curse, the template also offers synergy with the sanitysystem introduced in "Tomes of Ancient Knowledge".

The final regular page features paper minis of all the creatures and finally, the end of the book offers awesome 1-page hand-outs of the illustration for each creature herein – awesome to have those ready to show to your players and even cooler to have them all collected in the back of the book.

Conclusion:

Editing and formatting, as I've come to expect from Legendary Games, is top-notch -I didn't notice any glitches. Layout adheres to the glorious 2-column portrait full-color standard of the Kingmaker-plug-ins. The artworks by Tanyaporn Sangsnit, Jason Juta, and Frank Hessefort are SUPERB and drop-dead-gorgeous – each creature benefits vastly from the evocative artworks. The pdf comes fully bookmarked for your convenience and the pdf comes with a second, more printer-friendly version.

Jason Nelson, Tim Hitchcock and Matt Goodall have crafted an array of exceedingly awesome all-killer, nofiller monsters herein – oozing a sense of antiquity, folklore-flair and combining that with signature abilities galore, each being in this book is just a glorious monster that mops the floor with the majority of creatures out there – if Paizo released a full bestiary of creatures of this quality, everyone would be screaming about the best bestiary ever – it's that good. With a lot of space devoted to each creature, lore, stellar artworks, playerfriendly artwork-handouts ("THIS attacks you!") and sheer imaginative potential, these beings have the space required for them to shine. And yes, you may know some of these beings from e.g. the excellent "Cold Mountain"- adventure, but believe me – this bestiary is well-worth every cent of the asking-price, making for one of the best mini-bestiaries ever released for any d20-based system -Period. Final verdict? Unsurprising 5 stars + seal of approval – Legendary Games once again lives up to the premise of the company name – legendary indeed! You can get this awesome bestiary here

on OBS and here on d20pfsrd.com's shop!

Endzeitgeist out.

Bullet Points: 5 Magic Abilities for Cold Iron Weapons

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

This Bullet Point is 3 pages long, 1 page front cover, 1 page SRD, leaving us with 1 page containing the 5 new weapon qualities for cold iron weapons, so what are they?



-Distracting: At +2bonus, damage thus dealt counts as continuing damage for purposes of concentration

for one round. Regular concentration DC when hitting foes to interrupt casting. only the largest amount of damage applies. What a mage-slayer! Two thumbs up - I like!

-Grounding: +2 bonus; first time you a foes in a round, said foe is targeted by dimension anchor, thankfully with a save. Synergy with anchoring weapons. Again, complete awesomeness and win!

-Revealing: +2 bonus, foes cloaked in illusions appear normal to you when failing a save upon being hit. neat!

-Spell penetrating: +1 bonus; When using these to deliver touch-range spells, gain 3+weapon enchantment as a bonus to overcoming SR. SRreducing synergy with ward cracking. Ward cracking?

-Wardcracking: +1bonus; First time you hit a foe in a round that benefits from AC-increasing spellor spell-like abilities, reduce the AC-bonus granted if the target fails at a save.

Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adhere to the unfortunate, slightly cluttered 3-column portrait-standard and the pdf has no bookmarks, but needs none at this length.

Owen K.C. Stephens delivers – not only are these qualities awesome, they convey exceedingly cool the antimagic fluff of cold iron, blending great crunch and fluff in one all killer, no filler page of awesomeness that plain out rocks and lacks any sense of mediocrity. Final verdict – resounding, triumphant 5 stars + seal of approval.

Endzeitgeist out.



Creature Codex (Vol 6: Europe's Forgotten Foes

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

This collection of monsters is 14 pages long, 1 page front cover, 1 page editorial/ToC, 1 page SRD, leaving us with

11 pages of content, so let's take a look, shall we? The first of the new creatures is one your players will hate. I guarantee it. Why? The bovine/equine, 4-horned CR 5 Bonnacon tramples foes, has deadly hooves and treats its natural weapons as secondary weapons. So far, so common. Where players will start HATING this beast is when it starts unleashing its signature ability: Conical blasts of burning feces. Yes. And yes, the burning excrement clings to the bodies of those hit. I feel the distinct NEED to use this critter. Fast. Two thumbs up, especially since it comes with the variant CR 6 Khalkotaurs, fire-breathing white bulls in case you don't want to humiliate the PCs that much – but why would you?

AT CR 11, the Calafex are humanoids with tentacled lower torsos reminiscent of octopi and get the ability to jet-blast through the depths, constrict and grab foes and supplement these melee powers with the spellcasting capabilities of a 9th level sorceror – with the caveat that they may choose spells from both the cleric and sorceror lists.

At CR 20, Carcohls (from the French legend of Hastingues, in case you were wondering) are deadly – that's a given. But what are they? Essentially, think how the most disturbing cross between a titanic snake and a snail, with tentacles from the mouth, acid slime trails, a breath weapon and ridiculous toughness would look like and there you go! Very cool, disturbing behemoth of a creature!

One of the weirder beings any PC will ever encounter would be the CR 1 Gryllus (no, not the field cricket, the one from Greco-roman legend...) – a weird humanoid mish-mash of animal parts with two human faces that can not only emit stacking wails, but also spread its wisdamaging curse via attacks: those that succumb to the curse transform into these hideous beings themselves and while the transformation is reversible via appropriate spells, these beings should drive fear into your players. After all, who wants to end like THAT? As supplemental material, information on Greater Grylli (At CR 3) and the spell to create these creatures have been included as well.

The CR 8 Scitalis are related to the wyvern and are not only extremely hot, resulting in a blur-effect (which can be countered by enough cold damage – VERY cool!), but also with mesmerizing, scintillating colors.

The final beast is a classic of European mythology – the Yale, at CR 9, may look a bit like an antelope, but is actually surprisingly intelligent creature with flexible horns that not only makes for a good duelist, but also an honorable companion. Information on how their horns may be used for enchantment purposes is provided as well.

Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to a nice 2-column fullcolor standard and the pdf offers neat original fullcolor artworks for each and every creature herein – rather cool, especially at this fair price point! The pdf comes fully bookmarked and in two versions, with the second version being more printer-friendly.

Nick Herold has done it again and crafted a bestiary of intriguing creatures from myth that breathe antiquity while still being fresh – and better yet, the supplemental pieces of information add further value to this superb little collection of monsters. All of which come with at least one cool signature ability (though the dual spellcasting of the Calafex didn't wow me), rock solid statblocks and all of them demand to be used. this is the definition of a short all killer, no filler bestiary and hence worth 5 stars + seal of approval.

Endzeitgeist out.

Gingerbread Golem Swarm

Publisher: Christina Stiles Presents **Reviewer:** Thilo Graf **Rating:** 5 stars out of 5 stars

This pdf is 2 pages long – 1 page SRD/editorial, 1 page content – so what do we get?

Essentially, we get Jeff Lee creating a Gingerbread Golem Swarm that clocks in at a nasty CR 7. Not only are these menaces immune to magic (and

swarms that are immune to magic are a PAIN), they may vomit liquid gingerbread on victims, potentially encasing them in gingerbread and suffocating them – funny, yet also potentially very dark: Two thumbs up – also due to the proposed alternate rule with a weakness to bite attacks.

Conclusion:

One page, not much space to make editing mistakes (though I didn't notice any here and time has shown that you CAN make a lot of them); Beautiful full color artwork and layout, an original, cool piece of artwork, no bookmarks, but it needs none and a printerfriendly version is included as well – what's more to say? This pdf delivers what it promises on the lid and offers an iconic, cool creature that has potential for both fun and dark situations. Jeff Lee delivers a cool critter well worth 5 stars + seal of approval.

Endzeitgeist out.



Against Tsathogga



Publisher: Frog God Games **Reviewer:** Thilo Graf **Rating:** 5 out of 5 stars

This module is 15 pages long, 1 page front cover, 1 page editorial, 1 page ToC, 2 pages of SRD and 1 page advertisement, leaving us with 9 pages of content, so let's take a look, shall we?

This being an adventure-review, the following contains SPOILERS.Potentialplayersshouldjumptotheconclusion.

All right, still here? Well, DMs, this is one of the modules that can work well as a one-shot or a campaign's end/ darkest moment prior to the epic final stretch Intended for PCs of level 16+. Why? Because the module unabashedly states that it's intended as a pretense to use the massive Center Stage Tsathogga-mini. so yeah, the climax of this module may see the Demon-Frog-God actually making an appearance. Yes. That one. recall the CR? Yeah.

But though this module is a pretense, it is not bar its story – the frog-men of the Tsathar have been making sacrifices to Tsathogga in their desolate wasteland for ages – never have their pleas been answered. Now, they have an ancient statue – which turned out to be one of the Ranan, dread progenitors of the vile frog-people. The Ranan, awake, has started a summoning, one that will be crowned with success, lest the PCs intervene! In the desolate, vile marshlands, mankind's doom draws near...and it's up to the PCs to travel there and stop the impending catastrophe.

The marshland Tumulus, while not rich in creatures, does feature one deadly disease that suffuses the bog, potentially weakening the PCs even before the slaughter begins – the PCs have to enter Tsathogga's Maw, a deadly cavernous complex with Tarteran Viruses, poisonous frog excrement, Custodians of Tsathogga and vast arrays of tsathar - all waiting to annihilate your PCs. Oh yeah, have I mentioned that the Ranan is CR 20, has over 400 hp and more than half have to be inflicted to interrupt the ritual? Oh, deadline, btw. - 3 rounds. 3 ROUNDS. Against waves upon waves of high-level tsathar and the dread progenitor. Otherwise, frickin' CR 30 Tsathogga is here and PAIN begins - which would make for a furious final for a campaign, especially if the PCs manage to escape (by e.g. shoving tsathar aside so tsathogga eats them instead) - a kind of frogpocalypse that would make for an exceedingly awesome climax over the last couple of levels for any campaign.

We also get teh Filth-Priest of Tsathoggua archetype as well as three new high-level threats, though Tsathoggua's stats are not included – you'll need the Tome of Horrors Complete for those, which I consider the one flaw of this otherwise fun, apocalyptic high-level romp.

Conclusion:

Editing and formatting are top-notch, I didn't notice any glitches. Layout adheres to FGG's concise, printerfriendly two-column standard and the pdf comes

Pathways Magazine

fully bookmarked. The b/w-artworks are superb and the cartography deserves special mentioning – not only is it great, it is provided in a delightfully oldschool isometric viewpoint – and personally, I've ALWAYS loved these – while not perfect for battlemats, they just feel more alive, more vivid to me. I would have loved a player-friendly version, though.

This module could have been a simple pretense, a module to phone in – instead, PFRPG-conversion expert Skeeter Green provides us with a superb example that shows he can write great modules (and should do so more often – his contribution to Rappan Athuk was glorious!) that breathe a sense of filth, decay and desolation, a module that manages to instill an almost Call of Cthulhulevel sense of desperation, which is anything but easy to do at this level. Apocalyptic, fun and a chance to whip out a huge monster-mini (or simply a statblock you'd otherwise probably never use), this module is exceedingly fun and misses my seal of approval only due to the lack of player-friendly maps and the fact that Tsathogga's stats have not been included. Final verdict: 5 stars, in spite of its brevity.

Endzeitgeist out.

Jucien's Guide to the Grand Stair (Diceless)

Publisher: Rite Publishing **Reviewer:** Bruce B. **Rating:** 5 out of 5 stars



This is a couple dozen pages' worth of commentary on the Grand Stair, the liminal space that links worlds in the setting. The bulk of it is the correspondence and lecture notes of a particularly talented traveler and observer. Rob Donoghue does a good job capturing the voice of a smart, capable jerk here - Lucien is what a lot of net flamers fancy themselves,

but with the accomplishments to justify a good measure of self-confidence. There are also some very nifty new sorcery spells, suggestions for new uses of existing cantrips and such, and a very sensible framework for allowing characters to develop individual aspects of the Grand Stair powers.

All of this does the most important thing a setting book like this can do: it opens up possibilities rather than closing them off. Every statement about "this is how the Grand Stair works" comes with an acknowledgement of the variety innate in a basically infinite setting, and every speculation about why the Grand Stair works like this comes with some frank acknowledgement of the limits to anyone's knowledge. If you want to establish the essence of the Grand Stair as an unsolveable mystery, this book has your back. But it also supports you if you want to use one of the theories presented here or invent some of your own. It's useful.

Highly recommended.

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